

# Plot

## Chapter 1: Something's wrong

### **NPC:**

Hilda Troublesome (Inn, Halfling): Nice, wants best for everyone

George Marchus (Mayor, Halfling): Nervous

Derek Plumb (Vicious Weaponry, Dwarf): Drunk, arrogant

Basil Pluck (Vicious Weaponry, Dwarf): Brave, nice

Martha Rusion (Halfling): Thinks high of herself, gossip

Intrio Twinger (Human): Happy, nice

Peril Streak (Illidread grounds, Halfling): Focuses on his work

Valin Caption (Perceptation, Gnome): Pessimistic

Peter Percep (Perceptation, Gnome): Optimistic

James Tippler (Farm, Human): Drunk, doesn't want anything to do with anyone.

Witch: evil, but acts nice

Meet together at the neighbourhood watch shack (Middle Wood). They roleplay and get to know each other.

- Mayor (George) Marchus walks in and tells them what their job

### **Inn**

In the inn are Hilda Troublesome (the owner), Derek Plumb (He's drinking a lot and seems tired), Martha Rusion (young lady), Intrio Twinger and his mates (having a birthday party for Intrio). James Tippler is also in the inn.

### **Vicious Weaponry**

Derek plumb and Basil Pluck if he is not in prison

- Padded leather armor: 45 gp 12+ dex light
- Chain shirt: 50 gp 13+ dex max 2 medium
- Breast plate: 400 gp 14+ dex max 2 medium
- Chainmail: 75 gp 16 str 13 disadvantage heavy
- Shield: 10 gp +2
- Dagger: 2 gp 1d4 bludgeoning simple
- Spear: 1 gp 1d6 piercing simple
- Shortbow: 25 gp 1d8 piercing simple
- 20 Arrows: 1 gp
- Short sword: 10 gp 1d6 slashing martial
- Long sword: 15 gp 1d8 slashing martial
- Great sword: 50 gp 2d6 slashing martial
- Upgrade: 100 gp +1 to AC or weapon

### **Perceptation**

Valin Caption and Peter Percep

<https://roll20.net/compendium/dnd5e/Adventuring%20Gear#content>

### **Decorating**

Hilda Troublesome (The owner of the Basgaud Inn, Halfling) is having trouble decorating for Halloween. She wants the heroes to set up ghost decoration. There are already some pumpkins, spiderwebs, spiders, (4) skeletons and other decorations. If the players touch a

skeleton, all skeletons attack. If the heroes fix the ghost decoration she gives 1 gp each and gives an extra 10 gp each if they defeat the skeletons.

Decoration skeleton:

AC: 13. HP: 13. SP: 30 ft.

STR: 10 (0). DEX: 14 (2). CON: 15 (2). INT: 6 (-2). WIS: 8 (-1). CHA: 5 (-3)

Immunity: Poison, charmed, frightened, psychic

Actions:

- Shortsword: +4 to hit. 1d6+2 piercing damage.
- Shortbow: +4 to hit. Reach 80/320 ft. 1d6+2 piercing damage.

### **Customer service**

Basil Pluck (The owner of Vicious Weaponry, Dwarf) is stuck in the Ildread Grounds, because of murders he didn't commit. Derek Plumb, a worker at Vicious Weaponry will tell the heroes about this scandal in the inn when asked about any problem. Peril Streak will greet the heroes when entering Ildread Prison. When asked about Basil Pluck he'll tell the heroes about his situation. If the heroes persuade Peril with a DC 15 persuasion check, he'll let them talk to Basil. Basil will then tell them that the swords are bewitched in some way and they're still in Vicious Weaponry. When the heroes prove that Basil is innocent he will reward the heroes with 35 gp each and one weapon of choice. There are 5 bewitched swords in Vicious Weaponry.

Flying Sword:

AC: 17. HP: 17. SP: 50 ft.

STR: 12 (+1) DEX: 15 (+2) CON: 11 (0) INT: 1 (-5) WIS: 5 (-3) CHA: 1 (-5)

Immunity: Poison, charmed, frightened, psychic

Actions:

- Longsword: +3 to hit. 1d8+1 slashing damage.

### **The walking bed**

Peter Percep owns Percepitation together with his friend Valin Caption and Simon Sight. Simon Sight has been missing for a day now together with some equipment from their shop. When asking Martha Rusion in the inn about Simon she will tell the adventurers that he was in the inn a couple nights ago telling everyone that this town was haunted and that they should leave the town immediately. To find him she will redirect the heroes to the Ildread Grounds. If asked if there was anything more weird about him she'll tell them that he was constantly hiding his arm. Peril Streak will tell the adventurers to go to the western part of the forest. Simon's body will be laying there with a wolf arm. A lot of survival equipment is laying randomly around him. On a DC 15 investigation check an eye will be found on the bedroll. The bedroll, a backpack and a basket will attack. After the attack the adventurers also find a christmas tale in the basket. There are notes in the christmas tale. Elves are real? Is he in Middle Wood? The adventurers will be rewarded with 35 gp each. +10 gp each if they killed the enemies.

Decoration:

AC: 12. HP: 33. SP: 10 ft.

STR: 17 (3). DEX 14 (2). CON 10 (0). INT 1 (-5). WIS 3 (-4). CHA 1 (-5)

immunity: Poison, Charmed, frightened, psychic

Actions:

- Hit: +5 to hit. 1d10 Bludgeoning damage

### **The pumpkin patch**

- James Tippler is in the inn and all his pumpkins are missing
- encounter with 12 Pumpkins in barn

AC: 12. HP: 23. SP: 10 ft.

STR: 17 (3). DEX 14 (2). CON 10 (0). INT 1 (-5). WIS 3 (-4). CHA 1 (-5)

immunity: Poison, Charmed, frightened, psychich

Actions:

- Hit: +5 to hit. 1d4 +2 bludgeoning damage
- Stack: the pumpkin stacks on top of another pumpkin in a radius of 5 feet. This combines their HP +10 and doubles any damage done (on 3 pumpkins triples, etc.).
- Explode: On 0 HP it explodes in a 5 feet radius, dealing 1d8 fire damage + 1d4 per extra pumpkin on stack
- Reward: 20 gp each
- After encounter walk back to town
- They see an elf monster transforming some scarecrows
- Encounter with elf monster and 1 scarecrow
- After encounter they walk deeper into town towards the neighbourhood watch shack and almost get run over by decorations and elf monsters going to the BBEG's mansion (Mayor's mansion)
- After dealt with, the party sees Intrio Twinger that has been overrun and is injured.
- Almost cut off left leg (2 HP left and losing blood) 5 minutes to save
- He will reward you with 10 gp and 5 sp each

## Chapter 2: The Witch of Middle Wood

### In Town:

#### A sticky situation

Peril Streak has a Giant spider captured

Giant Spider:

AC: 14 HP: 26 Spd: 30 ft.

STR: 14 (+2) DEX: 16 (+3) CON: 12 (+1) INT: 2 (-4) WIS: 11 (0) CHA: 4 (-3)

Immunities: Poison, Charmed, frightened, psychic

Actions:

- Bite: +5 to hit. 1d8+3 piercing damage. DC 11 constitution saving throw or extra 2d8 poison damage
- Web (Recharge 5-6): +5 to hit. 30/60 feet. Restrained DC 12 Strength

#### A High Armor Class

Basil Pluck (or Derek Plumb if Basil is still in prison) is being attacked by Helmed Horror and an Elvon. When defeated he will use his magic iron to upgrade someone's armor with 1 AC and give everyone 30 gp

Elvon:

AC: 15. HP: 42. SP: 30 ft.

STR: 13 (1). DEX: 18 (4). CON: 14 (2). INT: 11 (0). WIS 13 (1). CHA 12 (1)

Immunity: Charmed, frightened

Actions:

- Recruit: creates a monster out of whatever it touches from will. If it's living: Wisdom saving throw (DC 13), if failed take 1d4 psychic damage. reach 10 ft.
- Claw: + 6 to hit. 2d8 slashing damage

- Bite: + 3 to hit. 3d6 +2 piercing damage

Helmed Horror:

AC: 20 HP: 35 SPD: 30 ft

STR: 18 (+4) DEX: 13 (+1) CON: 16 (+3) INT: 10 (0) WIS: 10 (0) CHA: 10 (0)

Resistances: Bludgeoning, Piercing, slashing from non-mag

Immunities: force, necrotic poison, blinded, charmed, deafened, frightened, paralyzed, petrified, stunned, psychic

### **Celebrating the living**

Valin Caption and Peter Percep have been replaced with Halloween decorations. Valin is hanging like a ghost and Peter has been put up like a scarecrow. As reward they give the heroes 1 potion of healing each or otherwise 25 gp each. They'll also recommend to go to the witch of Middle Wood for help.

### **Traveling:**

#### **A defence mechanism**

Getting closer to the witch suddenly the heroes don't see each other anymore and everything's dark. The heroes see their greatest fear and only when they conquer that fear they get out of that hallucination. Once an adventurer is out of their hallucination they see the other adventurers in a black bubble. When the hero enters a bubble they can enter the other heroes hallucinations.

#### **Cleaning spree**

To let the witch help the heroes the heroes must clean her house. If they mess it up somehow she won't help with their curses

#### **Witch Shop:**

- Potion of healing (5 max): 50 gp
- Gloves of precision: 100 gp (19 counts as a critical hit on weapon attacks)
- The eye of opportunity: 100 gp (a necklace that lets you make weapon attack when an enemy misses you with a melee attack once per turn as a reaction)
- Elemental gem: 200 gp
- Mirror of uno: 300 gp (once per long rest, this can copy the attack of an enemy)

## **Chapter 3: The Haunted House**

### **Witch problems**

When the adventurers need help getting rid of their curse the witch will send them into another hallucination. This time they have to conquer their biggest guilt. Other adventurers are allowed to enter. Every other time the heroes want this service the witch will just let them hallucinate for the next hour unless the hallucination says otherwise. The hallucination can also be broken, but it's up to you to say what makes him wake up and what doesn't.

1. **Begin room**
2. **a room with one button that counts down.** Reset everytime the button is pressed. If it is done counting down the door opens.
3. The floor is lava, study room.
4. 11-20: there are 9 door knobs on all the doors in the room (4<sup>th</sup> one is right) (8<sup>th</sup> one gives an amulet of the planes). If they choose a wrong knob, the side walls move 5 feet towards them. The amulet of the planes let the character move between floors of the house.

5. 11-20: All surfaces in this room are slimy and bouncy. When moving a space (however this happens) throw a dexterity saving throw (DC 12), if failed move an extra space. Fight with 2 gelatinous cubes.

<https://roll20.net/compendium/dnd5e/Gelatinous%20Cube#content>

On a DC15 investigation check the shoes of balance can be found, These shoes make it so that the player can't fall prone and can't be affected by movement differences.

6. above a small bowl next to the door on the other side of the room there is a sign: fill me with blood and I will reveal you. A person with the same abilities and double HP as the PC appears, copying the exact actions of the PC. If the PC did nothing on his last turn, the blood monster will use the same action as his turn before that. All attacks will be necrotic.

**7. Room with a stone hatch on the ground locked and 2 Elvons.**

Elvon:

AC: 15. HP: 50. SP: 30 ft.

STR: 13 (1). DEX: 18 (4). CON: 14 (2). INT: 11 (0). WIS 13 (1). CHA 12 (1)

Immunity: Charmed, frightened

Actions:

- Recruit: creates a monster out of whatever it touches from will. If it's living: Wisdom saving throw (DC 13), if failed take 1d4 psychic damage.
  - Claw: + 6 to hit. 2d8 slashing damage
  - Bite: + 3 to hit. 3d6 +2 piercing damage
8. **1-10: a bedroom and all the doors in this room have a mouth** and tell the party that they require a living sacrifice. The doors, however, don't know the difference from something alive, dead or inanimate
9. **1-10: a room with 6 paintings of monsters.** The players feel the urge to touch them. Wisdom saving throw (18), if failed they touch the painting releasing the monster inside it. 1. [Green Hag](#) 2. [2 skeletons](#) 3. [Mummy](#) 4. [Minotaur skeleton](#) 5. [Hook horror](#) 6. [2 Wererats](#).
10. 11-20: A room with an Elvon and an [orc](#) (actually the mayor). If the mayor is saved he will tell them he saw James Tippler wearing a strange suit.

Elvon:

AC: 15. HP: 50. SP: 30 ft.

STR: 13 (1). DEX: 18 (4). CON: 14 (2). INT: 11 (0). WIS 13 (1). CHA 12 (1)

Immunity: Charmed, frightened

Actions:

- Recruit: creates a monster out of whatever it touches from will. If it's living: Wisdom saving throw (DC 13), if failed take 1d4 psychic damage.
  - Claw: + 6 to hit. 2d8 slashing damage
  - Bite: + 3 to hit. 3d6 +2 piercing damage
11. 11-20: a room filled with dynamite and 1 pumpkin decoration.

Pumpkin decoration:

AC: 12. HP: 23. SP: 10 ft.

STR: 17 (3). DEX 14 (2). CON 10 (0). INT 1 (-5). WIS 3 (-4). CHA 1 (-5)

immunity: Poison, Charmed, frightened, psychic

Actions:

- Hit: +5 to hit. 1d6 +2 bludgeoning damage

- Stack: the pumpkin stacks on top of another pumpkin in a radius of 5 feet. This combines their HP +10 and doubles any damage done (on 3 pumpkins triples, etc.).
  - Explode: On 0 HP it explodes in a 5 feet radius, dealing 1d12 fire damage + 1d4 per extra pumpkin on stack
12. An armory with anything any hero can wish for, but as soon as they touch something they get [cursed](#). And the equipment disappears. If the heroes detect magic they can find one helmet of magic focus. With this helmet a hero can cast a spell of level 1d4 through the helmet instead of using a spell slot once per long rest.
  13. **1-10: room with button**, when pressed will drop a gate in a 5 feet radius around it. The room fills with a gas, making the heroes unable to breathe. The gate can be raised with a DC 15 Strength check.
  14. A man is hanging on the door on the opposite side. Every 5 feet the heroes come closer the man is being pulled apart more.
  15. **1-10: room with water pouring** in (1/10 part of the room per action/6 seconds). In the middle of the room the chaos blade is bound to a chain DC 15 Strength. The chaos blade is a katana that has to be stabbed into the wielder. This sacrifices 3 hp to the wielder and deals 2d10 necrotic damage to the enemy. For every 3 hp you want to sacrifice extra you deal an extra 1d4 to the enemy. To open a door DC 18 strength check.
  16. : a library with in the middle of the room the layout of the house. On a DC 15 History check the eyes of the adventurer fall onto a book called *The mystery of the Lost Elves*. In this book the adventurer reads about how the elves almost went extinct due to a huge blizzard, but were saved by the dwarves only to get lost again just before the war between the humans and the dwarves.
  17. **1-10 a bedroom with the a mirror in the middle**, you can walk through the mirror, but on the otherside is your reflection who will do the exact same thing as you, when someone gets hurt the reflection will get hurt instead. When a reflection gets hurt the corresponding person will get hurt instead. In the reflection there is an orc. In the reflection world there is a magic mirror on the bed. The person who picks it up will upgrade one of their weapons. It is a +1 weapon upgrade and if you hit an enemy with it another creature of choice gets hit.
  18. 1-10: a room with a body swap machine. It can not swap minds with the same people that come after each other.
  19. 11-20: room with a table with 7 cups of tea and a doll. When someone drinks the tea they will [hallucinate](#).

### James Tippler and 2 Elvons

HP: 250

1. 100 hp: Werewolf p.212
2. 100 hp: Vampire spawn p. 299
3. 50 hp: Vrock p. 65

### The Witch Of Halloween

Hp: 250

Shadow Demon p. 65

Nightmare: p. 235

Elvon:

AC: 15. HP: 50. SP: 30 ft.

STR: 13 (1). DEX: 18 (4). CON: 14 (2). INT: 11 (0). WIS 13 (1). CHA 12 (1)

Immunity: Charmed, frightened

Actions:

- Recruit: creates a monster out of whatever it touches from will. If it's living: Wisdom saving throw (DC 13), if failed take 1d4 psychic damage.
- Claw: + 6 to hit. 2d8 slashing damage
- Bite: + 3 to hit. 3d6 +2 piercing damage

## The End

## Homebrew monsters:

**Base statt Decorations:**

AC: 12. HP: 33. SP: 10 ft.

STR: 17 (3). DEX 14 (2). CON 10 (0). INT 1 (-5). WIS 3 (-4). CHA 1 (-5)

immunity: Poison, Charmed, frightened, psychic

Actions:

- Hit: +5 to hit. 1d10 Bludgeoning damage

**Pumpkin decoration:**

AC: 12. HP: 23. SP: 10 ft.

STR: 17 (3). DEX 14 (2). CON 10 (0). INT 1 (-5). WIS 3 (-4). CHA 1 (-5)

immunity: Poison, Charmed, frightened, psychich

Actions:

- Hit: +5 to hit. 1d6 +2 bludgeoning damage
- Stack: the pumpkin stacks on top of another pumpkin in a radius of 5 feet. This combines their HP +10 and doubles any damage done (on 3 pumpkins triples, etc.).
- Explode: On 0 HP it explodes in a 5 feet radius, dealing 1d12 fire damage + 1d4 per extra pumpkin on stack

**Elvon:**

AC: 15. HP: 50. SP: 30 ft.

STR: 13 (1). DEX: 18 (4). CON: 14 (2). INT: 11 (0). WIS 13 (1). CHA 12 (1)

Immunity: Charmed, frightened

Actions:

- Recruit: creates a monster out of whatever it touches from will. If it's living: Wisdom saving throw (DC 13), if failed take 1d4 psychic damage and gets the *turn* condition.
- Claw: + 6 to hit. 1d8 slashing damage
- Bite: + 3 to hit. 2d6 +2 piercing damage

**Decoration skeleton:**

AC: 13. HP: 13. SP: 30 ft.

STR: 10 (0). DEX: 14 (2). CON: 15 (2). INT: 6 (-2). WIS: 8 (-1). CHA: 5 (-3)

Immunity: Poison, charmed, frightened, psychic

Actions:

- Shortsword: +4 to hit. 1d6+2 piercing damage.
- Shortbow: +4 to hit. Reach 80/320 ft. 1d6+2 piercing damage.



## Possible races and classes

### Races:

- Dwarf
- Halfling
- Human
- Gnomes

### Classes:

- Bard
- Cleric
- Fighter
- Paladin
- Ranger
- Rogue
- Sorcerer

Alrik: Kalashtar sorcerer (slythering tracker)

Felix: Gnome Rogue

Ruben: dark elf Cleric (Vine Blight)

This Campaign called *The Monster Within* plays in the small Halfling town called Middle Wood in the Halfling country Whitgarde. The humans of Qito are at war with the dwarves of Har Doruhl about some ancient quarrel no one seems to remember. Whitgarde is stuck in the middle of this war since Qito is West of Whitgarde and Har Doruhl is east of Whitgarde. Middle Wood has become a small refugee camp for all kinds of races trying to avoid the war. It lies in the middle of a dark forest many people won't dare to enter, but that's a risk the

inhabitants of Middle Wood are willing to take to stay away from the war. Middle Wood itself is a quiet town with mostly poor citizens. It supplies itself with food from its farms and tries to survive in these difficult times. You, the adventurers, have been asked or have chosen to become part of the neighbourhood watch to help out any citizens in need.

The actual cause of the war is because of a failed trade deal with the elves dwarves and humans. The humans used a sedative in everyone's drink. Then they took everything including the small amount of remaining elves. The advisor of the leader of the humans called Nicholas didn't agree and left his land together with all that was stolen to redistribute everything among the dwarves. He let the elves repopulate and made them help redistribute every december. When he distributed all he still felt guilty and made his own toys and stuff with his elves.

After the dwarves found out that the humans stole everything they started a war, which ended when both suffered many losses, but a recent conflict stirred up the war again. At the same the witch of Halloween stole most of nicholas' stuff and elves to take over christmas. So Nicholas came to Middle wood and stole the staff from the witch of Halloween and took over Halloween. The witch of Middle Wood created a border around Middle wood to prevent Nicholas from leaving. Nicholas wants to take Christmas back and stop the war, so he creates an army to break through the magic wall.