



MONKEYDM

FESTIVAL OF HORRORS

5TH EDITION ADVENTURE

ENJOY YOUR LAST MOMENTS IN A SUMPTUOUS PARTY

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FESTIVAL OF HORRORS

FESTIVAL OF HORRORS IS AN ADVENTURE DESIGNED FOR 3-6 LEVEL 9 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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Plot Hook

After a particularly grueling battle, the renowned adventurers have received a letter from a pair of brothers named Sohon and Uhon. The two invite the group to partake in a Festival of Brotherhood on the grounds of a sacred temple.

1. A Festival of Fun

In which the adventurers enjoy a little bit of rest, but also find out some strange information.

1.1. WELCOME!

Read this:

'Everybody knows adventuring is a thankless job. You work yourself to the bone, you fight your heart out against monsters over monsters and it never amounts to much appreciation. For this reason, when you all received a formal invitation to the Festival of Brotherhood within the northern Mistshores, a beautiful and quaint region, where conflict is rarely if ever found. So, faced with the beautiful possibility of a holiday, what could go wrong for a merry group of adventurers?'

As the adventurers finally arrive at the temple, they hear the distant sound of happy voices, a few string instruments and many voices. There are countless visitors walking to and fro in between the many small wooden carts, filled with different goods. The atmosphere is as celebratory as it can be in a place of worship and peace.

As they begin to walk the path, a small humanoid, no larger than 4 or so feet, rushing towards them with his small feet. The man will introduce himself as Pim Pomperton.

PIM POMPERTON

Information: Pim is a small gnomish man, with a large crooked smile and quick-moving eyes. In truth, he is an imp with empowered shape changing capabilities, but he wishes to make sure the party doesn't do anything that might put him in danger. He is "shepherding" the party away from anything important. His voice is high and annoying, but he is trying his hardest to be welcoming and nice, although he hates being a host. If the party ever moves towards the waterfall, he'll come and once again ask them to not go there, but if the party in any way threatens him or ignores him, he will run away.

Read this as Pim:

'Ah, greetings! The adventurers we invited! It is a pleasure, a pleasure to see you! I'm Pim, your host! Come, enjoy the festivities, enjoy the crowd, enjoy the music! There's only one thing you're not allowed to enjoy, the Waterfall! The fish are shy today! Please ignore it! Please and thank you! Enjoy yourselves! Oh, and also, the master wishes to speak to you at night.'

The party may now partake in a few of the nearby games, which may also lead to clues about the current state of the temple. Proceed to the next chapter.

1.2. ENJOYMENT AND MERRIMENT

AREAS OF THE FESTIVAL

1 - DISTANT SHRINE

Not too far off from the main path, a shrine rests untouched. If the adventurers approach the shrine, they'll find it seems to be dusted and unkept, same with the ground around it. A character may make a **DC 18 (Intelligence) Investigation check** to examine the surroundings of the shrine. A successful check will reveal a small blood splatter on the corner of the shrine, as well as on the ground next to it. The blood itself can be examined with a **DC 15 (Wisdom) Medicine check**. A successful check shows the adventurers that the blood is quite recent, about two days old at most.

2 - RIVER PASS

Read this:

'A row of 5 or so stones adorn the edge of the river, with one being visibly disturbed, broken, leaning into the water, as if tossed to the side.'

The stone can be examined by making a **DC 15 (Intelligence) Investigation check**, revealing it was broken by force. A character proficient in mason's tools has advantage on this check.



3 - GIANT'S STRENGTH CART

Read this:

'Right next to the entrance, is a burly man with a large, stupid grin on his face, joined at his side by a man dressed in a beautiful Kimono, adorned with small gold inlays and shades of red and white. His face, although partly hidden by a traditional Japanese straw hat, forms a well-defined jaw and a shining smile. The man turns towards you with beautiful green eyes and turns towards his larger, muscular friend. "Welcome! Would you like to partake in the Giant's Strength? Try to lift boulders as large as my friend and you might get your chance at a few lucky coins." He then points you towards the area behind the cart.'

The characters may now partake in the Giant's Strength game, led by an elf by the name of Helio, who is actually an **incubus**. The entry is 50 gold pieces and they may double their money. The man with the hat will pit them against his **ogre** friend. The players must make subsequent **(Strength) Athletics** checks contesting the ogre. They should easily defeat him at first, at which point the ogre will get angry, take a bottle of sake from his belt and drink up, challenging them once more, despite Helio's protests. They may make three more **(Strength) Athletics** checks, for which the ogre's bonus is +10. If they win, they take 1 *potion of stone giant's strength*.

4 - ROLL THE BONES CART

The small cart is adorned with various dreamcatcher-like creations hanging from strings, all of which are white in color, but some of which fade into yellow.

Any adventurer with a passive Perception above 17 will notice that the material seems to be bone. They may make a **DC 20 (Wisdom) Medicine check** to notice they are human bones. Before they can look any closer into them, a figure will appear from the shadows of the cart, hooded and with a toothy grin. The cloak covers the upper face too, and extends all the way down, but the creature is large enough to almost break through the cart, though it is extremely slim. The creature introduces themselves as Aslethan and says they may "roll the bones".

If the player attempts to look beneath Aslethan's cloak and robes, they must make a **DC 20 (Wisdom) Perception check**, discovering the boney and white physique of a bone devil underneath. If they conflict Aslethan about it, he'll say he is not in any way dangerous and all his bones are animals. He simply likes the company of humans. The must succeed on a **DC 18 (Wisdom) Insight check** to sense he is not fully truthful. If they do attack him, the other fiends will jump into the fight and you may proceed to the next chapter, without changing the map.

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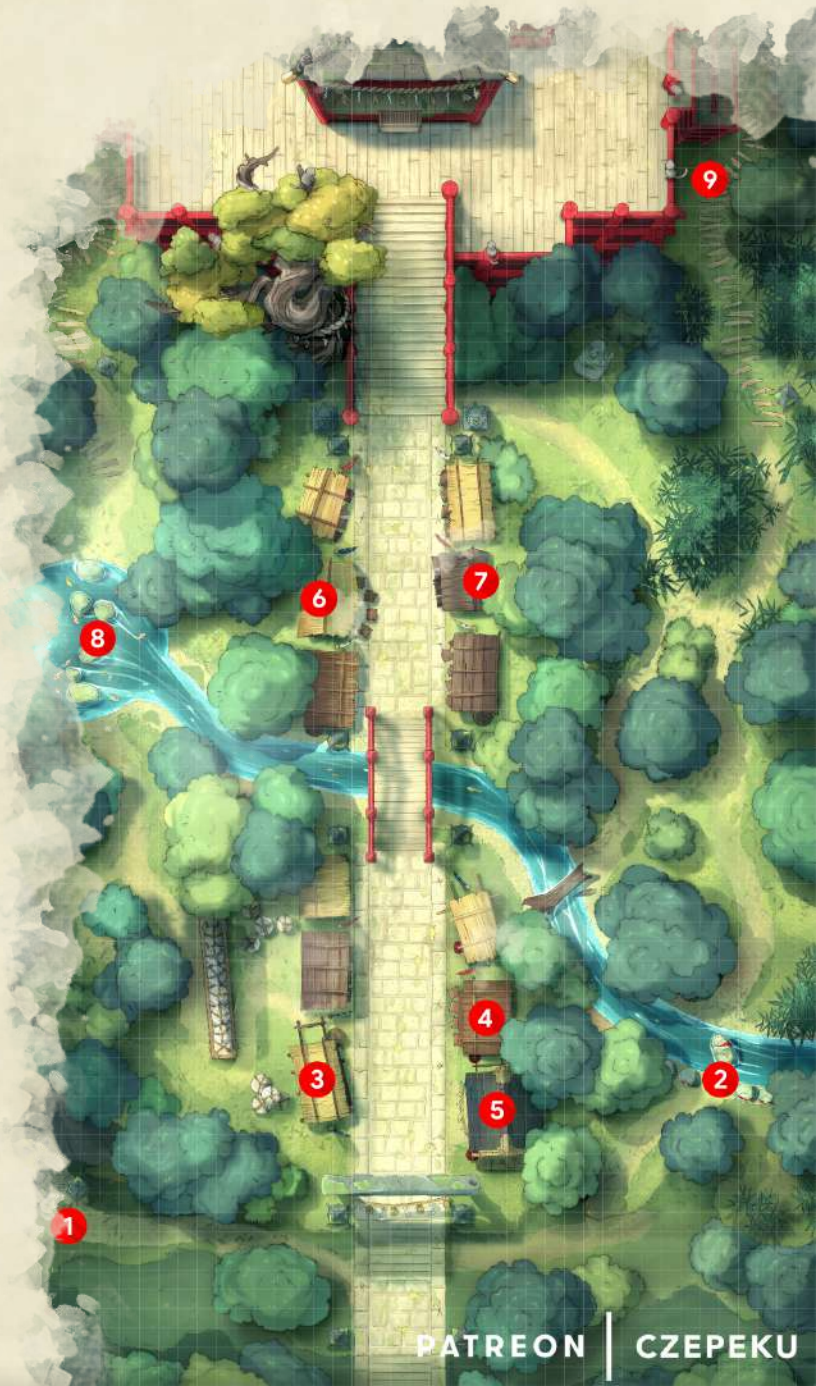
MAP 1: THE FESTIVAL

If the players wish to roll the bones, they may roll 4d6, while Aslethan will do the same, but secretly roll 1 additional of his fingerbones. Whoever rolls higher is the winner. The winner may take 100 gold from the loser.

5 - RICHES CART

A beautiful elven woman by the name of Araya (**succubus**) sits in a cart filled with all manner of gold knick knacks, while an **ogre**, as large as the one next to Helio stands by her side. The party may purchase any number of jewels of various rarities, none of which are magical. If, however, any party member is under the effects of a detect magic spell, they will detect all jewels have an enchantment powder on them.

If, however, any party member attempts to inspect the jewels alone, Araya will look in their eyes and attempt to use her Charm ability. The jewels are laced with a powder that gives disadvantage on Wisdom saving throws, and so their charm saving throw will be at disadvantage. Upon being charmed, Araya will have them act normally until further notice. If the party discovers her doings and attacks her, proceed to the next chapter, without changing the map.



6 - MEAT CART

Read this:

'Not too far from the other side of the bridge, the smell of chicken meat adorns the air, as two corpulent, bearded men, with large meat skewers cut up small bits of meat.'

The two men are shapeshifted **bearded devils**, who are selling the meat of the monks they've just murdered to pose as traders. They will sell the meat pretending it is chicken, but anyone with proficiency in cook's utensils can tell the meat is a little off. If they are called out on it, they will deny anything and tell the party to leave them alone. If the party attacks them, proceed to the next chapter, without changing the map.

7 - GROG CART

At a small cart with grog, a merchant by the name of Goplan moves around, giving ale and sake to all those in need.

Goplan

Information: Goplan is a human in his late 40s, who travels around and sells his homemade ale and sake. He's quite local and he heard about the festival, although it seemed oddly planned. What he also found odd is that he can't see any of the monks around, nor can he see their master, who is wounded from a previous battle with a legion of devils led by a two-headed demon. It is said they despise him more than anyone, but he repelled them recently. Weird... He also doesn't recognize any of the merchants. He hasn't seen them at any festival before.

8 - WATERFALL

The Waterfall seems fine at first, but one may quickly notice that the surrounding fish are confused, moving away from the source of the waterfall, something is off.

If the players move towards this region without using stealth, Pim will approach them and ask them to move away from it. They may ignore him.

Once next to the waterfall, any character may make a **DC 18 (Wisdom) Perception check** in an attempt to smell or see if something is off. On a success, they notice that something is in the water, something odd. They can reach into the freezing, running water. Below the foam is the body of Pim, alongside a few other monks, which give off a rancid smell. The bodies have all been tied to rocks underneath the water. On a failure, they can't place anything specific.

If the characters have succeeded in finding the bodies, Pim will appear at a distance behind them and sigh, before saying that their meat will be held for the two-headed one, before shouting out loud, as the devils and fiends all reveal themselves. Proceed to the next chapter.

9 - PATHWAY

If the characters attempt to walk in this direction, any character with a passive Perception above 17 will hear a distant low laughter, before hearing a throat clearing behind them. Pim is waiting there, asking them to please return to the festival. If they do not wish to do so, proceed to the next chapter, without changing the map.

1.3. THE FUN NEVER STOPS

If the players have visited most locations and not triggered any combat pushing them to the next chapter, read this:

'Over the length of the day, whenever you'd feel the need to leave, Pim would suddenly appear behind you, guiding you into newer and newer fun. Whether it'd be more grog, a free golden necklace or some food, the little gnome would always find something for you to do, until all other travelers have left and only you remain. Point at which he nears you and says in a hushed tone, "Excuse me for keeping you around so much, but I've something important to tell you. I had to have you here until night comes. The master needs to... See... He NEEDS TO EAT!" The little gnome begins to laugh and cackle like a madman and you slowly see his form shift... From Pim to Imp. Then, out of a few carts you've seen before, you slowly see more demons emerge. From where once you rolled the bones, a Bone Devil, from where once you bought jewelry, a Succubus, from where you once lifted weights, an Incubus. Roll initiative.'

If the players instead triggered the battle early, read this:

'You see the faces of those around shift, as Pim begins to angrily stomp the ground not too far from you. "If you do not wish to have fun", he says, "Then I'LL MAKE YOU HAVE FUN! GET THEM!" Then, from where once you rolled the bones, a Bone Devil emerges, from where once you bought jewelry, a Succubus flies into the sky, from where you once lifted weights, the beautiful elf reveals himself to be an Incubus. All devils are eyeing you with wet lips and angered faces. Roll initiative.'

Whichever version you read, you may proceed to the next chapter.

2. A FESTIVAL OF HORRORS

In which the players fight a wave of devils, then find out the master is dead.

2.1. DEVILISH CIRCUMSTANCES

After his speech, Pim will rush away, hiding, while the player must face Aslethan (**bone devil**), Araya (**succubus**), Helio (**incubus**), the two chefs (**bearded devils**) and the two **ogre** bodyguards, both of which have drank *potions of stone giant strength*.

As time has passed, night has come and the map is map 2.

After defeating all the devils, Pim will reveal himself on top of the stairs to the temple, cackling once again.

Read this as Pim:

'Fun battle, and yet too late! Fooled by an Imp named Pim! Now the master is dead in his temple and my master rules over it all. Come! Follow me, I'll lead you to him! More fun for him!'

The characters must now chase Pim, as he leads them towards his master. Proceed to the next chapter.

2.2. UP, UP AND AWAY!

Read this:

'At a safe distance, the small imp leads you on, as you move quicker and quicker through the trees, every now and then ascending upon stone steps, as he leads you on further and further up towards the mountain behind the temple. Until he makes himself unseen... and it just you, alone in a clearing, with no sign of the little bugger.'

The players have one turn to find Pim, either by making a successful **DC 14 (Wisdom) Survival check**, a **DC 16 (Wisdom) Perception check** or by using a detection spell. If they find him in a turn, he'll keep running. If he is not found after a turn, Pim will reveal himself by throwing oil at the party, which has no immediate effect. He then taunts them once more.

Read this:

'Once again on the track of the little bugger, he rushes forward more and more, and you lose his tracks once again, but this time, there are no trees to hide in.'

The players once again have one turn to find Pim, either by making a successful **DC 16 (Wisdom) Survival check**, a **DC 18 (Wisdom) Perception check** or by using a detection spell. If they find him in a turn, he'll keep running. If he is not found after a turn, Pim will reveal himself by throwing another cherry bomb, which has the same effect as a *fireball* spell. If they had been oiled before, they have disadvantage on the saving throw. He then taunts them once more.

Read this:

'Angered and tired, you finally reach up to where the little bugger had led you and you find yourself in front of a monastery, the path to which seems to be a bridge made of branches, which has been broken in the middle. At the other end of it, an Oni with two heads and large teeth stands smiling. Both heads speak in unison. "Don't bother running. The master is dead and I could hear the imp's voice from a mile away. No catching us by surprise. I'm surprised you even took my invitation. We heard you were... smarter adventurers. A worthy fight is all one can hope for, I guess. If you lose... I'll enjoy your flesh." They then laugh out loud, preparing for battle.'

You may proceed to the next chapter.

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MAP 2: THE FESTIVAL, NIGHT

3. THE TWO-HEADED ONI

In which the party faces their biggest fiendish threat yet.

3.1. BATTLE

The party now must fight **Sohon & Uhon**, a two-headed oni who has two distinct consciousnesses, but a joint body.

Upon reaching half of their maximum hit points, they will use their *Demonic Seal* ability, splitting into two. Then, they will continue to fight.

Upon killing the oni, read this:

'As the two-headed oni falls to their knees, you see Pim pout from above. He turns towards you and says "You took down this master, but just you wait until I find a new master!" With one last angry shout, the imp opens up a small portal to the Infernal Plane and jumps through it. Silence befalls the temple, then you hear low moans from one of the small wooden huts behind you.'



SOHON & UHON

Large fiend (Oni), lawful evil

Armor Class 16 (18 in split form)
Hit Points 247 (26d10 + 104)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	15 (+2)	13 (+1)	19 (+4)

Saving Throws Dex +4, Con +8, Wis +5, Cha +8
Skills Arcana +6, Deception +12, Perception +5
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant
Challenge 12 (8,400 XP)

Demonic Seal: Split Body. As a bonus action, Sohon and Uhon unlock their demonic seal, splitting their body in half and unlocking their demonic potential. Split their hit points and remaining spells into half. Each of them gains one half. In addition, they gain the following benefits.

- Each of them gains 50 temporary hit points.
- Each of them has advantage on all attack rolls with their claw.
- Each of them may only attack three times, but each of their attacks deals an additional 1d8 force damage.
- Each of them can no longer cast spells from their Joint Magic feature for the duration.
- Each of them has advantage on Strength & Constitution saving throws.

Innate Spellcasting. The onis' innate spellcasting ability is Charisma (spell save DC 16). The oni can innately cast the following spells, requiring no material components:

At will: *darkness, invisibility*
2/day each: *charm person, cone of cold, gaseous form, sleep*

Joint Magic. Sohon and Uhon can innately cast the following spells, requiring no material components, as long as their body is joint:

1/day each: *immolation, hold monster, teleport*

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

Shapechanger. The Sohon & Uhon can use its action to polymorph into a human, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Two-Headed. Sohon and Uhon's bound body and single minds allow them to better focus. They have advantage on all saves against being blinded, deafened or stunned. In addition, they may concentrate on two spells at the same time.

Regeneration. The oni regains 20 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The oni makes four attacks with its claws.

Claw (Oni Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 4) slashing damage.

Change Shape. Sohon and Uhon magically polymorph into a Small or Medium humanoid, into a Large giant, or back into their true form. Other than their size, their statistics are the same in each form. If they die, they revert to their true form.

Magic Barrage (Recharge 6). Sohon and Uhon focus their combined mental energy into their spells, being able to cast two spells with one action.

3.2. THE MASTER

As they walk within the small temple, they find the master barely alive. The onis had kept him alive to torture him. He asks for a night's rest and in the morning they shall talk.

The following morning, the party discovers that the many devils have killed a lot of the monks, but not all, as some of them had been kept in the basement as "fresh meat" for their oni leader. The master thanks the gods that the onis were arrogant enough to bring in adventurers, but he also thanks the adventurers for saving him, giving them 10,000 gold, a *manual of bodily health* and a *mantle of spell resistance*.

Then, the adventurers may go on their merry way once more.

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MAP 3: BOSS BATTLE



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.

Covert art by Warm_Tail, used with permission.

Crystal Ball Art by Bob Greyvenstein.

Maps created by [CzePeku on Patreon](#).

And now onto the next project...

Cheers !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !



A MASSIVE THANK YOU TO ALL MY PATRONS !