



DRAGON'S HOARD 4

A BIG HOMEBREW COMPILATION

ADVENTURES



 **MONKEYDM**

THE GREAT HEIST

5TH EDITION ADVENTURE

PULL OFF THE COUP OF THE MILLENIA OR DIE TRYING

THE GREAT HEIST

THE GREAT HEIST IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 15 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PLOT HOOK

While the party is out and about, either in a tavern or simply travelling, they will be approached by Myles Mittens, a tabaxi thief with black fur and jittery demeanor. He asks them point-blank if they are adventurers. If they reply affirmatively, he'll say he has a business proposal. And he intends to pay handsomely.

CHAPTER 1

In which the players prepare a bank heist.

CHAPTER 1.1. AN EXPERT

Somewhere hidden, maybe in a tavern, or anywhere else where discussion can go on unnoticed, Myles will explain his situation.

Read this as Myles:

'See, for most of my life, I've been a thief. I'm not good for much, but I'm darn good at picking things clean. I am what you would call an expert. Let's just say I've got an eye for shinies. Well, as you keep stealing, the small prizes don't satisfy no more. The proposition for you is simple, actually. I'm planning the heist of the century. There's a fat and bold devil of a noble who hoards money and magical items in his mansion. I want to pick it all clean. No coin left. Nada. But for that... I need a bit of help. He's got security to an extent I can't even fathom to dodge. Especially not with my... Limited skill set. So, can I rely on you fancy folk? Money will be mostly yours. I mainly do it for the thrill.'

Upon the party agreeing, Myles will tell the party they need a few things before proceeding. Those being

- An inside man
- A schedule

The rest of this chapter will detail acquiring these.

CHAPTER 1.2. AN INSIDE MAN

Read this as Myles:

'My connections have run dry as far as this man's concerned. Very few people work for him. From what I've heard, he mainly works with constructs. Anyway, I'm going to need you to find us a man on the inside. Ah, the noble's name. Lord Nathos Clearwater, I think it was. Good luck.'

If asked as to why he doesn't help, Myles will get defensive and just say he has to lay low for a while. A **DC 18 Wisdom (Insight) Check** will reveal he is hiding something. If pressed about it, he'll tell the party that if they keep pushing, they'll be stuck trying to break in without his expertise.

GM NOTE. Finding an inside man on the matter is difficult, as Lord Clearwater uses minimal staffing. His only contacts are:

- Lady Clearwater, his wife.
- Brendon Clearwater, his brother.
- Leia Clearwater, his daughter.
- Sir Gregory Mon, his personal guard captain.
- Mary Larson, his cook.

The rest of the house is entirely automated, with all of his automatons having clay golem stats.

If players ask around the town/inns for information about the lord, they must make a **DC 20 Charisma (Persuasion) or Charisma (Intimidation) check**. If failed, they will have to operate without an inside man, making the next chapter more difficult.

If they got the information from locals and commoners, read this:

'Going out and about in town, you come across very few commoners willing to talk, all of which know of Clearwater to be a bit of a hoarder and also quite the paranoid person. He lets very few people in, out of fear they are all to steal from him. Some even recall a maid by the name of Jezebel, which he had whipped and removed upon accusing her she had stolen some of his belongings. Upon asking where you can find this person, they do give you an address.'

If, instead, the party got their information from from people of power/other lords, read this:

'Most everyone tells you that the lord is a very cold and unwelcoming man, worthy of hatred. Many of them delighted in the recent scandal, when his woman found out about an affair with a certain maid by the name of Jezebel.'

After this, the players should go and seek out Jezebel. Read this:

'After a little more asking around, you find out where this Jezebel lives. A small hut of stone and wood, discreetly kept on the outskirts of town. The blinds seem to be shut out and the door locked. From inside, you can faintly smell the sweet odour of cooking. Upon knocking, you hear footsteps quickly approaching, and a figure opens the door with sweat on her brow and flour on her hands. The posture is reticent and suspicious, inquisitive, even.'

JEZEBEL

Information: A young woman, no older than mid-20s, who shows immense grace and beauty. Her home is neatly kept and adorned with furniture that looks too fancy for a regular maid. She doesn't want anything to do with anyone, as she's saved quite a bit of money and is trying to keep her head low.

If persuaded or pressed to speak, she will say that Lord Harlan had an affair with her, and now no one will take her up as a maid out of fear she is a homewrecker. Lady Clearwater was the one to have her whipped, but not for stealing, rather for the affair. Her back is still very hurt. Upon further persuasion, or if the party heals her 30 whip wounds, she will agree to help, mentioning in passing that ever since the Lady found out, the Lord and her have been away on a journey of reconnection. The house is only held by the servants. Maybe she could make her friend, the cook, get in on it. She also provides a brief schedule. Having retrieved her, the party must now return to Myles.

1.3. THE NIGHT BEFORE

The next day, Jezebel (provided the party has found her) tells the party the cook is in on the job, as long as she gets a cut. Now with an inside man at the ready, the party is good to go for tomorrow, all that remains is setting up a plan. Myles knows, through his sources, that he keeps all his treasures in his extra ballroom. Getting there is the issue.

GM NOTE. The extra ballroom is lined with lead walls, making scrying on it impossible. Scrying the other rooms is possible. Having access to an inside man also gives the party help for the break-in.

Getting inside the house itself is a sandbox encounter. Myles will suggest they can also sneak in by going inside his bag of holding, while the cook carries it. (This is the main option.)

They can also ask the cook to open a window on the side, while someone creates a commotion outside, thus not requiring a passage through the main door.

In case they haven't got an inside man, they can attempt to break through a reinforced window, which will create noise, but is an option. Any reasonable way is valid, and the exact build of the house, as well as how the party enters it, is at the DM's discretion to create.

CHAPTER 2

In which the party attempts to steal plenty of objects.

CHAPTER 2.1. OUTSIDE THE HOUSE

Reaching the insides of the house has multiple ways one can go about it. Here are three possible ways one can go about it.

If, at any point, combat encounters are triggered, house **guardian golems** look as if made from iron and have a large gem on their chest.

GM Note. During any combat, Myles remains hidden, not attacking at all. He refuses to act around golems, but refuses to tell the party why.

CHAPTER 2.1.1. STRAIGHT IN

If the party hides within a Bag of Holding, the house guardians at the gate will notice the new bag and perform a check-up. All characters within the bag must make a **DC 17 Dexterity (Stealth) check** or become spotted. If they get spotted, **5 guardian golems** jump within the bag and combat ensues. After that, they can get in without further combat.

CHAPTER 2.1.2. A WINDOW TO LIFE

If the party attempts to reach the open window provided by the cook, they will need to first make their way over the large fence, through the courtyard and in through the window. This will require **three Dexterity (Stealth) checks that must total an average of 18 or higher**, in addition to any checks the DM deems necessary. Such checks may include **Strength (Athletics)** for climbing the walls, **Wisdom (Perception)** for setting up things while within darkness, etc.

Failing any of the three Dexterity (Stealth) checks will alert the house guardians **golems**, triggering an encounter against **2** of them. If the party set up a commotion before, then they are allowed one failure without triggering an encounter.

CHAPTER 2.1.3. BROKEN WINDOWS

If the party has no inside man and attempts to break through a window, they'll first have to climb over the fence, requiring Dexterity (Stealth) checks that must total an average of 18 or higher, in addition to any checks the DM deems necessary. Such checks may include Strength (Athletics) for climbing the walls, Wisdom (Perception) for setting up things while within darkness, etc.

Having a total average below 18 on the Dexterity (Stealth) check will trigger combat against **3 house guardians golems**.

Upon completing said combat, they can try to get through the window. It can be unlocked with a **DC 25 Thieves' Tools check**. Targeting it with a spell or breaking it will create noise, triggering another combat against 2 more house guardians. After that, the party arrives within the house. Proceed to chapter 2.2.

CHAPTER 2.2. NOW WITHIN

Now within the house, the party will further need to avoid guardians, these much smaller than the ones on the outside. They'll have to dodge and weave through corridors.

As they make it in, read this:

'You find yourself into a labyrinth of corridors showing immense opulence. All around you, a plethora of paintings, ornate suits of armor and the like, adorned with bits and bobs of gold or even gems. It is, no doubt, a pile of riches, but Myles seems to ignore all of it, looking about on the corridors, wishing to arrive within the ballroom.'

The party must now find their way towards the ballroom. If they have scried the house before, they have advantage on all checks to do so. They must first make a **DC 18 Intelligence (Investigation) check** to find out where they are. After that, they will have to move through the labyrinth of corridors, finally arriving at the door to the ballroom.

Once they reach there, read this:

'As you arrive in front of this large wooden door adorned by two large, runic locks, Myles stretches his arms. He quickly places his tools within one of the locks, slowly beginning the process. Within a few good moments, he opens it up. He then smiles, as luckily no patrol comes in.'

If anybody else within the party attempts to open the other lock, they must perform a **DC 25 (Dexterity) Thieves' Tools check**. After a brief minute in which the party can recollect, Myles opens the second lock by himself.

Read this:

'As the doors open, you see a beautiful ballroom, in the middle of which rest quite a few red velvet stands, holding many magical items or other riches. It is not the usual horde, per se, but it is worth quite a lot. In the back of the chamber, two grand statues watch over this hoard. You see as Myles takes a step back, enticing you to go in. You all step inside and to your surprise, nothing happens. Then, he steps inside. The moment his paws reach the through the door, you begin to hear a noise, as, with the sound of moving stone, the two statues shift, moving their gaze towards the tabaxi. You hear an automated, unnatural voice. "Myles Mittens, detected. Protection protocol commenced. Thievery must be ceased." With a quick motion and an uncomfortable smile, Myles turns his gaze towards you. "Maybe I should have mentioned I attempted to rob this place before. My associates didn't survive. I hope you are to be luckier. Defend me while I pick some of the locks, will you?"'

MAP 2: TREASURE VAULT

CHAPTER 2.3. PROTECTION PROTOCOL

Within the ballroom, as part of the protection protocol encounter, the party will have to fight **2 iron golems**. Every turn, these will try to reach Myles (stats below). Each turn, he will do one of two actions:

- If the golems are focused on him and haven't been distracted, he will attempt to hide.
- If the golems are at least 15 feet away, he will use his action and instantly open one of the magic containers. Each opened container will add an additional 5000 gold to the treasure of the adventure.

The players can choose to leave at any time, but staying for longer means they get more treasure.

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MYLES THE SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

LAIR ACTIONS:

Every round, at initiative 20 (losing initiative ties), the Protection Protocol can take a lair action to cause one of the following effects; the Protection Protocol can't use the same effect two rounds in a row:

- **2 animated armors** will march within the chamber as part of the defense protocol, attacking the nearest creature to the entrance.
- All tiles activate, in an attempt to shock the creatures within the area. Each creature on a colored tile must make a **DC 17 Constitution saving throw** or take 4d6 lightning damage. The iron golems are unaffected by this.

Once the players decide to leave or have finished the encounter, proceed to the next chapter.

CHAPTER 3. A GREAT ESCAPE

In which the players run away with the treasure, but are met by a worthy foe.

CHAPTER 3.1. AWAY WE GO!

If the players break out by natural means, read this:

'When you have gathered enough for your liking, you quickly pack up your things and, with a final effort, Myles moves towards the windows in the back of the chamber, places an object on one of them, and promptly it bursts to pieces. You see him shrug, before jumping out. One by one, you all move out, quickly rushing away. One by one. As you run away from the house.'

In order to make it past the fence, the players must make a **DC 16 Strength (Athletics) check**. On a failure they are struck by a projectile thrown by golems dealing 2d12 bludgeoning damage and pushing forward.

After they've all made it out, read this:

'Myles turns to you in a haze, running as fast as he can. "We have to get to the bridge. If we get there, we'll get to my safehouse and we'll be fine." He then begins to move towards it carefully.'

CHAPTER 3.2. THE BRIDGE

'Not long after, with a blend of stealth and speed, you arrive at the town bridge. You see Myles having a gigantic smile upon his face. He turns towards you, with a cheshire-like grin. "We didn't even come across that annoying guard captain with the bow. Got off easy, I say." In the very next moment, his words ring out like a bad omen, as a small arrow strikes the bridge in front of him. Instead of the impact you would expect, a thunderous explosion breaks the bridge in half, leaving a gap in the middle, but 5 feet in front of Myles. On the other side of it, guarding it, adorned with the same crest as the many golems you saw inside, two more constructs, with gem-like eyes looking straight towards you and gems on their chests. From a distant rooftop, you see a shape, bow in hand, eyeing the promptly blown-up bridge. Roll initiative.'

The players will now face the **Guard Captain (The Grim Hunter)** and his **2 shield guardians**, which are bound to him. While his guardians hold the line, the Guard Captain will try to keep at a distance.

THE GRIM HUNTER

Medium undead (elf), lawful evil

Armor Class 19 (natural armor)

Hit Points 129 (14d8 + 56)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 23 (+6) | 18 (+4) | 15 (+2) | 17 (+3) | 22 (+6) |

Saving Throws Dex +11, Wis +8

Skills Deception +11, Insight +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons, necrotic, poison

Senses darkvision 300 ft., passive Perception 13

Languages Common, Elvish, Infernal

Challenge 15 (13,000 XP)

Partial Magic Immunity. The hunter can't be affected or detected by spells of 4th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The hunter weapon attacks are magical.

Innate Spellcasting. The Hunter's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *misty step*, *mage hand*, *minor illusion*

3/day each: *detect magic*, *invisibility*, *suggestion*, *darkness*

1/day each: *dominate person*, *fly*, *plane shift*, *synaptic static*

Grim Strikes. The hunter can augment the power of his weapons, at the start of his turn he can select one of the following abilities to infuse his weapons with. His next hit is improved (Note: this does affect his Hail of Arrows action). He cannot use the same ability two rounds in a row.

- **Constraining strike:** The hunter next hit with a weapon attack deals an additional 2d6 piercing damage and the target must succeed a DC 19 Strength saving throw or be restrained until the start of the hunter's next turn.

- **Blinding strike:** The hunter next hit with a weapon attack deals an additional 2d6 necrotic damage and the target must succeed a DC 19 Constitution saving throw or be blinded until the start of the hunter's next turn.

- **Thunderous strike:** The hunter next hit with a weapon attack deals an additional 2d6 thunder damage and the target and all creatures within 5 feet of it (other than the hunter) must succeed a DC 19 Strength saving throw or be knocked back 15 feet and fall prone.

- **Banishing strike:** The hunter next hit with a weapon attack deals an additional 1d6 psychic damage and the target must succeed a DC 19 Charisma saving throw or be banished into a harmless demi-plane where it is incapacitated, until the start of the hunter's next turn.

Actions

Multiattack. The hunter makes three attacks

Longbow. *Ranged Weapon Attack:* +11 to hit, range 300/900 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

Hail of Arrows (Recharge 6). The hunter fires a never ending stream of arrows in a 60-foot cone in front of him. All creatures in that area must make a DC 19 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The hunter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hunter regains spent legendary actions at the start of his turn.

Attack. The hunter makes one weapon attack.

Teleport. The hunter teleports up to 30 feet to an unoccupied space that he can see.

Infused Strike (Costs 2 actions). The hunter uses his Grim Strikes ability and then makes one weapon attack.

CHAPTER 3.3. THE END

Upon defeating the captain and his automated creations, Myles leads the players to his hideout, giving them 5000 per stolen item. And with that, the great heist has been pulled off!

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MAP 3: BROKEN BRIDGE



 **MONKEYDM**

THE GIFT THIEF



5TH EDITION ADVENTURE

A CUTE CHRISTMAS ADVENTURE FULL OF THRILLS

THE GIFT THIEF

THE GIFT THIEF IS A CUTE CHRISTMAS ADVENTURE DESIGNED FOR 4-6 LEVEL 3 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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CHAPTER 1. WELCOME TO FROSTBEAK

In this chapter, players will find themselves in the small town of Frostbeak and realize that this year will be different from all the rest.

CHAPTER 1.1. TREASURE UNDERNEATH THE TOTEM

Read this:

'Adventures, welcome to Frostbeak. This small village, nestled in the frostiest parts of the realm, has quite a unique and beautiful history, the course of which has been steady, that until now. Through the ages, the forming mythos of this village has remained strong as ice and endured generation by generation. The story goes that one day, next to the wall of ice that is now the main defense of the village, a mother cradled her children, wishing to defend them from the cold. In a desperate plea for help, she said a prayer, maybe then a spirit would come to her aid. If not, they would have surely died of cold. It was then that the Frostfeathered Father descended upon her. An owl the size of a house, with eyes blue as gemstones and a beardlike plumage. It gifted her with wood and blankets and food. And in due time, her children grew and founded the village in his name, sculpted totems in his figure. Since then, every year, on one faithful day, snow owls, descendants of the Father descend down upon the village and give gifts. This is, of course, only if they've given in return. This year... however, feels oddly different. Some of you might have come to the village to view the celebration, others might have grown up here, but one thing is for certain, it is here your life will change.'

The players find themselves in the middle of the village, gathered around the fire with many a villager, as well as the village elder, Sorhaim Snowhoof.

SORHAIM SNOWHOOF

Information: A large, yet old, mamut-like minotaur, with tusks instead of horns and long, droopy hair. His voice is strong and yet somewhat comforting, like a sip of hot chocolate. He is dressed in adorned garbs and wears a large totem on his back, reminiscent of his people.

For a good bit, the players can see every villager at their happiest, walking around calmly and chanting lowly. Allow the players to enjoy the celebrations momentarily, for trouble will begin soon!

CHAPTER 1.2. LOOK OUT!

Read this:

'As you partake in the day's celebration, you suddenly hear an empowering horn from the top of a building. Instantly, you hear every villager begin to shout with joy and excitement, as they all move towards the back of the village, next to the large altar. You hear varying chants "Look out!" "There they are!" "Here they come!" You look up and notice as in the distance, ten or so giant snow owls fly in the sky, with sacks on their talons, approaching quickly towards the village. The birds are but 30 or so feet up, slowly descending. This is the serene sight of celebration. Then, at but a moment's notice, it is disturbed. Nets fly into the air, catching onto the birds. For a few of the owls, what once was a gracious flight now becomes a straight plummet. Scared, the others turn around and fly away. You begin to hear guttural sounds from the edge of the village and before you could even react, the owls fall onto the ground, and from behind various buildings and underneath the cover of snow, orcs emerge, weapons at the ready, heading towards the owls. **Roll initiative.**'

VILLAGE ENCOUNTER !

SETUP

Place 4 giant owl onto the map and 2 orcs within 5 feet of each. The owls are considered grappled and restrained, as they are caught underneath weighted nets. They will struggle to escape, and must be aided in doing so. The goal of the fight is to free all owls. Until that is done, the combat continues. On the first round of combat Snowhoof will yell out at the adventurers to free the owls, in order to better communicate the goal.

If, at the start of their turn, the owls have no orcs within 5 feet of them, they can make a **DC 14 Strength (Athletics) or Dexterity (Acrobatics)** to try and escape. A player can grant the owl advantage on this check by performing the help action on their turn. Every freed owl will dash into the sky and fly away.

Each round, at **initiative 20, 1d8 orcs** will emerge, each having the owls as their main target. They will spend their actions picking up the owls and dragging them as much as they can. They will not, in any way, damage the owls. Once an owl is outside the village, that owl is considered lost. This will have an effect upon later combat. If attacked, the orcs will turn to the players and attack them. Any orc that did not get attacked by a player or tribal warrior will not attack, but use his action to further drag the owl along. On the player's side, there are **4 tribal warriors**, who will try their hardest to defend the owls.

If all owls have been either lost or freed, the combat is over and the orcs retreat.

At the end of combat, any unconscious players will be healed by the elder for 1d8 +3 hit points.

MAP 1:
VILLAGE
ENCOUNTER



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CHAPTER 1.3. THE RAMIFICATIONS

Once combat is over, read this:

'With the orcs quickly rushing away, you draw your breath as best as you can. All around, you see the faces of scared villagers, all looking towards the elder, who has his head bowed. There is a sense of dread and anger within the air. He looks up at all of you. "Thank you for this aid. The orcs, I never thought they'd be so brutal as to strike the owls. They must be stopped. In all our years, they have never done this before. Passing through their fortress, however, is never going to happen. You will need the aid of the **Frostfeathered Father**. Go to his sanctuary, not far off from here. Only he will know how we can best stop the orc menace. They must not be left to attack yet again. And remember, always be giving." He says, before bowing his head once more. It is time to save tradition, to restore what is sacred, to save the holidays.'

CHAPTER 2. CONSULTING THE FATHER

In this chapter, players will endure a harsh trip through the snow, arriving upon the Frostfeathered Father's lair.

CHAPTER 2.1. CHALLENGES OF TRAVEL

In order to reach the Frostfeathered Father, the players will have to go a tadbit southward, then climb up the mountain. This is easier said than done, due to the winter winds and the cold.

Read this:

'Your journey, although short, as the sanctuary of this Frostfeathered Father is not too far off, is troublesome. The cold alone would be a major deterrent, but add to it the unruly winter winds and you've got a recipe bound to bring some frostbite to your bodies.'

For the first part of the travel, the players must roll a **DC 13 Constitution saving throw**. On a failure, they receive one point of exhaustion.

After further travel, read this:

'After you've traveled for a good few hours, the winds noticeably pick up, and there seems to be no sight of the mountain thus far. What there is sighting of, however, is a blizzard cloud, pushing dutifully in your direction. And avoiding it doesn't seem likely.'

In this next part, players will have to prepare themselves and endure the coming blizzard. They must roll a **DC 14 Dexterity saving throw**, taking **2d4 piercing and 2d4 cold damage** from the ice shards through on a failure, or half on a success.

Once the blizzard passes, read this:

'After a harsh travel through the blizzard, you find yourself surrounded by snow, but exempt from any landmark. It is quite clear that this land is not an easy one to travel...'

One player must take the charge and attempt to lead the party. That player has to roll a **DC 16 Wisdom (Survival) check**. On a success, the party is not lost and they may proceed. On a failure, the party gets lost and encounter **2 polar bears**. After they deal with the bears, they can proceed (This is a light hearted adventure, you can give your players the option to succeed in the encounter with a successful **DC 16 Wisdom (Animal Handling)** check. Lower the DC to reward good role-play and creativity if needed.)

CHAPTER 2.2. THE GUARDIAN OF GIVING

Read this:

'A few hours of travel later, you find yourself at the base of the mountain, but you need not climb it all. In a good hour, you arrive at the gate of this entrance of sorts. In front of it, a large stone, larger than any one stone you've seen before. Leaning against it, sleeping like a cherub, a large yeti.'

The **yeti** is the defender of the sanctuary. The party doesn't have to fight it, but can if they wish. If, instead, they wake him up by giving him a gift, he will move the door for them. If they kill him, opening the door requires a **DC 15 Strength (Athletics) check**. If the party fails, detail how it takes them a good while to push the door just enough to walk in one at a time. In addition upon opening the door on a failure each party member takes 4 (1d6+1) cold damage from the enchantment protecting it.



CHAPTER 2.3. WITHIN THE SANCTUARY

Read this:

'As you make your way inside this cave, you see a practical horde of all manner of goods and a pile of large sacks, all seemingly filled with food and other knickknacks. Weirdly enough, you notice a few giant owls, all not paying you any mind, but rather, with a dexterity that looks almost unnatural for beaks, are either assembling simple tools or packing these sacks, like little elves preparing a certain other holiday. In the back, oldened and white, with white plumage, a gigantic owl, head bowed towards you. Surprisingly, in your mind, although you don't expect it, you begin to hear the strong imposing voice. "Welcome. I have already heard your tale, I feel."

The players may now speak telepathically with the Frostfeathered Father. His helpers have told him of the orcs and he will help. In fact, this time wasn't the first his owls were hunted. The orcs used to be helpers, but after an angry and powerful leader, **Krampus**, came in, they started attacking. He will give each player a giant owl to ride and take them to the orcish stronghold, to save the "gift of giving".

CHAPTER 3. SAVING THE DAY

In which players soar through the sky, then arrive at an orcish stronghold, defeat their leader and return home with all the gifts, hopefully.

CHAPTER 3.1. THROUGH THE SKY

Read this:

'At a moment's notice, you get on the back of the majestic winter owls and begin your soaring flight over the arctic landscape. What took you around 12 hours to travel now only takes you a few, as you observe it all from the back of your giant flying mounts. You move over the village of Frostbeak, going even further north, to a stronghold hidden in between winter clouds. Well, stronghold is much too kind, as it is but the rubble of what once were giant buildings. Even from far above, you can just about hear the screams of agony coming from what you reckon to be tortured owls. Quickly thereafter, you descend into a hidden nook, away from the sights of the not-so-perceptive orcish guards. From here on out, it's your job and yours alone, as the owls fly away under the cover of clouds. The noise of shrieking owls can be heard not too far off, and now, on the ground, you also hear it joined by a laugh of sorts.'

The players can now head towards the leader of the orcs.



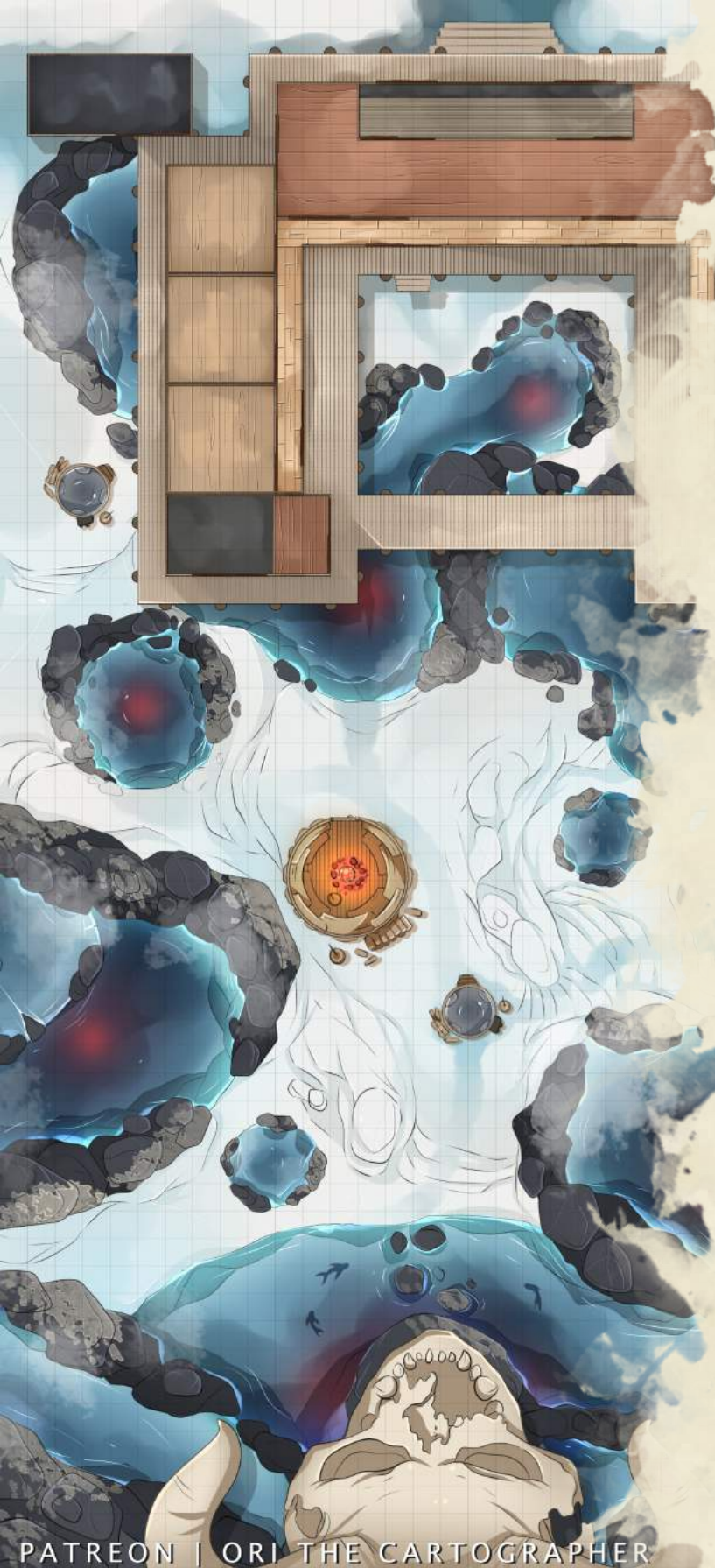
CHAPTER 3.2. THE GIFT BATTLE

In order to reach the boss' lair, the players must make their way through, either facing orcs head on.

If they try to sneak by, they make a **Dexterity (Stealth) check** that must total an average of **15 or higher**. On a failure, they will encounter **2 orcs with 2 worgs**. Fighting head-on will make them encounter **3 orcs**.

Once they have gotten past that, read this:

'You make your way closer and closer to the shrieks, and slowly but surely you come upon a frozen river, that connects to a higher platform, where you see 8 giant snow owls, bound to the walls with chains. Around them, all the sacks with gifts. You also see a figure, orcish. The figure turns towards you with a bright smile. "You have arrived, good. It is time to take your gifts as well." The creature begins to shift and turn, with horns growing, fur sprouting and its tongue lengthening, until it no longer resembles an orc, but a demonic being. The figure smiles and quickly grabs one of the sacks, larger than all others. Behold Krampus. **Roll initiative.**'



CHAPTER 3.4. FIGHTING

The party must now fight Krampus.

LAIR ACTIONS:

Every round, at initiative 20 (losing initiative ties), Krampus can take a lair action to cause one of the following effects; Krampus can't use the same effect two rounds in a row:

- Krampus causes the absorption crystal in his hands to pulse with a rush of ice energy. Each creature within a 30 foot radius circle centered on Krampus and not behind cover must make a **DC 13 Constitution saving throw**, taking 2d6 cold damage on a failure. After that, at the cardinal points (north, north-west, etc.) on the edge of the circle, owl spirits will spawn. If a creature other than Krampus walks within 5 feet of a spirit, they gain an Owl's Gift and remove the spirit from the map.
- Krampus calls back all the remaining owl spirits from the map, healing 1d6 per spirit consumed.

Owl's Gift. Roll on the table, then receive the corresponding benefit. You cannot receive any benefit more than once (except the benefit 1 and 6). If you roll the same benefit, roll again until you receive a new one.

d6

Gift

- | | |
|---|---------------------------------------------------------------------------------------|
| 1 | You take 2d8 cold damage. (The spirit is angry!) |
| 2 | You become affected by the <i>bless spell</i> , requiring no concentration. |
| 3 | You become affected by the <i>shield of faith spell</i> , requiring no concentration. |
| 4 | You become affected by the <i>divine favor spell</i> , requiring no concentration. |
| 5 | You become affected by the <i>heroism spell</i> , requiring no concentration. |
| 6 | You regain 2d8 hit points. |

Once Krampus is defeated, you can proceed.

CHAPTER 3.4. IT IS DONE!

Once Krampus is defeated, the orcs drop their weapons and are happy to see the tyrant gone. The owls descend from the sky and they save their bretheren, along with the gifts. All is well when it ends well!

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KRAMPUS

... Yes the delightful screams of cooking children, roast them alive just the right amount and their meat will be absolutely delicious. You can eat them raw as well, but I find that it leaves some annoying filaments between my teeth...

Some enjoy finding gifts under the tree, especially Krampus, because it means he'll find soft and delicious children there.

DAMARI MOBRA

KRAMPUS

Large fiend, Neutral Evil

Armor Class 13 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 13 (+1) | 16 (+3) | 10 (+0) | 12 (+1) | 13 (+1) |

Skills Deception +3, Stealth +3
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 11
Languages Common, Infernal
Challenge 4 (1,100 XP)

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

Snow Camouflage. Krampus has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Sense Bad Deed. If a child commits a bad deed within 5 miles of Krampus, Krampus knows his exact location at all times for a year.

Actions

Multiattack. The Krampus makes two attacks. One with his Claws and one with his Tongue. He can replace the Tongue attack for Abduct.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 2 (1d4) acid damage, and the target must succeed a DC 14 Strength saving throw or be grappled by the tongue. While Krampus is grappling a creature this way, he cannot attack with his tongue.

Abduct. Krampus puts one target he is grappling inside his bag. The abducted target is Grappled, Blinded, Restrained, and unable to breathe, and it must succeed on a DC 11 Constitution saving throw at the start of each of Krampus' turns or take 10 (2d8 + 1) bludgeoning damage as the bag crushes them. If Krampus moves, the abducted target moves with it. Krampus can have up to four small creatures in the bag, or two medium ones.

Reactions

Feast (Recharge 5-6). As a reaction to falling to 0 hit point or below, Krampus can quickly use his tongue to devour a creature inside the bag. The creature takes 15 (2d10 + 4) piercing damage and falls prone outside the bag in a space adjacent to Krampus, as Krampus chews it and regains that many hit points.



LAUGH YOUR BLEEDING HEART OUT

5TH EDITION ADVENTURE

EXPLORE FORBIDDEN REALMS AND TRY TO STAVE OFF THE INFECTIOUS MADNESS

LAUGH YOUR BLEEDING HEART OUT

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PLOT HOOK

While the players are travelling through a forest that serves as the barrier between the living plane and the Feylands, suddenly, they see a big tree turn into a door of sorts. But a moment later, before they can get any closer, they see a satyr get pushed out of the tree, falling face first onto the ground. The satyr rushes back towards the tree, but the gate closes before he can get there.

CHAPTER 1. A MISPLACED JOKE

In which players find out who the satyr is, what he did to get into this predicament and then they begin their journey

CHAPTER 1.1. THE STRANGER

Read this:

'As you all watch from a distance, you notice the satyr begins to bang on the tree again and again, then he takes a step back and attempts to cast a spell, but to no avail. You see the shoulders slump and the legs fall to the ground, as the satyr begins to weep, seemingly not noticing your presence.'

Once the players approach the satyr, he'll shake away his tears and introduce himself flamboyantly as Sertenus Arphius Lerthius, or Sal to his friends!

SERTENUS ARPHIUS LERTHIUS (SAL)

Information: A short satyr with upward facing horns, to which are attached small bells. Around his waist there is a colores sash and a small pan flute. He is, or rather was, a jester for a court from within the Feyland. He said a joke which his sire deeply hated, point at which he was sentenced to live outside the Feyland.

Sal will ask the party for their aid, saying that if he could just get back, he'd be able to explain it all. He isn't fit for this fate. He's an artist and only in the Feylands was his art truly appreciated.

GM NOTE:

If the players ever make Wisdom (Insight) checks against Sal, they'll notice he is holding a tidbit of information back. If intimidated on the matter, he'll say he is in love with his sire's lady and he'll explain the full story throughout the journey.

In return for their aid, he swears to be always at the party's side, no matter what. As well as sneak them some relics from his sire's hoard.

CHAPTER 1.2. TREETAPPING

Once the party agrees to aid Sal, he will dramatically kiss their hands and feet, bowing before them.

Read this as Sal:

'I am but a lowly jester. Thank you for being at my side.
THANK YOU!'

The players will now need to find a way to lead Sal back inside the Feylands. Sal will at first try to use his magic, but seeing he has none, he will start knocking on trees one by one, saying a tree could help focus and open a portal. The players must make a DC 20 Intelligence (Nature) check to find a proper tree. If they fail, one of the trees they tap on has a **3 green oozes squeezed inside it (black ooze)**.

If any of the players ask whether a tree passage will work, they can make a **DC 20 Intelligence (Arcana) check**. On a success, they will remember that, with a worthwhile ritual, such a thing can be accomplished.

Once they've found a proper tree - or, in case they failed, Sal has - Sal will sit down next to it.

Read this:

'You watch as Sal sits down in front of the tree, casting some Sylvan magic. After but a second, the tree opens, but not enough for any usual creature to squeeze inside. You watch as Sal concentrates more and more into his spell, but quickly, the small opening closes once more. Sal falls onto his knees once more, beginning to cry. "They've weakened my magic, the bastards! I can't go on like this! How can one open a portal to his homeland if his magic has been drained. They truly are bastards." He then turns his head towards you.'

The party will now need to find a way to grant Sal his magic. Proceed to the next chapter.



CHAPTER 1.3. MAGIC, PLEASE!

The party has multiple possible ways they can try to fuel Sal, but, in the end, he must be fueled with **7 spell slots** worth of magic.

One way the players can go about this is by fueling their own magic into Sal. In order to first do this, the players must think about the possibility, as Sal wouldn't know about it. If the players ask about being able to do this, they must make a **DC 25 Intelligence (Arcana) check**. On a success, they will recall the means for doing this: a ritual of magic transference.

Another way the party can go about this is by sucking magic out of the surrounding area. If they wait until nightfall, motes of magic will emerge. They will have to guide these motes into Sal.

CHAPTER 1.3.1. MAGIC TRANSFERENCE

Although not requiring combat, the ritual for magic transference is by thoroughly taxing. First, the players must place down incantations in preparation for the circle. One player must make a **DC 18 Dexterity (Sleight of Hand) check** to prepare the incantations. If the incantations are prepared poorly, there will be repercussions, although it is not noticeable at first.

The incantations mark out a circle, with two smaller circles inside. In one of those sits Sal, in the other, players can sit one by one. While in the circles, they can choose to infuse Sal with spell slots, by simply spending them themselves. The needed total is 7. This can either be done by spending any combination of spell slots, such as 1 5th and 1 2nd, 3 1st and 1 4th, etc. If the incantations were not correct, then the first player to spend a spell slot will lose a spell slot of 1 level higher than they wished. If they have no higher level (say they only have 6th level), they will instead spend their next lowest possible spell slot.

SAL, THE SATYR

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 11 (+0) | 12 (+1) | 10 (+0) | 14 (+2) |

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Panpipes. The satyr plays its pipes and chooses one of the following magical effects: a charming melody, a frightening strain, or a gentle lullaby. Any creature within 60 feet of the satyr that can hear the pipes must succeed on a DC 13 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to these panpipes for the next 24 hours.

Charming Melody. The creature is charmed by the satyr for 1 minute. If the satyr or any of its companions harms the creature, the effect on it ends immediately.

Frightening Strain. The creature is frightened for 1 minute.

Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Feyborn Humor. The satyr utters a joke in Sylvan, the humor of which breaks the mind of creatures around it. Choose three creatures within 60 feet of the satyr. They must make a DC 13 Wisdom saving throw or be affected by the *hideous laughter* spell.

CHAPTER 1.3.2. THE MOTES OF MAGIC

If they wait until nightfall, motes of magic will begin to appear, then target the players. Their goal is to guide them into Sal. Sal will be stood next to the tree he wishes to open.

Read this:

'As night comes upon you, you see Sal's expression change. It looks like an odd blend of both fear and excitement, as this forest, a border between human and fae, begins to glisten with an unnatural light. All of the sudden, motes of pure magic spring into existence with puffs of arcane smoke. These small globules, although faceless, seem to be eyeing you. Roll initiative.'

The players will have to face **two larger motes (wraiths)** and **4 smaller motes (will-o'-wisps)**. Once a single player deals more than 15 damage to one of those creatures within a single turn, the creature will target the player. Said player must move so that Sal is between him and the mote. On the mote's next turn, it will move in a straight line towards the player. If it passes through Sal's space, it becomes absorbed.

If the players kill any of the motes without dragging them into Sal, new motes will appear. Roll 1d4 for new larger motes and 1d6 for smaller motes.

GM NOTE:

If your players are struggling to understand the mechanic, feel free to have Sal tell them that he needs to absorb the magic and that the motes need to be guided through him.

Once Sal has all the energy needed, read this:

'You watch as Sal's eyes flash with magic for a brief moment and an unnatural smile appears upon his face, a grin unlike any other. With a swift motion, he spins around towards the tree and quickly says a few enchantments. In but a second, the tree forms into a gateway to the Feylands and you hear the voice of Sal. "Home sweetest home!" It's time to go in!'

Once the players make it in, proceed to the next chapter.

MAP 1:

THE MOTES OF MAGIC

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CHAPTER 2. THE ROAD HOME

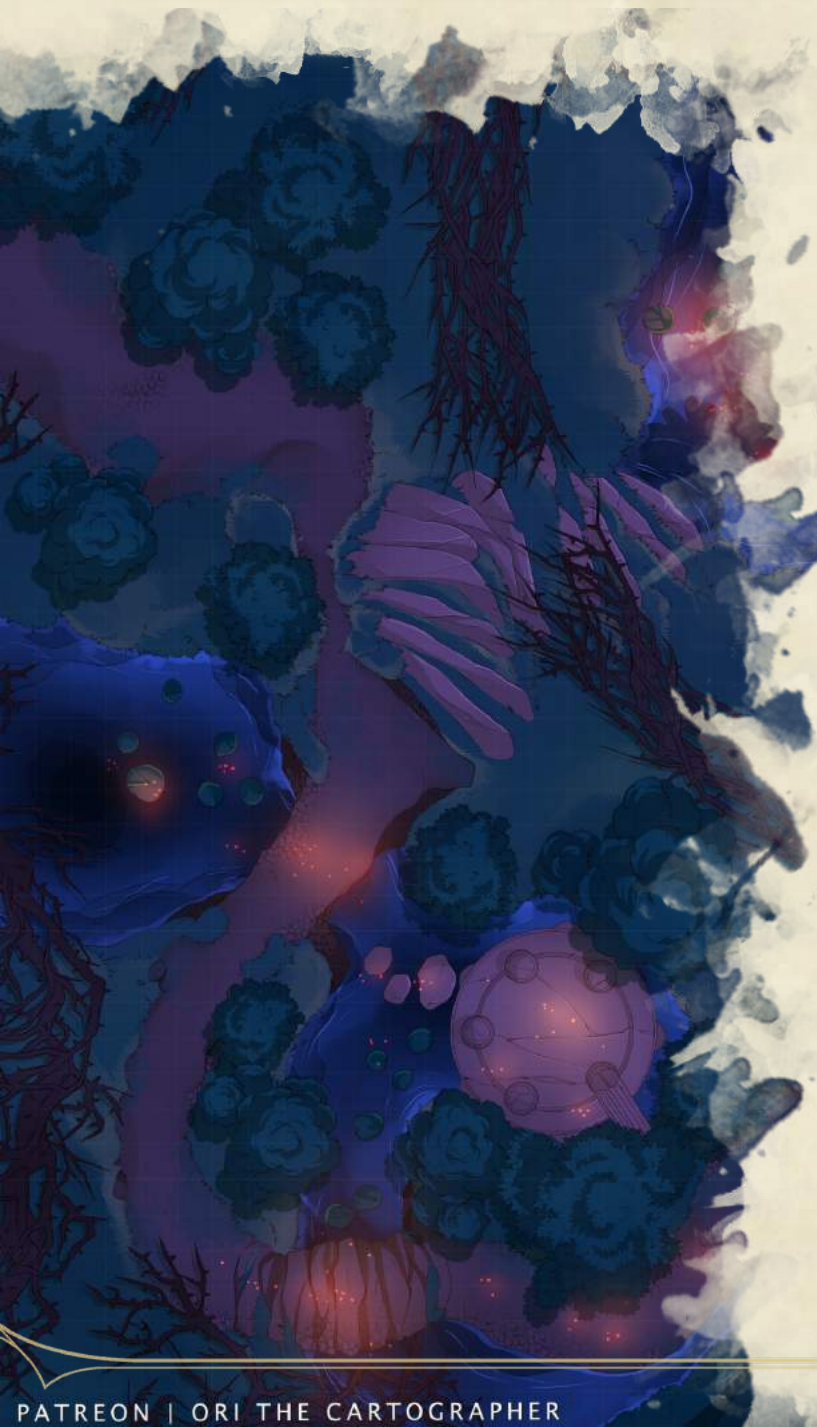
In which the players encounter beings who most certainly don't want Sal to be back home.

MAP 2:

TRAVEL COMPANIONS

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CHAPTER 2.1. A LEISURELY STROLL

Read this:

'Passing through the gate, you find yourself in a forest unlike any other. It is lush and welcoming, with various shades in colors of unfathomable beauty. This altar of unhindered nature renders anything you have seen before. It is as if in this land, the life is purely natural, never altered, never disturbed in any way by any means, whether they be humanoid or something else. And next to you, Sal is skipping like a little girl.'

The party can travel about. They can choose to make **DC 15 Wisdom (Perception) checks**, which reveal that all around are all manner of flowers they have never seen before. If they decide to pick up any of the flowers, angry sprites will pop up and make faces, before flying away. The players can later sell these flowers for 200 gold each. If they pick more than 3 flowers, instantly lead them to the next chapter.

Read this:

'After a little while, Sal yawns, looking out and around. "We should get a tidbit of a rest. Just a few minutes, nothing more. I wish to tell you something." The satyr begins to move a little slower, joining the party's pace and beginning to speak. "See, this joke I made, well, it was a joke regarding my sire's decency. Lately, he's been an unfaithful chap. And, you know, his lady hasn't been either, but... I guess such is the case for Archfeys. We, I mean they, are never too faithful. No matter. I guess I'll attempt to do my best to make him take me in. If not... I am unaware of what is to do.'

Then, Sal proceeds to tell a few calming jokes. These are at the GM's discretion (Unleash your best dad jokes on the party). After a few jokes, the inspiring nature of them will give players *2d6 temporary hit points*. Now proceed to the next chapter.

CHAPTER 2.2. TRAVEL COMPANIONS

Read this:

'After a good while listening to jokes and chatting, you continue back on the path, with Sal faithfully leading you forward.'

If any player is scouting around, they will need to make a **DC 18 Wisdom (Perception) check** to notice eyes hiding in the distance. If any player has **passive perception above 18**, they will notice the eyes without a needing check.

The players will notice the pairs of eyes following them from a distance, these being **6 bestial defenders (weretigers)** and **1 bestial defender alpha (werebear)**. They will approach with quickness and aggression. If no players noticed the eyes, the creatures will get a surprise round. After said round, proceed normally with the next paragraph.

Read this:

'From darkness, the bestial defenders, animals with leaves and bark growing on them, strike with quickness. You can instantly see Sal's shift in tone, as he looks towards all of you. "Oh no! These are coming for me, defend me! PLEASE!" The beasts then begin to surround you, roll initiative.'

In the first round of combat, Sal will cast *greater invisibility* upon himself and hide. On each of its rounds, the bestial defender alpha can try to perceive Sal (no action required), then, if successful, pointing his pack towards him. The party has to protect Sal, although they don't know exactly where he is. If they damage him with area spells, he will yell out in pain that they be more careful. The bestial defenders will strike the party if Sal hasn't been found or if a player is within melee with them. The bestial defenders will communicate in Sylvan. If any players try to speak Sylvan back, they will ignore them. From time to time, they will shout "You are not welcome here, Sertenus!"

After the party dispatches of all the bestial defenders, Sal will return to them and scatch the back of his head. Read this as Sal:

'This wasn't so bad... They only wish to stop me from fixing things. No matter. It shall all be taken care of. Let us go!'

CHAPTER 2.3. THE REST OF THE NIGHT

Read this:

'For the rest of the night, you all keep on the track, moving towards what you believe is the court. No further threats ambush you and you keep at it, until finally, after a few hours of constant moving, you find yourself in front of a large, gigantic tree, large enough to even hold the moon, maybe. It is imposing, it is beautiful and it is a sight to behold, that is for sure. And you can tell by the giggle coming out of Sal he is just as excited as you are. He turns his head towards you. "Right, I don't want any of you to be in trouble, so you should wait at a bit of a distance. I'll see if I can handle the issue. If not, ask any old fey to take you back home and, since you are, after all, not of this realm, they'll ferry you off with the same amount of loathing they did me. Wish me luck!" He then turns and begins skipping closer to the roots of the tree.'

Proceed to the next chapter.

CHAPTER 3. ONE LAST JOKE

In which the player get pranked by their guide betraying them, turning into a corrupted Archfey and attempting to take power.

CHAPTER 3.1. WHERE'S THE PUNCHLINE?

Read this:

'You move in between a few of the rolling hills, approaching even closer to the roots of this gigantic tree. Then, you emerge in front of a large bush of blue leaves. Past this bush, you can hear the sound of discussion and debate, but it is large enough that you can't exactly see through it. With a swift motion, Sal spreads it just enough for him to pass, then turns towards you. "Wait here, please. I'll be done in an instant, worry not." He then offers another unnatural smile, a grin of sorts, with a hint of fiendish energy to it. "I couldn't have done it without you." He then closes the brush behind him, before you can do anything to stop it. Then, louder than before, you hear his voice, only now booming and powerful. "Hello, fellow archfeys! It hasn't been that long, but how have I missed you! Now, where were we? Ah, yes, me taking all your powers!" From behind the bush, the screams become unbearable. A cacophony of screams and fighting voices, but this figure you have lead seems to be more powerful than them all.'

The players can attempt to break the **wall of thorns and shrubbery** in front of them. It has **200 hit points, an AC of 10 and is vulnerable to fire and immune to poison and psychic damage**. Once they have broken it down, proceed to the next chapter.

CHAPTER 3.2. THE KILLING JOKE

Hola, Evan! Use Ori's Heart of Fae, either with red bloody water or with a large portal in the middle.

Read this:

'You make your way past the the wall of thorns only to find yourself in a courtyard of fallen fae, killed or deeply wounded, with your previous guide grown two sizes, large and imposing, with a smile wider than ever before, as his skin begins to break and crack under his fiendish influence. With a flick of his wrist, fiends begin to break through the fabric of reality, appearing next to him. "Fey life always bored me... They never understood my jokes. I find fiends are much more... lively." Roll initiative.'

The party will now fight Sertenus, demonized along with his **2 thornfiend bodyguards (barbed devils)**.

Every turn, at initiative 25, **1d6 imps** will appear from the water, looking like devilish small sprites.

Once the players finish the encounter, proceed to the next chapter.

SERTENUS, DEMONIZED

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 17 (+3) | 18 (+4) | 13 (+1) | 16 (+3) | 20 (+5) |

Saving Throws Dex +8, Cha +10

Skills Deception +10, Insight +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP)

Limited Magic Immunity. Sertenus can't be affected or detected by spells of 4th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. Sertenus' 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 thoughts, disguise self, hideous laughter, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

Switcharoo (5/Day). As a bonus action, Sertenus swaps position with any of his summoned imps within 60 feet of him.

Actions

Multiattack. Sertenus makes two claw attacks

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Unmatched Humor. Sertenus utters a joke of unmatched humor, which breaks the mind of creatures around it. Creatures chosen within 60 feet of Sertenus must make a DC 18 Wisdom saving throw or be affected by the *hideous laughter* spell.

Legendary Actions

Sertenus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sertenus regains spent legendary actions at the start of its turn.

Away We Go. Sertenus may move up to his full movement, then make one claw attack.

Laugh Out Loud (Costs 2 actions). Sertenus uses his unmatched humor action.

Joker's Trick (Costs 2 actions). Sertenus summons an *imp* within 30 feet of him and creates a disguise around it, making it look identical to him. He can choose to switch places with the *imp* as part of the same legendary action. Discerning which one is the real one requires an action, during which the player must make a DC 18 Intelligence (Investigation) check.

The Killing Joke (Costs 3 actions). Sertenus utters a joke that hurts the minds of all creatures he chooses within 60 feet. They must succeed on a DC 18 Intelligence saving throw or take 8d8 psychic damage.

CHAPTER 3.3. IN CONCLUSION

Read this:

'A few minutes after you take down Sertenus, you breath in deeper and you see other fey creatures approach. One in particular, a queenly figure, tall and beautiful, with hair made out of leaves and clothes of a beautiful blue silk, bows her head towards you. Quickly, two sprites approach you with unmatched speed. "Good evening", one says. "I am Dreamcatcher and this is my sister Lilypad." The two sprites take a bow. "There is much to explain, come with us."

The sprites will lead the party towards a small chamber within a large tree, where other sprites begin tending to their wounds. They explain that Sertenus, an archfey, displeased that his pranks and jokes were no longer appreciated by other archfeys, made a pact with fiendish creatures to become more charismatic.

Once the archfeys found out, they tried to shun him to the normal realm. They were in the process of sealing him forever with a spell, when the party helped him enter again. On the other hand, the party also helped stop him for good. All the feys he had killed will be remembered.. That is the best ones can do. The party is given recompensation. They were tricked, it is not their fault, at least they made up for it.

MAP 3:

THE KILLING JOKE

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THE INFERNAL EXCAVATION

5TH EDITION ADVENTURE

AN ARCHEOLOGICAL MISSION INTO THE TERRIFYING DEPTH OF THE EARTH

MONKEYDM

THE INFERNAL EXCAVATION

THE INFERNAL EXCAVATION IS AN ARCHEOLOGICAL ADVENTURE DESIGNED FOR 4-6 LEVEL 12 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PLOT HOOK

The players receive an ornate letter within the mailbox of their center of operation. The letter is of a dark red color, with golden inlays and a bit of golden wax tying it together. Opening it up reveals it is a letter from the Almendrud Academy of Advanced Archeology. The headmaster of the academy, renowned archeologist Wolfstein Almendrud has requested aid from an adventuring party, promising great rewards.

CHAPTER 1. THE MISSING EXPEDITION

In which the players are served with tea, an explanation and then they head out on an adventure.

CHAPTER 1.1. A TEA BREAK

At the end of the letter the players receive is a location where they are to come in order to further discuss the details of the mission, that is if they consider themselves fit for it. It is not far off from the center of a major city, maybe even the same as the player's base of operations.

Read this:

'As you find yourself in front of the given address, the sight in front you is marvelous. A large villa, akin to the X-men's house, guarded by tall fences of steel and a few imposing, yet neatly dressed bodyguards, all adorning twirled mustaches or fancy beards, seemingly to fit a certain aesthetic. All of them maintain a stern, yet welcoming aura. Once the two at the gate see you, they open it up for you to walk within the main courtyard, yet not saying a word. The courtyard is filled with all manner of rare flowers, and the large mansion with dark red walls is even more imposing from up close. As you walk closer to it, you notice a small figure, male, halfling, in a butler's outfit and with a mighty large mustache, smiling towards you from the top of the stairs. "The master is already awaiting you with tea. Come, posthaste!", he says, before darting off inside the manor.'

EUGENE ERLNSTEIN

Information: He is the butler of Wolfstein Almendrud, with a posh british demeanor and welcoming, overly-polite mannerisms. He is the one to welcome the party, leading them to Almendrud.

Read this:

'The small man quickly leads you through one or two corridors, stopping you briefly to ask you to leave your shoes on a shoe stand, as to not mess up the carpets. He then leads you into a large foyer, where a fireplace is stoking, behind it a large family portrait of Wolfstein, an orc gentleman with white hair and a monocle and next to him a smaller tiefling girl, looking about 10. In front of the fireplace, a tea set adorns a small mahogany table, surrounded by large velvet sofas. At the back of the room, facing the fireplace, is a lanky figure, dressed in a traditional three piece suit. The figure turns around to reveal themselves as Wolfstein Almendrud.'

Wolfstein will sit the players down and tell them that a little over a month ago he received a letter from a train conductor, saying that he found a small cave entrance next to a desert stop of the train. Hearing of this, Wolfstein sent out a team of archeologists. Long story short... After multiple additional teams have been sent in, none have returned from the cave. The train track was put out of commission while the dig site is investigated, so luckily no one outside the archeologists has disappeared, but things are getting dire and adventurers are needed. If they decide to help, they will be paid handsomely.

If the players accept his proposition, he will smile, finish his tea and tell them the train awaits them the following morning.



WOLFSTEIN ALMENDRUD

Information: A traditional orc gentleman, dressed in a suit, smoking a pipe, wearing a monocle and having a very precise demeanor. His voice is as posh as can be and he drinks his tea very slowly.

CHAPTER 1.2. THE FIRST STOP

Read this:

'Midway through the next day, after a brief and uneventful train ride, you begin to hear the brakes be pressed and the train come to a screeching, LOUD halt. Looking out the window, you find yourself in a desolate patch of desert ground, with but a small wooden structure next to you. It is, for the most part, barren. You get off the train and find yourself alone. Still within the train, an annex of the Archeological Academy explains to you that it is here where the archeologists were left, but that the train staff is not going to stay, out of fear something dangerous is hiding below. He hands you a sending stone to call back the train and wishes you good luck, before the train quickly departs and you are left to your devices.'

The surrounding area is pretty desolate, but there are some bits worth exploring.

AREAS OF THE FIRST STOP

1 - BARRELS & CRATES

The bunch of barrels and crates is left unattended. Weirdly enough, on the inside they are full with food. They don't seem to have been touched in the past few weeks.

2 - RAILCAR

A railcar is strapped with leather straps to small hinges. If the hinges would be let go off, the raid car would slowly drift into the cave. Right above the small entrance to the cave, there is a wooden sign which states "Archeological Site - DO NOT ENTER UNLESS VERIFIED". When the players go inside the car and go down, proceed to the next chapter.

3 - SMALL SHED

A small shed is built on the side, with its windows covered by curtains and its door locked. The door can be unlocked with a **DC 18 Dexterity (Thieves' Tools) check**.

Inside, the players find a room with a single bed, neatly made, a wardrobe and a desk.

The wardrobe has inside two outfits for a female explorer, petite and well crafted. A **DC 20 Intelligence (Investigation) check** reveals that, on the cuffs, the clothes have the initials L. A.

On the desk rests a single cup of tea, a tea kettle and a few bits of small, unusually red-ish rock. A player can discern more about the rock by performing a **DC 25 Intelligence (Arcana) check**, revealing the rock seems to be of the infernal plane. The players can also try to open a desk drawer, either by breaking it with a **DC 15 Strength (Athletics) check** or a **DC 22 Dexterity (Thieves' Tools) check**. Inside, they will find a leatherbound notebook.

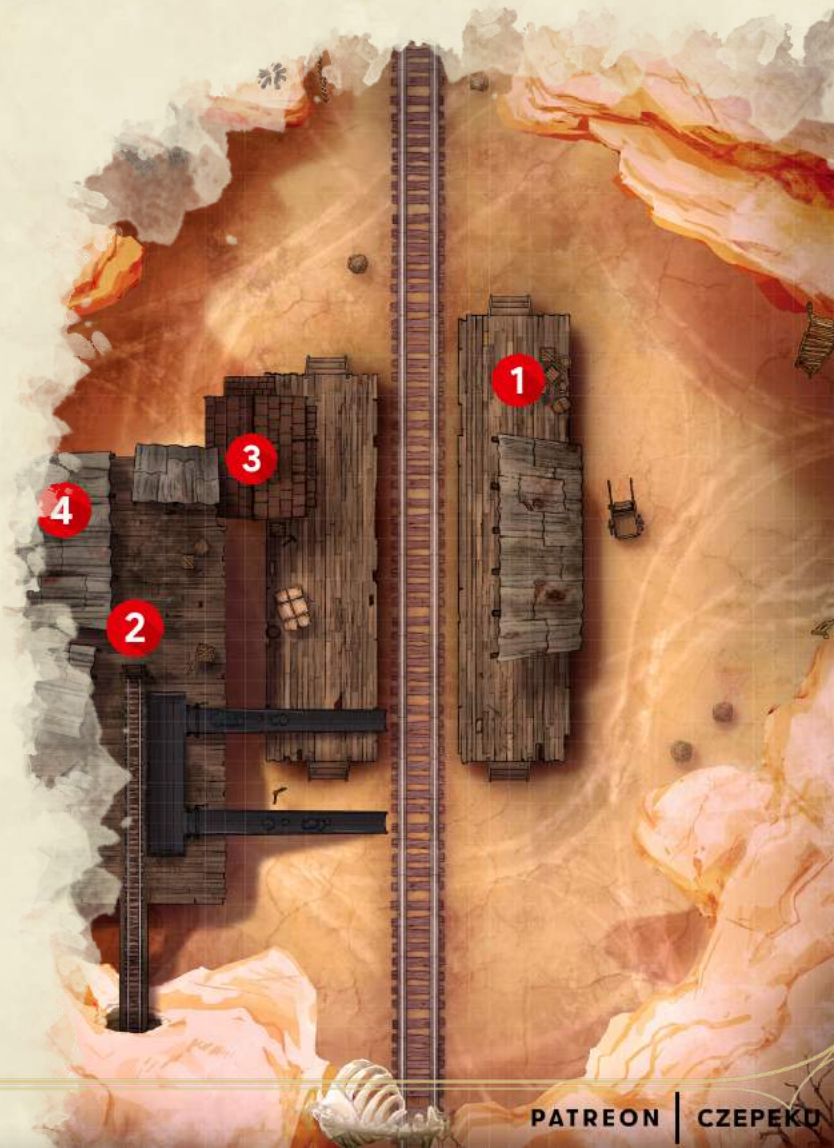
If they find the notebook, read this:

'The small leatherbound notebook seems to be of expert made. Inside, you can make out plenty of notes, all of them in common. The first detail the setting up of a railcar to the archeological site, then they proceed normally. Until they get a little different.'

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MAP 1: THE FIRST STOP



CHAPTER 2. WITHIN THE CAVES

In which the players begin looking for the missing archeologists.

CHAPTER 2.1. LINKING PROBLEMS

Read this:

'As you get onto the carts, you quickly begin to dart down the rails through narrow cave corridors. On the sides, you can make about rope attached from various hinges, most likely a way to guide yourselves back outside. At parts, the road gets a little bumpy, with the rails broken up or not fully intact, but, nevertheless, you arrive, with a thud, at the base of the rails. You find yourself in a cave system of sorts. Silence befalls you all.'

Characters with a **Passive Perception above 19** will hear the distant sound of chains rattling. Slowly, the players can move throughout the cave system, noticing chalk markings on the walls, various diamond and x shapes. If they picked up the journal in the previous chapter, they can attribute these signs to getting closer to the sights. A **DC 20 Intelligence (Investigation)** or higher will make it so they discern burn marks onto the rocks.

After a while, lead players to **map 2**. By the time they get close, they can just about hear the sound of chains. Players with a passive Perception above 16 can also hear the distant sound of a struggle. In the middle of the map, **3 chain devils** patrol calmly. Chained to the ground, back against a pillar, is a young tiefling woman, half conscious.

The players can choose to approach it stealthily, distracting the devils and freeing the woman or head-on, facing the devils. Once they have freed the woman, she reveals herself to be Lisa Almendrud.

• Desert Site Log Entry 8

Fascinating. We've finally set up the car all the way down, allowing for faster transport. What seemed to be just your usual cave has proven to be much more. The cave system sprawls for a good bit, until it finally leads to a weirdly circular chamber, adorned with some pillars of sorts. On the ground, I found rocks of a weird texture. Reddish...

• Desert Site Log Entry 9

Slow and steady has indeed won us the race. By the incantations on the ground of the main chamber, I can safely say this has links to infernal plane. Some devilish presence resides over this place. I have told Renus to send a letter to father, requesting aid to close this site. Who knows that it could lead to if it gets to the wrong people?

• Desert Site Log Entry 10

Something is undoubtedly off. Renus has told me he has already sent the letter, but I haven't heard him cast sending once, let alone write anything down and send it via his familiar. He is acting quite weird. I understand this judgment is unfit, as we both are tieflings, but what if he is considering something?

• Desert Site Log Entry 11

I'm feeling a little ill today, but it is alright. I opted to stay and rest, while Renus and Magnus will lead the expedition for today. I have told them to search around, but avoid the main chamber as to not do something unruly. They seemed delighted not to have me bother them.

• Desert Site Log Entry 12

The bastards! They've written to bring new explorers for a wider search! Apparently they found more below. Regardless of how sick I am, I'm going back in, I can't allow them to mess something up.

• Desert Site Log Entry 13

They have messed something up. The cave began to rumble. I ran out as fast as I could, but I began to hear rattling chains. I TOLD THEM TO NOT GO IN SO DEEP. DAMN IT! Nobody else has come out... I think I'll have to go back in for them. Otherwise... This is a complete failure.'

LISA ALMENDRUD

Information: The young and beautiful tiefling with purple-red skin is the daughter of the accomplished Wolfstein Almendrud, and she is a good archeologist herself. She reveals to the party they must get inside the lower chamber, or else doom will befall all of them. For this, the chain devils must be killed, because they need room.

4 - SMALL ENCAMPMENT

Underneath the small tin roof, you see a few sleeping bags, as well as some oil lanterns. You also discern some burn marks on the wood, like burning chains struck the wood. And there's a good bit of blood too...

MAP 2: THE ARCHEOLOGICAL SITEMap Created by [CzePeku](#)

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**CHAPTER 2.2. CRACKING THE CODE**

After she is freed, the devils are dealt with and she has room to breathe, Lisa will start looking at the archeological site and the pillars, trying to find a switch of sorts. She tells the party that her apprentice, Renus, betrayed her and is currently trying to summon a devil of sorts and that somehow he unlocked a door to the lower level of this cave. The players must help her also unlock said door.

AREAS OF THE ARCHEOLOGICAL SITE**1 - HELL'S MOUTH**

On the ground, under recently displaced dust, the head of a hydra-like creature can be seen, although its neck seems to be burning in flames.

This imagery can be analyzed with a **DC 25 Intelligence (History) check**, revealing that there was once a story of a temple to the Hydra god, overtaken by devils.

2 - TABLE

A wooden table is filled with various archeological instruments, alongside the same red rock inside the shed outside. Also there is a small piece of paper with writing in infernal, mentioning numbers from 1 to 6, then some scratched out bits. A *ring of fire resistance* is hidden under some papers.

3 - PILLARS

Every pillar has some etched in writing on it. It is all in infernal, and it sounds incoherent at first, but must be pieced together.

- 3.A - *"As is known through history, that all that is built..."*
- 3.B - *"To break down and bring upon new greater buildings."*
- 3.C - *"And from the soot is to grow anew"*
- 3.D - *"And open the door to his realm. And break the ground we shall, bringing about a new day."*
- 3.E - *"The Lord of Soot guided us upon this pitiful structure"*
- 3.F - *"Is to break into ash and dust"*

The proper way to connect them is
3A - 3F - 3C - 3E - 3B - 3D

Upon reciting the verse in correct order the ground begins to crack and rumble, until bits of it crack to reveal a staircase of jagged stone leading lower right in front of the Hydra's mouth, almost as if it is spitting out the stairs. From below, the players can hear the sound of flames, alongside screams of agony.



CHAPTER 3. THE LORD OF SOOT

In which the players fight a pit fiend, find out the truth, then return home.

MAP 3: THE HELLGATE

MAP CREATED BY [CZEPEKU](#)

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CHAPTER 3.1. THE HELLGATE

Read this:

'As you venture down the stairs, the wounded Lisa Almendrud waits up and leans down. She wishes you good luck briefly, then falls back to unconsciousness, due to exhaustion. From below, the screams get ever louder and you begin to feel the temperature rising. You finally arrive below, in a massive room of jagged rock, where a portal is slowly opening up. You see a few archeologists having their energy syphoned into the portal and then another, a tiefling, the cause of this, holding onto a staff of sorts. He smiles wickedly, looking back towards you as you descend. "Good! More fuel for the Lord of So-" Before he can finish the sentence, his body gets griped by a large red hand emerging from the portal. Within a blink, his body is dragged within the portal. A moment of silence commences. Did he... fail? But then, the hand emerges once more. Then comes the first foot, then the second. The large being of red energy shows its teeth with a wicked howl. The fight is on. Or else it'll have no issue bringing in the rest of its fiery legion. Roll initiative.'

The party must now go toe-to-toe with a **pit fiend**. The luck is not in their favor, but perchance they can maybe do it!

Once the pit fiend is defeated, it will roar out, then disintegrate into soot. Without any more energy, the portal closes, although all the archeologists are dead, with their souls dragged into hell. The players could maybe seek to get them back on another adventure! For now, however, they can return home.

CHAPTER 3.2. RETURN HOME

Upon their return home, the players will be handsomely rewarded. Lisa, on the other hand, will be handsomely scolded by her father, who swears to never send her out on missions again, despite her wishes. And so, they are reunited, yet none the more closer than they were before. The players, however, are MUCH richer.

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 **MONKEYDM**

OCEAN OF GREED

5TH EDITION ADVENTURE

SAIL ACROSS THE OCEAN AND PLUNDER UNFATHOMABLE RICHES

MONKEYDM

OCEAN OF GREED

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PLOT HOOK

While in a port town, the players get approached on the street by an old hooded figure, who tells them to meet him in a nearby alley.

CHAPTER 1. IT AIN'T LIKE OLD TIMES

In which players find out what it meant to be a pirate, versus what it means now, then set off to teach some seadogs a lesson.

CHAPTER 1.1. OL' RUSTY

After pulling the characters into the alley, the hooded figure takes off their cloak, revealing an old and wrinkled face. Underneath one eye, you can notice, taking up his entire cheek, a largely rusted plate of metal, seemingly drilled into his bone. Any player with a sailor or pirate background or with historical knowledge about port towns can make a **DC 17 Intelligence (History) check** to instantly recognize this face as the dreaded pirate Clooney Pitt.

OL' RUSTY

Information: Rusty is the retirement persona of Clooney Pitt, who used to be one of the most feared pirates of the seas. He would ruthlessly steal from other ships, until one day he disappeared and his ship was never seen again. In truth, he retired to a nearby port town, but not by choice...

Whether the party recognizes the man as his true identity or not, he will tell them he has a job for them. And then he'll detail the job.

Read this as Ol' Rusty:

'Listen here. Long long time ago, I used to be a pirate of sorts. I had this beautiful ship... It took me 11 years to build it. Named it 11 to honor that. And oh, trust me, I was dreaded. But then... I trusted the wrong folk. My first mate, Benedict Greatfellow, thought I was growing old, losing touch. He thought the pirate business needed to be reinvented. And so... He did just that. One day, he had me mutinied. Threw me off my very own ship. Then, fearful of the authorities, he turned my baby into a casino. When we were on the ocean, 11 was a force to be reckoned with. Now it's just a place where pirates smile and offer drinks to nobles who got their money unlawfully. And that is NOT what a true pirate must do. Now, whether you are pirates or not, the situation is like this. I'm trying to teach a man a lesson for betraying me. Not only is there plenty of money to find there, but his head might just be worth even more. You in or you out? Because I'm staying in.'

Assuming the players don't refuse him, he'll hand them a piece of paper with a etched out address "32nd Greengrass Canal". He asks you to meet him there tonight (*this can be changed to give the party time, if this adventure is integrated into an ongoing campaign*).

CHAPTER 1.2. 32ND GREENGRASS CANAL

Read this:

'Following the address the man had given you does prove more difficult than you initially anticipate it. You do find the Greengrass canal, it is a large dug out portion of ground, whereupon a large river, maybe even a delta of sorts, connects together with the sea. Sand is mostly replaced with grass and reeds, small docks and the like, but it takes a good walk between said reeds to finally find the small wooden shed that has a sign attached to it that says "32nd". You have not fully made your way out of the reeds, so you are decently hidden, so you attempt to perceive it from a distance.'



Characters with **passive perception above 14** observe the surroundings.

Read this:

'It looks dilapidated and old and you are firmly confused as to why one would even be there. Weirdly enough however, it doesn't seem to be barren. Leaning against the side of the house, you notice two shady looking fellows who seem to be keeping a watch. You also notice two small rowboats down the side of the small dock, next to which two other pretty large men rest, drinking from hipflasks. On the dock itself, you see two rich looking types who seem to be looking about hurriedly. You also notice, a little ways away, in the reeds, waiting for you, the old man from earlier.'

When they approach Ol' Rusty, he'll tell them this is the point where nobles get taken to the ship for gambling sessions. He tells the party their goal is to scare people from coming back on the ship, reach Benedict and teach him a lesson. A bloody lesson. He's a big fellow, with a bushy yellowy beard and a weird nose. You'll know him when you see him. Also, don't kill nobles, ask for money first. He then hands the players his cutlass as aid, as he's too old to use it. He advises them to not use it just yet, as they'll need to get on the boat pretty sneakily. Good luck!

Clooney's Coveted Cutlass

Weapon (scimitar), rare (requires attunement)

The cutlass is beautifully shaped, with an ornate guard and enchanted gems upon its hilt. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this blade, you may use a charge to summon the essence of a thieving pirate that attempts to rob your enemy. Roll a *Dexterity (Sleight of Hand) check* with your attack bonus, contested by your target's *Dexterity (Acrobatics) check*. If you succeed, you steal one random item from their person, provided it is no heavier than 5 pounds.

The blade has a maximum of 3 charges and recharges 1d4 charges daily at dawn.

AREAS OF 32ND GREENGRASS CANAL

1 - DOCK

On the dock walk about two nobles, the Malloy brothers. They are both about to take a row boat to the ship. They are quite young. **Any form of Charisma check above a 17** will make them take the party on, provided they get to them. Charming effects also work.

2 - ROW BOATS

Next to the small row boats rest two buff pirates (**hunks**). They don't talk much, but, if given tips of higher than 10 gold, they'll tell the party that another group tried funny business a short while back and they didn't come back.

3 - WATCHERS

Two men (bandit captains) are watching the front of the house, making sure no one walks in and around uninvited. They don't have a precise guest list, but are informed to tell commoners to piss off and to bow their heads to noble-looking folk. If the party is disguised in any way to look dapper, they will let them pass, no question asked. If the party does not look fancy or if they have any monstrous races in their midst, they will be stopped.

In order to fool them, a **DC 18 Charisma (Deception) or (Intimidation)** is needed. Otherwise, the bandits will knock on the door, bringing out **4 additional bandits** and **2 hunks**, then ask the party to leave... There might be blood.

4 - CABBAGE PATCH

There's a small cabbage patch! (MY CABBAGES !) If the players approach it, a **DC 15 Intelligence (Investigation) check** will reveal it's been recently walked over a little bit, and there seem to be footprints leading inside the house.

HUNK

Medium humanoid (human), neutral evil

Armor Class 11

Hit Points 78 (12d8 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 17 (+3) | 12 (+1) | 15 (+2) | 10 (+0) | 11 (+0) | 8 (-1) |

Saving Throws Str +5

Skills Athletics +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Charge. If the hunk moves at least 15 feet straight toward a target and then hits it with its headbutt on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the hunk takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The hunk makes two attacks, only one of which can be with its headbutt.

Maul. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage.

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be stunned until the start of its turn.

5 - House

Inside the house rest some extra pirates. If the players in any way try to sneak in or knock or mess with the house, **4 bandits and 2 hunks** will emerge, initiating combat. Inside the house, players can find some clothes, as well as 200 gold.

Once the players have either reasoned with any of the pirates or nobles outside or have finished combat, they'll see a small row boat approaching from the distance.

If they have reasoned and not gotten into combat, they will go straight onto the ship. If instead they had combat, they'll have to either intimidate the pirate with a **DC 14 Charisma (Intimidation) check**, persuade him with a **DC 18 Charisma (Persuasion) check**, fool him with a **DC 10 Charisma (Deception) check** or, last but not least, kill him and take his place rowing to the ship.

Either way, proceed to next chapter.

MAP 1: 32ND GREENGRASS CANAL

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CHAPTER 2. THE 11

In which the players come aboard a ship casino, maybe play some games, then proceed to stir some trouble.

CHAPTER 2.1. COME ABOARD

Read this:

'As you slowly row your way out of the canal and a bit towards see, you see, hidden behind a mountainous cliff, the large and imposing sight of the 11, this ship of great renown, but it looks nowhere near pirate-y. Its sails are of a bright red color, its wood freshly polished, and you can only hear joy from the deck. You slowly row in, and when you get close enough, a rope ladder is extended to you. You reach up on the deck and find yourself in a weird sight. The deck is filled with tables of all shapes and sized, all nailed to the deck, same for the chairs, with people playing various gambling games. Pirates walk to and fro, in semi-formal attire, while some ladies make the rounds in hopes of appealing to any of the nobles sitting down at the table.'

If at any point combat is stirred, all nobles will run to the extremities of the ship, staying as far away from all of it as they can.

In total, the deck holds **10 bandits and 4 hunks**. There are also **nobles** playing at almost every table. Not all of them need to be fought, as they can be lead downstairs, into the bar through area 8, each requiring a **DC 18 Charisma (Persuasion) check**. Down there, they won't hear the rustle.

The players can choose to look around and play games or go straight to messing up the place and fighting, case in which they have 1d6 turns until **Benedict Greatfellow** arrives. When he does arrive, he will attempt to fight the players head-on. If brought to below half of his maximum hit points, he will use his Shake It All Off reaction, then rush downstairs. When the players follow him or if they pass through area 8 into the bar, proceed to the next chapter.

BENEDICT GREATFELLOW

Information: A large and corpulent man, with a well-knotted beard and a glass eye. He looks to have on a tuxedo of sorts, but it is awfully small and deeply unflattering. Attempting to be a gentleman, it seems. His demeanor is rough and angry.

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AREAS OF THE DECK

All the unnumbered tables are full and players cannot make an attempt to play. If they choose to extensively intimidate the players and/or really wish to play, we encourage fun improvised games. To join any game the minimum to pay is 50 gp.

1 - SNAKEFOLLOW TABLE

Right next to where the players got up is a Snakefollow table. In this game, the players must bet on the luckiest bug that moves throughout a snake's body. The game is played in rounds. Each participant must roll 2d8. The highest number rolled wins that round. The first to win 3 rounds wins. When the players walk in, **3 nobles** are sitting down and the pot is 300 gold.

2 - SCENIC TABLE

If players wish to play The Captain's Wheel, they must bet on one color, red or green. Roll a d4. On a 1-2, the ball falls on red. On a 2-4 it falls on green. They get to double their earnings, but get no more than 200 in winnings before the nobles leave the game.

3 - SCENIC TABLE

At one of the tables in the back, a group of tieflings and a fire genasi are watching as a dwarf of sorts is describing a scene. His voice is booming.

If any player tries to listen in, he must make a **DC 14 Wisdom (Perception) check**. On a success, they hear as the dwarf details a large explosion, before a creature of pure force begins to ripple. He thin smirks and asks "Unburnt, how do you want to do this?". (DnD inside DnD ;)

4 - CORSAIR CARDS

Corsair cards is a simple game. Roll 5d10. The player with the highest total wins. They get to get to quadruple their earnings, but get no more than 200 in winnings before the nobles leave the game.

5 - HOUSE

Inside the house rest some extra pirates. If the players in any way try to sneak in or knock or mess with the house, **4 bandits and 2 hunks** will emerge, initiating combat. Inside the house, players can find some clothes, as well as 200 gold.

MAP 2: THE DECK

6 - DECK BAR

The bar is held by a silent type, a goliath with large muscles and an imposing physique (**veteran**). He'll serve the players anything they want, but not say anything. That's his jist. In fact, if forced to say stuff, he has a comically high-pitched voice.

7- TWIN DOORS

The twin doors are guarded by **two pirates** (bandits) both of which look menacing. On the doors, the players can see it is written "private game chamber". Any attempt at going in will be met with fights. If the players do make it in, they'll see some high nobles playing a high stakes poker game. (*This can be a great place to insert some noble recurring NPCs if this is inserted into an on-going campaign.*)

8 - LARGE DOORS

The large doors lead to a flight of stairs, taking the players to the bar below.

9 - CORSAIR CARDS

Corsair cards is a simple game. Roll 5d10. The player with the highest total wins. They get to get to quadruple their earnings, but get no more than 200 in winnings before the nobles leave the game.

CHAPTER 2.2. THE GOLD BAR

When the players go further down into the ship, regardless of if it s before or after combat, they find a great bar.

Read this:

'Right below the still atmosphere of intense gambling tables, you find the noisy feel of usual pirate ships. Together in a weird bunch, both criminals and nobles mix and mingle and drink themselves under tables, while some vaguely awake bartenders sing and serve drinks. There doesn't seem to be any recognition of that which happens above and you realise that may be on purpose. Those who lose money above either come here to forget how they lost it, or before losing it in the first place.'

AREAS OF THE BAR

A mess of tables and drunkards move all around, obscuring vision of the whole chamber. Nevertheless, characters can vaguely see a distant lonely table, with a single chair, where a single large mug rests alone. A door is wide open on the side next to the table, as if someone slammed it open.

1 - MAIN AREA

When around this location, players will get bumped and annoyed drunkards. Players must dodge inbetween and avoid interactions in order to get to Benedict. In order to make it, each player must roll a **DC 18 Strength (Athletics) or Dexterity (Stealth) check** to push through or sneak through. On a failure, roll on the following table.

| d4 | Outcome |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | A drunk noble with a firearm says they are the reason he's lost everything. He wants to shoot either them or themselves. |
| 2 | A pirate or noble recognizes the party from an earlier encounter - or at least they think they do. |
| 3 | A hunk doesn't recall seeing them around here. He asks for proof they are what they say they are. Unless he is paid 10 gold or deceived with a DC 17 Charisma (Deception) check , he'll try to take said player to the upper deck and off the ship, prompting combat. |
| 4 | A group of drunk pirates bump into the party and feel angered by their demeanor. They want to fight. The group of pirates has the stats of an angry mob. |

2 - LONELY TABLE

Once the players get past the mess of pirates and drunkards, they reach the table where the mug rests. On the table is also a ledger.

If the players haven't already fought upstairs, Benedict is sitting at the table calmly drinking. He doesn't let the players get too close before gesturing into the crowd, from which **6 bandits and 4 hunks** appear. Once again, if brought below half of his maximum hit points, Benedict will use his Shake It All Off reaction, then rush downstairs.

Players can investigate the ledger. A **DC 20 Intelligence (Investigation) check** reveals some of the coded words in the notes, showing that the casino had recently received an "arcane material absorption and protection unit".

3 - BARREL CHAMBER

The barrel chamber is hidden behind a locked door, which requires a **DC 25 Dexterity (Thieves' Tools) check** to open. Inside are plenty of drinks, most of them extra spiked. Players can also find one small barrel of torpor poison, containing 5 doses. The poison acts as described in the basic rules.

4 - DOOR & STAIRS

An open door leads to a flight of stairs, which spins around leading downward. Proceed to the next chapter.

ANGRY MOB

Huge swarm of Medium Humanoids (human), no alignment

Armor Class 10

Hit Points 75 (10d12 + 10)

Speed 0 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|---------|
| 18 (+4) | 11 (+0) | 12 (+1) | 11 (+0) | 8 (-1) | 11 (+0) |

Skills Perception +1

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Area Weakness. The mob takes double damage from area of effects spells.

Mob. The mob can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium Humanoid. The swarm can't regain hit points or gain temporary hit points.

Mob Mentality. Upon reaching half hit points (37), the mob becomes Frightened of its last attacker and attempts to flee to the nearest angry mob. Upon reaching the other angry mob, this mob is removed from play and the other mob gains hit points equal to this mob's remaining hit points. If no other angry mob is visible on the battlefield, the angry mob will attempt to flee and disperse.

Actions

Multiaction. The angry mob makes two attacks, which can be any of its attacks, but it cannot use the same attack twice on a turn.

Pitchforks. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, or 7 (1d6+4) piercing damage if the mob has half of its hit points or fewer.

Stones. *Ranged Weapon Attack:* +4 to hit, reach 30/60 ft., one target. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the mob has half of its hit points or fewer.

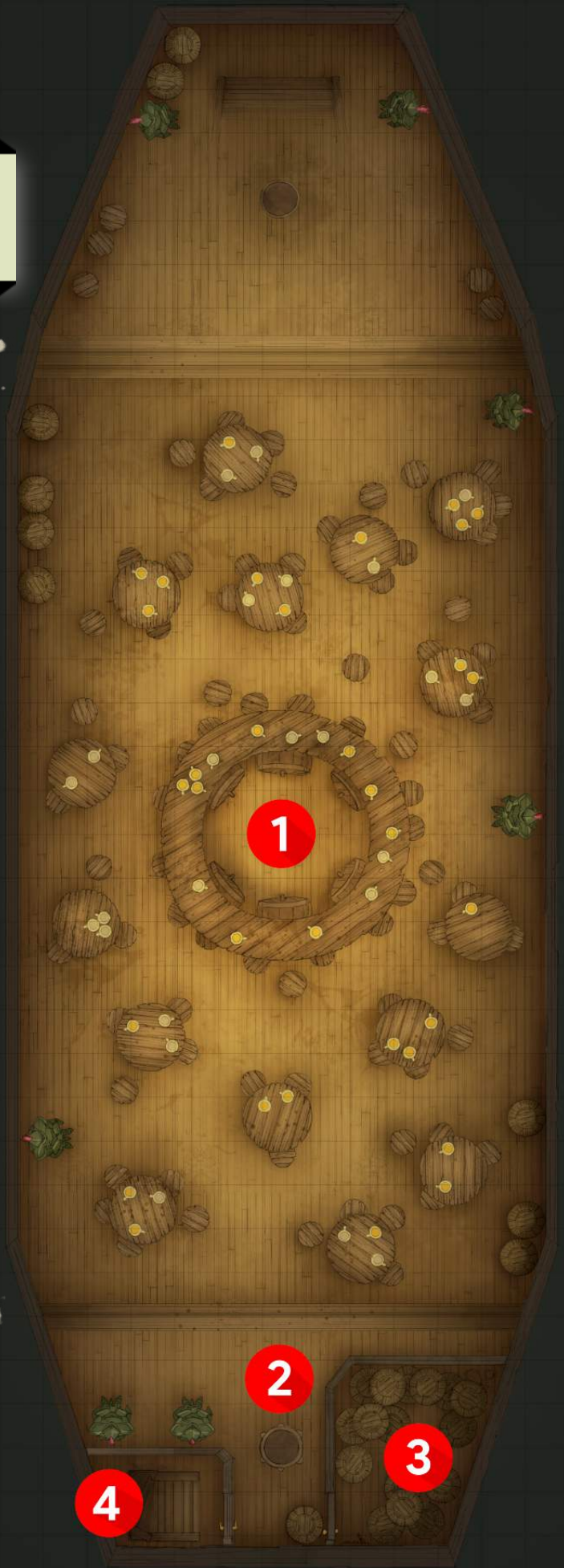
Grab. The angry mob attempts to grab all creatures within 5 feet of it. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or become grappled by the mob.

Apprehend. The angry mob attempts to knock prone all creatures that it has grappled. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

MAP 3: THE BAR

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BENEDICT GREATFELLOW

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+2) | 16 (+3) | 12 (+1) | 11 (+0) | 10 (+0) |

Skills Athletics +7, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Actions

Multiattack. Benedict makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Reactions

Shrug It All Off (1/Day). Benedict shrugs off all things annoying him, regaining his cool. He immediately ends all charmed, frightened, restrained, grappled, paralyzed, blinded or stunned conditions and can move up to his full movement without provoking attacks of opportunity.

GOLDEN GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 22 (+6) | 9 (-1) | 20 (+5) | 3 (-4) | 11 (+0) | 1 (-5) |

Saving Throws Con +9
Skills Athletics +10, Perception +4
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages understands the language of its creator but can't speak
Challenge 11 (7,200 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Shinning Shimmering Splendor. The golem's coins refract light, making it difficult for those around him to perceive their surroundings. Each creature that ends its turn within 10 feet of the golem must make a DC 15 Constitution saving throw or have disadvantage on Dexterity saving throws until the start of their next turn.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 6) bludgeoning damage.

Bury In Gold (Recharge 5-6). The golem targets a 10 foot cube within 60 feet of him. All creatures within that cube must make a DC 17 Dexterity saving throw. On a failed save, the golem buries the targets in gold, dealing 20 (4d8) bludgeoning damage, grappling and restraining them. The creatures buried in gold also can't breathe and must use their action to make a DC 19 Strength (Athletics) check to escape. On a success, the creature takes half damage and isn't buried.

Other creatures can dig the buried creature out of the gold using their action, requiring no skill check.





CHAPTER 3. GREED INCARNATE

In which players take down a golem of gold and make a lifelong enemy (that is if their brutality does not get the better of them).

CHAPTER 3.1. THE SHOWDOWN

Read this:

'You rush down the stairs following Benedict and find yourself on the lower deck of the ship. The lower deck, however, does not look anything like a deck, but rather like a massive dragon's hoard worth of gold coins. Benedict, holding a crystal of sorts in his hand, looks towards the gold and shurgs, before throwing the crystal onto it. Then, you see him turn back towards you with a smile. Within seconds, the gold begins to coagulate into the crystal, shifting and twisting until it all becomes one large mass of humanoid shape, turning its head towards you. With a grin, Benedict points towards you and the golden golem begins to step in your direction. Roll for initiative.'

The party now has to fight **Benedict and a Golden Golem**. Upon reaching less than a quarter of his health, Benedict will retreat into a corner next to the wall and wait for the golem to do his work. The golem protects him as best as it can. Benedict will use his actions to tell the players to please keep him alive.

When the players kill the golem, proceed to the next chapter.

CHAPTER 3.2. THE SPOILS

Once the players have defeated the golem, it breaks back down into the pile of gold it once was. From above, players can still hear hustle and bustle, while some footsteps begin to be heard. In another round, down come **2 hunks and 5 bandits**.

If the players have already killed Benedict, they instantly have to kill these too.

If Benedict is still alive read this:

'As more pirates come downstairs, most likely hearing the clinging noise of the golem, you begin to feel unsafe. A whole ship is no small task, especially one as large and as well-staffed. You can faintly hear the mix of laugh and cough from Benedict, as he eyes you. "I know who sent you", he says "Tell him we got the message. I'll give you parley this one time. You let me live, my men don't kill you and you get to skim some of the gold in here. And we'll talk later. If you try to kill me, they won't hesitate. Deal?" His wounded body somehow maintains an imposing aura. The choice is yours.'

If the players take the deal, Benedict lets them scoop up 3 buckets of gold, which total to 6000 gold, then he lets them go, telling them they shall meet again. If a deal is not met, the players will have to fight the players, but can pick up as much as 12000 gold.

After that, the players return to Ol' Rusty, having either killed his enemy or taught him a lesson. Either way, he'll pay them another 2000 gold pieces.

THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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A MASSIVE THANK YOU TO ALL MY PATRONS !