

C4

C-SERIES



The Play's the Thing

by Stephen Yeardley

4-6 PCs

LEVELS 4-5



White Lander

THE PLAY'S THE THING

A 5th Edition compatible adventure for four to six PCs of levels 4-5

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CREDITS

Author: Stephen Yeardley

5E Conversion: Anthony Jennings

Creative Director: Jonathan G. Nelson

Cartographer: Alex Tallon

Art Director: Alex Tallon

Interior Artists: Jacob Blackmon, Storn Cook,

Cover Artist: Mates Laurentiu

Gary Dupuis, and Mates Laurentiu

Publisher: Jonathan G. Nelson

Layout: J Gray

AAW GAMES LLC

Jonathan G. Nelson

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AAW GAMES LLC
PO Box #92
Snoqualmie, WA 98065

ADVENTURE BACKGROUND

The town of Bankside had a troupe of players and the attendant retinue set up a temporary theater about 6 months ago, in the way that they had for several years before. But after an accident with some lime-lights, which injured the principal actor, the troupe manager and a couple of stagehands, the company stayed on whilst they recovered the expenses of repair and recuperation. Local craftsfolk were used to make good the damage and re-establish the actors' ability to perform. Already a popular crowd that was willing to engage freely and warmly with the locals and always ready to lend a hand where they could, Teatteri's Troubadours were soon made to feel like an established part of the town.

Indeed, their good humour and ready wit seemed to invigorate the town, and before long a smile became the default setting on the face of most people, instead of the usual concerns and worries occupying them. The town council's head, High-reeve Salainen, soon declared that Teatteri and his players could stay for as long as they liked; almost everyone agreed.

The Troubadours were no trouble either, at least taking part in nothing more than to occasional bout of exuberant carousing, in the same way as many other members of the town. Teatteri even returned the odd youngster or two who "ran off to join the theater" before matters got out of hand, something that was much appreciated. The chief of the local guards, Vahti Upseeri, frequently commented on how well the company behaved and that she wished more people were like them.

Upseeri wasn't the only supporter of the troupe; Paja Tyolainen, the head of the town's guild structure, also had nothing but positive words to say about Teatteri and his companions as they used those local craftsfolk and shops to complete the repairs. Overtime, the two made a formidable promotional pair for the theater group.

Only one dissenting voice was heard, that of Deacon Jhones, the town's rather upright and uptight spiritual leader. He couldn't see the value of letting such ne'er-do-wells hang around as they would obviously be a disruption and distraction to the younger members of the community. But he was voted down then and eventually seemed to grudgingly come around. Teatteri ensured support was given to his church by the troupe, both through turning up to services and singing heartily encouraging and for helping out to draw others in.

Teatteri was always gracious when these comments were voiced with him around, as were his fellow actors. None of them ever caused trouble or gave reason to think badly of them. So much so, with the repairs completed and the troupe ready to move on, High-reeve Salainen, Vahti Upseeri and Paja Tyolainen put it to the people of Bankside that Teatteri's Troubadours should be allowed to stay and a permanent theater be established, even going so far as to suggest Teatteri be given a position on the town council, or at least an honorary one. Again, the only dissenting voice was Deacon Jhones, who had greater misgivings about something permanent than he did about the temporary set up. As the PCs arrive in Bankside, the town is in the middle of a two-week consultation period before the vote is taken; at present, it looks like a sure thing.

Of course, all is not what it seems...

After years of travelling, searching and seemingly countless performances in cities, towns and villages scattered far and wide, Villiem Teatteri and his players finally made the discovery that ended those years of earnest and heartfelt searching. In the town of Bankside, on the edges of the community, Teatteri found a shrine to Naytella, a minor demi-goddess of acting, plays, wild entertainment and revelry. These shrines were incredibly rare, as Naytella believed in her followers being on the road for as much of their lives as they could; her opponents felt the same. But if a spot was found that was suitable for rest, revelry and a relaxed view on life, shrines to encourage these traits were established.

However, most authority figures and structures don't take kindly to the introduction of Naytella's ideas of a relaxed, pleasure-driven way of life. "How would anything get done?" they ask, fearful that their word will no longer be law. Of course, Companions of Naytella usually aren't the brutes and fiends that chaotics often seem to be; they just want to have a good time, and ensure everyone around them does too, constantly. So those in power seek to suppress and drive out Companions, making them someone else's problem. Because once a shrine is fully in place, a town can quickly become an infamous byword for non-conformity by the masses.

ADVENTURE HOOKS

Although the adventure is set in the small town of Bankside and some of its prominent people are referred to, the theater can be set anywhere you choose; these hooks are just suggestions.

1. The bard in your party has heard that a new theater is opening in a nearby town and is interested in meeting its founder, Villiem Teatteri, who is well-known around the region for a relaxed performing style.
2. One of the martially-minded members party has friends or relatives in Bankside and has been invited to a celebratory event to mark their return from a successful vampire hunt. Part of this involves going to a performance of a new play, "The Haunting of Rybalka Lodge", which is a grisly tale of murder, mayhem and malevolent spirits written by the infamous bard Yann o' Fannell, son of Fort Alden!
3. The lawfully-aligned cleric in your party is asked to visit Bankside after a request from Deacon Jhones, the resident spiritual leader, for a delivery of tracts and texts to help support his argument for an upright way of living. Apparently a band of ne'er-do-wells has taken root in the small town and lazy ways are setting in.
4. Bankside has recently developed a reputation for a relaxed lifestyle, with an attitude to such things as taxes, entertainment and revelry seemingly at odds with the usual serious approach taken by the rest of the region. The party's barbarian or sorcerer thinks that perhaps it'll be a good place to rest after its most recent arduous adventure.
5. After a recent accident and fire, a re-built theater is opening in Bankside, but the rogue in the party hears from her/his guild leader that the appropriate "insurance" hasn't been paid. It would be terrible if another "accident" befell the theater, and asks the rogue to go and point this out.



6. Salainen, the High-reeve of Bankside, has asked for monitors and guards for an upcoming election. Temperatures are running high as a real shift in the way the town works is taking place and some folks aren't happy. Help to ensure the election is kept impartial and isn't disrupted will be welcomed, and the perceived gravitas of a mage or druid particularly so.

whatever rumor seems appropriate. Once there, they are either approached by Deacon Jhones - actually a doppelganger - and asked to look into what is happening at the theater OR are invited there only to find the doors locked behind them and the troupe intent on subduing and converting them.

Will the PCs save the town, themselves, or both?

ADVENTURE SYNOPSIS

Villiem Teatteri, a bard who believes firmly in the freedom to enjoy oneself, has discovered a rare shrine to the demi-goddess Naytella. He has built a theater over the shrine with the help of his troupe and has been visited by four strange creatures - doppelgangers - who wish to experience Naytella's gift of carefree enjoyment. As part of their mischief-making, the troupe have enticed the four main leaders of Bankside council to the theater and have them permanently drunk in Naytella's shrine, replacing them with the doppelgangers. Each of these creatures is playing their part well; so well in fact, that they have been able to accelerate plans to have an election to allow the troupe to stay permanently and for Teatteri to be given a place on the ruling council. When these plans are passed, the council members will be released with no real memory of what has gone on but will find a fait accompli in place.

Anyone who approaches the town and looks like they may disrupt the troupe's plans is drawn deeper into Bankside by

RUMORS

If your players are the kind that like to do some groundwork, have them visit some of the usual sites you'd find in a town, including where the council meets, the local religious center, the jail and markets. PCs may want to visit the theater itself straightaway, but during daylight hours will find it closed 80% of the time with a sign saying "In rehearsal" across the doors and open selling tickets 20% of the time.

At each site, have each PC make a Charisma check and read one appropriate rumor.

If the players are not fans of this type of role playing, just have them make the Charisma rolls as standard and allow them to gather one from each section that their roll exceeds. For example, if a player gets a score of 16, they get one rumor from each section below that score.

Skill Check



Ability check: Charisma

DC 4

Teatteri is being offered a place on the council. He and his troupe have done a lot for the town, so why not? **(True)**

It was a nasty accident that damaged the original traveling theater and injured Teatteri - nobody would want to see that again! **(False - the troupe engineered the "accident" so it could stay and investigate the shrine)**

The troupe is always so friendly and welcoming; it's changed the minds of some folks round here about how to live with others. **(True - the town is much more relaxed)**

One or two impressionable youngsters have tried to join the troupe, but they are always brought back by Teatteri. **(True - he doesn't want meddling children interfering with his find)**

DC 7

Teatteri and Vahti Upseeri have been seen spending a lot of time together recently - is there going to be a wedding in town? **(True, but not for the reasons the townsfolk believe - and there won't be a wedding!)**

Deacon Jhones is sometimes seen in hushed but heated discussion with the senior members of the troupe, as he's not a fan of their relaxed, hedonistic ways. **(True, but it's all an act)**

There's going to be a big crowd at the re-opening of the theater, including members of the regional council; they're important people, don't you know! **(True or False at the GM's discretion - perhaps they could arrive before just before the PCs investigate the theater and a doppelganger takes the place of one of them)**

Rebuilding the theater must have been expensive, but the troupe hasn't put on a play for a while. Teatteri must have deep pockets! **(True in a way - he's found some items in the crypt and persuaded some townsfolk to quietly back him)**

DC 10

The troupe has been rehearsing as hard as it can for the next production - and the effects will be amazing. I've heard the sound of the wailing of the ghosts during rehearsals and my friend says he's seen the illusions being used. **(False. This is actually a pair of gibbering mouthers that has become part of the troupe as representatives of Naytella)**

The reason Tyolainen and Salainen are so accommodating to Teatteri is because they owe him money after losing at cards to him. **(False)**

There was a rival to Teatteri in the theater group, but the pair had a midnight duel out of sight of the town and the rival never returned. **(False)**

The troupe really put upon Teatteri. He's such an accommodating man that the members get away with murder! **(False - Teatteri gives the impression of being lawful when he's actually more than happy for the troupe to constantly let its collective hair down)**

DC 13

The theater is on a piece of land that nobody else wanted because it is cursed - the accident wasn't the only one, but Teatteri doesn't want to admit it. **(False on both counts)**

Each new moon, the ghostly sound of revelers can be heard floating on even the lightest of winds **(Partially true - it's the troupe)**

Teatteri is a canny chap - he buries part of the takings in the churchyard of a lawful deity before leaving, so he knows he'll have at least some money available each time he comes back **(False or True depending on you, the GM - this could be a side quest or a foreshadowing)**

After a cart turned over when its dray-horses were spooked, two of the theater's "bouncers" came along and carefully organized the righting of the cart in an ordered way, steadied the animals, dealt with those involved in a calm a measured way, ensured the guard had a proper chance to take statements and then rode the horses back to the stables before providing witness statements. **(True, although this lawful stance is difficult for the members to keep up)**

DC 16

Teatteri and the troupe are stalked by a hideous creature, according to a friend of the cousin of the person recounting the rumor. **(False - the person who says this actually saw one of the doppelgangers in natural form for a very brief moment)**

There are tales of a very old theater once being on the site of the new one. However, everyone only knows and can only tell part of the story. **(True - add the details of this as you wish. You could have the PCs chasing around Bankside after minor details that seem important)**

The troupe always seems to win the locals around to its way of thinking, particularly when they are buying in the tavern. **(True)**

The vote is in the balance, but only because Deacon Jhones is so against the whole troupe. His influence is strong and lots of townfolk listen to him. **(False, of course, given the whole council is made up of Teatteri's doppelgangers)**

DC 19

Another theater used to stand on the site, many years ago. But one evening, all the members of its company just disappeared. **(True - again, this could be foreshadowing or linked to the above rumor)**

Teatteri has sometimes been asked if he'll be doing guided tours of the theater, but he's always made excuses; the real reason is that he's found some valuable items and is keeping them for himself. **(True, but it's not what the locals think)**

All of the troupe are able to perform magic **(Not yet true, but it will be, thanks to Naytella)**

DC 22

Someone the speaker knows, but can't quite recall the name of, swears blind that she once saw High-reeve Salainen come through the front door twice without going back out again. **(True, as two of the doppelgangers got themselves mixed up)**

Someone the speaker knows, but can't quite recall the name of, swears blind he was followed one evening by a monstrous spider with a humanoid face. **(False - it was just a very vivid dream.)**

The party is told by a sharp-tongued individual that the entire town is going to wrack and ruin according to Deacon Jhones, but that even he isn't talking about the event as a whole any more. **(True, but the person that relates this is actually a doppelganger trying to tempt the PCs to the theater. If they uncover this level of rumors, they are a real threat in Teatteri's eyes)**



If the PCs are making a nuisance of themselves, either through attempting to investigate what is going on or by trying to become part of the troupe, Teatteri will eventually decide that they need to be dealt with. This will take the form of capturing the party, attempting to convert them and then dumping them miles from town with no real memory of anything untoward taking place. He and the troupe are not murderous, far from it. But the shrine does need to be protected at all costs as it is such a rare site.

All of the troupe are now sworn followers of Naytella with some of them now having received boons from Naytella (see below). Two of the doppelgangers have also recently committed - this is reflected in their new statistics. The two that have committed generally play the roles of High-reeve Salainen and Vahti Upseeri. The two that are masquerading as Paja Tyolainen and Deacon Jhones will commit in 1d3+1 days.

Naytella is a free spirit and welcomes any to her fold if they are prepared to embrace a chaotic neutral lifestyle of acting, plays, wild entertainment and revelry. There are many ways to come to her and she is prepared to reward her most dedicated followers with various ways to draw others in.

Boons of Naytella



Naytella is generous to her followers, known as the Companions of Naytella, and offers them a variety of boons. Those who dedicate themselves to a lifestyle of revelry and merry-making may receive any of the following boons. Naytella begins by giving her followers the ranged legerdemain and spellcasting abilities. As her followers prove their devotion to her, she grants them more boons. As a lesser demi-goddess, Naytella fears losing her followers to more powerful and popular deities. As such, she offers her newest followers generous and powerful boons. Her generosity is equaled only by her fear of losing the few followers that she has gained.

Ranged Legerdemain

You can cast *mage hand*, make the spectral hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting

You gain innate spellcasting. Your spell casting ability is Charisma (spell save DC is equal to 8 + your proficiency bonus + your Charisma Modifier). You can innately cast the following spells.

At Will: *mage hand*

3/day: *charm person*

Carefree Blaedsian

You gain proficiency with a saving throw of your choice. Naytella may impart this boon to you more than once.

Expertise

You may choose one of its skill proficiencies. Your bonus is doubled for any ability check made using that that skill. Naytella may impart this boon to you more than once.

Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

If you receive bardic inspiration from another source, this increases the Inspiration die by one step (a d6 becomes a d8 or a d8 becomes a d10). This may increase the bardic Inspiration die to a d20.

Breath Weapon

You gain a breath weapon. The breath weapon deals 9 (2d8) thunder damage in a 30 foot cone. Each creature in that area must make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a successful saving throw the creature takes half damage.

Ability Score Improvement

You gain a +1 to its Dexterity and Charisma scores.

Naytella's Grace

You doubles your proficiency bonus to your Dexterity saving throw.

Skill Proficiency

You choose one skill and gain proficiency in that skill. Naytella may impart this boon to you more than once.

go and buy a ticket - most are interested and these tip the balance. Teatteri plans for a few fantastic shows on the days before the vote, to keep the townsfolk on his side.

Flyer of Influence



Wondrous Item, common

These flyers are designed to make people do something they are already inclined to do but are hesitating, such as buy something, see an event or have some more food and/or drink when eating out. A creature must succeed on a Wisdom saving throw DC 10 or immediately go and do the described action. In this instance, anyone who reads the flyer is compelled to go to see the troupe's next performance.

If you would like to include a story-based element to the creation of this item, any ink used should contain half-a-dozen drops of blood from any creature that is able to naturally distract or influence the mind, for example an aboleth, dryad or night hag.

HIGH-REEVE SALAINEN

If the party decides to pay High-reeve Salainen a call, it will of course encounter a doppelganger. This one has become a Companion of Naytella, it being rather taken with the ability to have individuals be more inclined to do what it asks them. The creature has a number of points to make, and is extremely positive about the troupe as a whole.



AROUND TOWN

If the party moves around Bankside gathering rumors, they are likely to come across flyers advertising the theater's opening production, "The Haunting of Rybalka Lodge", a grisly tale of murder, ghostly apparitions and mayhem. These flyers are actually minor magic items with the ability to influence the townsfolk to

1. Teatteri is keen to get a place on the council and reinforce his relationship with the town. This is up to the community to decide.
2. When it finally re-opens, the theater will be a great way of attracting other people to the town; the party is a clear example of that.
3. So far the theater has passed every “test” that has been put in front of it with regard to becoming integrated into town life, but there will be more to prove once the theater is open.
4. The only concern “he” has is that the troupe isn’t seen as a disruptive force by any members of the community. With the vote coming up, a minority of objectors are becoming quite vocal, whilst the silent majority seem to be enjoying the whole process, regularly toasting the yet-to-be-achieved victory.

“He” seems mostly in favor of Teatteri’s Troubadours staying in Bankside, but will abide by the result of the vote if asked about this.

Combat

Doppelganger, Companion of Naytella total XP 700;
Adjusted XP 700; Easy

Doppelganger, Companion of Naytella

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised. **Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Ranged Legerdemain. A Companion of Naytella Doppelganger can cast *mage hand*, make the spectral hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves’ tools to pick locks and disarm traps at range.

The Companion of Naytella Doppelganger can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature’s Wisdom (Perception).

Spellcasting. A Companion of Naytella gains innate spellcasting. The companion’s spell casting ability is Charisma (spell save DC 12). It can innately cast the following spells.

At Will: *mage hand*

3/day: *charm person*

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger’s concentration isn’t broken (as if concentrating on a spell). While reading the target’s mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

The creature will answer as many questions as the PCs choose to ask - it has been sifting through the thoughts and memories of the real Salainen for some long while and is fully versed in his history. It will state that the theater is still under probation, but that all is going well.

When talking with the party, it will make extensive notes, claiming to use them as part of the decision-making process. It will pause and seem to read these thoroughly every now and then, asking questions like, “Does this and this mean you think this?” It will in fact be using its read thoughts ability and presents this analytical tactic as a screen.

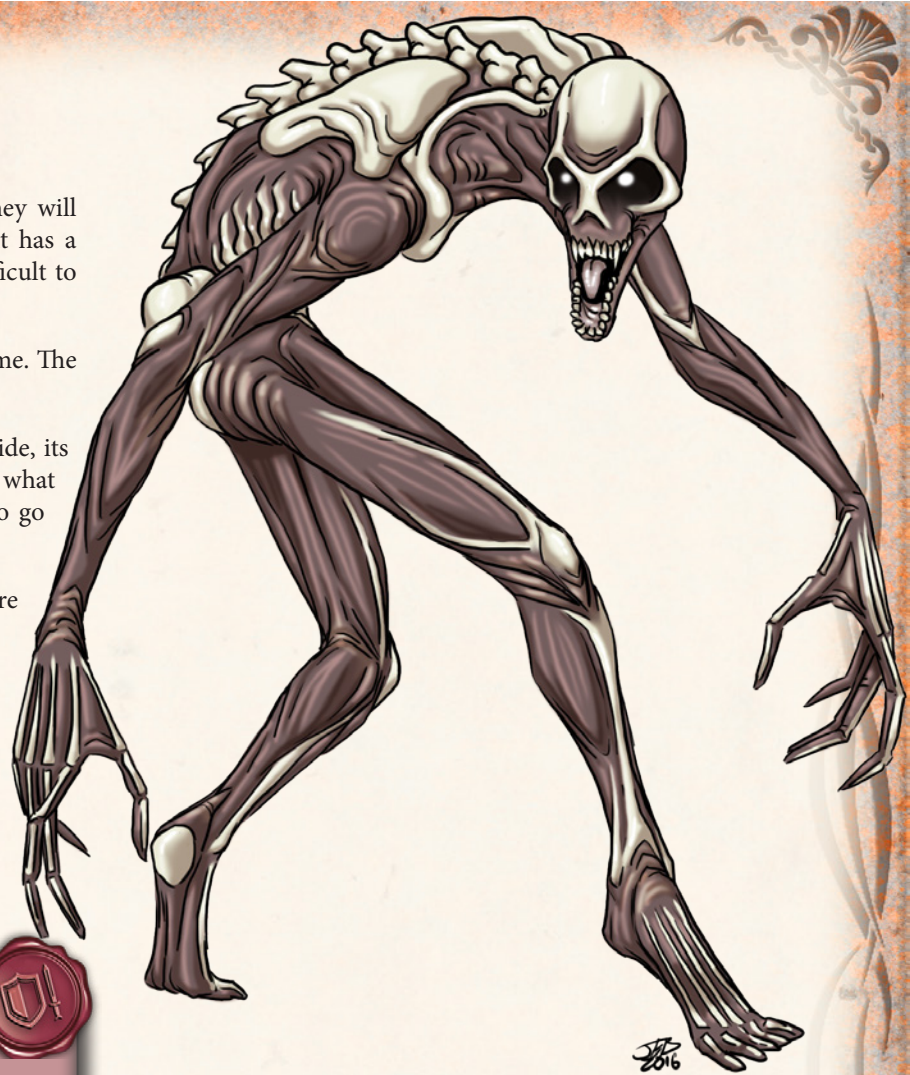
If the party attacks the creature, it will fight defensively, take a couple of blows, and then “play dead”, bursting two theatrical blood capsules (with real human blood in them) so some seeps from its mouth and nose. In this state, the doppelganger has advantage on Charisma (Deception) checks. If the party hesitates but then looks to carry on fighting, it will flee, calling out for help from the town council workers.

DEACON JHONES

Any time the PCs get to talk with Deacon Jhones, they will encounter a doppelganger in his place. As the deacon, it has a number of well-rehearsed points to make and is very difficult to shake from these. These views include:

1. The theater is no place for worshipers to spend their time. The players are a chaotic bunch of ne'er-do-wells
2. Whilst the troupe may have brought business to Bankside, its members also encourage lax and carefree ways, when what this town needs is hard workers who aren't prepared to go without to help others
3. Yes, young people have been returned, but how long before one isn't?
4. The town did quite nicely without a permanent theater and the occasional visit was good for spirits. But now the townsfolk are distracted.

"He" is clearly against Teatteri's Troubadours staying in Bankside. Feel free to include any other points you wish. Of course, this isn't the real Deacon Jhones, it is an accomplished doppelganger!



Combat

Doppelganger, total XP 700; Adjusted XP 700; Easy

Doppelganger

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

The creature will answer as many questions as the PCs choose to ask - it has been sifting through the thoughts and memories of the real Deacon Jhones for some long while and is fully versed in his history. It will talk of the need to find out what is going on at the theater, citing the influence the troupe seems to have over the town. Then it will ask if the party minds it casting detect thoughts as it

is about to reveal sensitive information and, as Deacon Jhones, it doesn't want to compromise itself.

If a PC queries this because "he knows" this isn't usually a clerical spell, the doppelganger Deacon Jhones will state instantly that it is a follower of whatever deity you use that has the Knowledge domain as one of its possible paths. The creature has used this ploy many times before.

The doppelganger will be assessing the strength of the party and broadly checking on the inclination of each of its members. It will relate this information to Teatteri, the troupe, and the other doppelgangers. Its aim is to establish if the PCs are a threat that needs eliminating or converting and recruiting. Either way, it will sense if the PCs are considering going to the theater. If they are, it will give them one of the flyers to try and push them over. If they aren't it suggests that is the way to find out what the troupe is up to and offer to give each PCs a potion of healing in the event that the theater is trapped.

If the party attacks the creature, it will fight defensively, take a couple of blows, and then "play dead", bursting two theatrical blood capsules (with real human blood in them) so some seeps from its mouth and nose. In this state, the doppelganger has advantage on Charisma (Deception) checks. If the party hesitates but then looks to carry on fighting, it will flee, calling out for help from other church members.

VAHTI UPSEERI

If the party decides to pay Vahti Upseeri, the chief of the local guard force, a call, it will of course encounter another doppelganger. This one has become a Companion of Naytella, it being rather taken with the ability to further influence creatures. The creature has a number of points to make, and is rather relaxed about the troupe as a whole.

1. Although it seems counter-intuitive, the town has become much calmer in general since the troupe arrived and demonstrated a more relaxed way of living.
2. Some impressionable youngsters have tried to join the troupe, but Villiem always brings them back.
3. Other than the odd bout of drunken revelry, not a single member of the troupe has caused any legal problems, which is more than can be said for most wandering groups.
4. Vahti laughs at any suggestion that she and Teatteri are involved. She emphasizes that she prefers her freedom as she stares directly into the eyes of the most charismatic member of the party.

"She" is clearly in favor of Teatteri's Troubadours staying in Bankside.

Combat

Doppelganger, Companion of Naytella total XP 700; Adjusted XP 700; Easy

Doppelganger, Companion of Naytella

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised. **Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Ranged Legerdemain. A Companion of Naytella Doppelganger can cast *mage hand*, make the spectral hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

The Companion of Naytella Doppelganger can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting. A Companion of Naytella gains innate spellcasting. The companion's spell casting ability is Charisma (spell save DC 12). It can innately cast the following spells.

At Will: *mage hand*

3/day: *charm person*

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt,

2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

The creature will answer as many questions as the PCs choose to ask - it has been sifting through the thoughts and memories of the real Vahti Upseeri for some long while and is fully versed in her history. It will state that there is no need to find out what is going on at the theater, citing the influence the troupe seems to have over the town and claiming Deacon Jhones is over-reacting.

When talking with the party, it will produce a dagger with a sapphire in the pommel, claiming it to be a token of her guard-leader training school. It will state that the gem allows her to cast zone of truth and that "she" would like to do so as she is revealing personal information to the party and wants to make sure they are being fair and square with her. This will in fact allow it to use its read thoughts ability and know if the PCs are telling the truth or not.

If the party attacks the creature, it will fight defensively, take a couple of blows, and then "play dead", bursting two theatrical blood capsules (with real human blood in them) so some seeps from it mouth and nose. In this state, the doppelganger has advantage on Charisma (Deception) checks. If the party hesitates but then looks to carry on fighting, it will flee, calling out for help from the town guards.



PAJA TYOLAINEN

If the party decides to pay Paja Tyolainen, the chief of the local guild structure, a call, it will of course find another doppelganger. This one has yet to become a Companion of Naytella. As with "Vahti Upseeri", the creature has a number of points to make, and is also rather relaxed about the Troubadours.

1. The rebuilding of the theater has been good for business and the street entertainment provided by the troupe has kept everybody happy
2. By showing people that they can achieve all they need to at work AND enjoy themselves afterwards, the troupe has also boosted sales in taverns and other places of entertainment.
3. The theater will be a great place for individuals to let their hair down after a long period of work.
4. Dinner or a party with Villiem is always an event, but he hasn't bought anyone's vote, something Paja promises.

"He" is clearly in favor of Teatteri's Troubadours staying in Bankside.

Combat

Doppelganger, total XP 700; Adjusted XP 700; Easy

Doppelganger

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11



Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised. **Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

The creature will answer as many questions as the PCs choose to ask - it has been sifting through the thoughts and memories of the real Paja Tyolainen for some long while and is fully versed in his history. It will state that the theater is above board and that its removal would make a real dent in the economy. The creature claims Deacon Jhones is in the minority. But if he happened to be correct, that would be terrible!

When talking with the party, it will produce a ring with a small ruby set in it, claiming it to be a ring of discern lies. It will state that the ring allows him to tell if those he deals with in any form of business are being honest with him and that "he" would like to do so as the party is new to him. This will in fact allow it to use its read thoughts ability and know if the PCs are telling the truth or not.

If the party attacks the creature, it will fight defensively, take a couple of blows, and then "play dead", bursting two theatrical blood capsules (with real human blood in them) so some seeps from it mouth and nose. In this state, the doppelganger has advantage on Charisma (Deception) checks. If the party hesitates but then looks to carry on fighting, it will flee, calling out for help from 4 guild guardsmen.



Ring of Discern Lies

Wondrous item, rare

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to target one creature. For the next minute you know if that creature is lying to you.

AROUND AND ABOUT

Eventually, the PCs should approach the theater, whether to find out what is going on as Deacon Jhones has asked, or just out of curiosity. If they need further pushing, Teatteri and the doppelgangers have a back-up plan; the doppelgangers deliberately allow themselves to be seen as the same member of the town council in two (or more) places at the same time, or at least at slightly different times that make it very unlikely the person could've easily got from Point A to Point B in the time available.

Alternatively, if the PCs prove slow in going to the theater, have a few members of the troupe be eating and drinking in the same place as the PCs. The troupe members that are Companions of Naytella can use charm person on the PCs, encouraging them to come to the theater at some point to have a look around and join the troupe's usual revelry - "In fact, why not later this evening?" If they are still reluctant, one of the troupe's young bards will attempt to steal something particularly shiny and/or gaudy (rather than overly expensive) from the party before fleeing. The doppelgangers will look like the bard and allow themselves to be seen before scattering, whilst other troupe bards and Companions will be disguised as the young thief and be spotted in a variety of places. As soon as they are out of sight of the party, the doppelgangers will morph back into their usual council member and the troupe members revert to themselves. At a crucial moment, Teatteri will come round a corner and bump into the party. He'll listen to its story, be hugely apologetic, and offer to escort them to the theater straightaway to deal with the youngster.

Remember, most of the troupe is well-versed in Charisma (Deception) and Charisma (Performance).

One of these should pique the party's interest. However, have the "four council members" be seen heading towards or into the theater at some point in this exercise if the party really needs encouragement.



THE THEATER

The theater is a new building, bright and enticing, with a number of lanterns around the roof overhang and large pole-mounted braziers at each corner. These have continual flames in them which switch between various prismatic colors depending on the time before the next performance, with red indicating a play will start in the next 60 minutes. At present, they are all blue, meaning there will be a performance in 4 days. The lanterns also have continual flames in them, but are a soft, golden color. The lanterns all have hoods to cut off the light if the troupe so chooses. They are also designed to momentarily “turn off” if too many moths come close to them.

The theater is roughly 70 feet wide by 120 feet long, excluding a wide, sweeping staircase up to the front doors. This raises the building about 4 feet off the ground, and an Intelligence check DC 8 (apply the proficiency bonus if the character is proficient with an appropriate tool) reveals the building shows signs of a windowless basement beneath the theater itself.

Although members of the troupe are listed in some areas, they will react to what the party does and don't remain static. They will move towards the party and attempt to subdue them if possible. The troupe isn't healing-rich, as it hasn't had any need to be so far. Consequently, members will retreat if they can, which isn't difficult on this level. If they can escape, they will do so. Teatteri has a contingency plan in place for those members of the troupe that get away.

I - THE STAIRCASE

The staircase is designed to gather theater-goers together as they approach three doors into the main building. They can be trapped if needed, although they won't be when the PCs first use them to approach the doors. They WILL be trapped when the PCs next use them. Teatteri will state that the trap is usually set at night to prevent people breaking into the theater.

When the trap is activated, the steps open to drop people into a shallow pit, then slam shut. Once in the pit, there is no immediate way to open the steps, as the activation lever is behind the counter in the foyer. One of the troupe checks the pit each morning.

Camouflaged Pit Trap

A successful Wisdom (Perception) DC 16 notices the trap. The trap may be disarmed by succeeding on a DC 14 Dexterity check with thieves tools. If the PCs spring the trap, the stairs fall away revealing a 10ft deep pit. Unless the PC succeeds on a DC 14 Dexterity saving throw, he or she falls into the pit taking 3 (1d6) bludgeoning damage and the trap door shuts sealing the PC inside.

Each of the doors has a poster on it, the marquee, describing the upcoming play. These have more details on them than the flyers, but do a similar job more effectively. They have a removable material strap across them showing the date of the next performance due to take place in 4 days.

Poster of Influence, Greater

Wondrous Item, uncommon

These flyers are designed to make people do something they are already inclined to do but are hesitating, such as buy something, see an event or have some more food and/or drink when eating out. A creature must succeed on a Wisdom saving throw DC 13 or immediately go and do the described action. In this instance, anyone who reads the flyer is compelled to go to see the troupe's next performance.

If you would like to include a story-based element to the creation of this item, any ink used should contain half-a-dozen drops of blood from any creature that is able to naturally distract or influence the mind, for example an aboleth, dryad or night hag.

The doors can also be trapped to prevent thieves from leaving at high speed. The door frames have thin grooves cut in them that allow razor-wire to be pulled down from the lintel above. Each doorway has wire pulled down to a height of 2 feet 6 inches and 5 feet 6 inches. The wires are off-set by about 4 inches, so the lower razor-wire doesn't stop a taller person running into the higher one. There is a single activation button for all three sets of wires, which is behind the counter in the foyer.

Razor-Wires across Hallway (3)

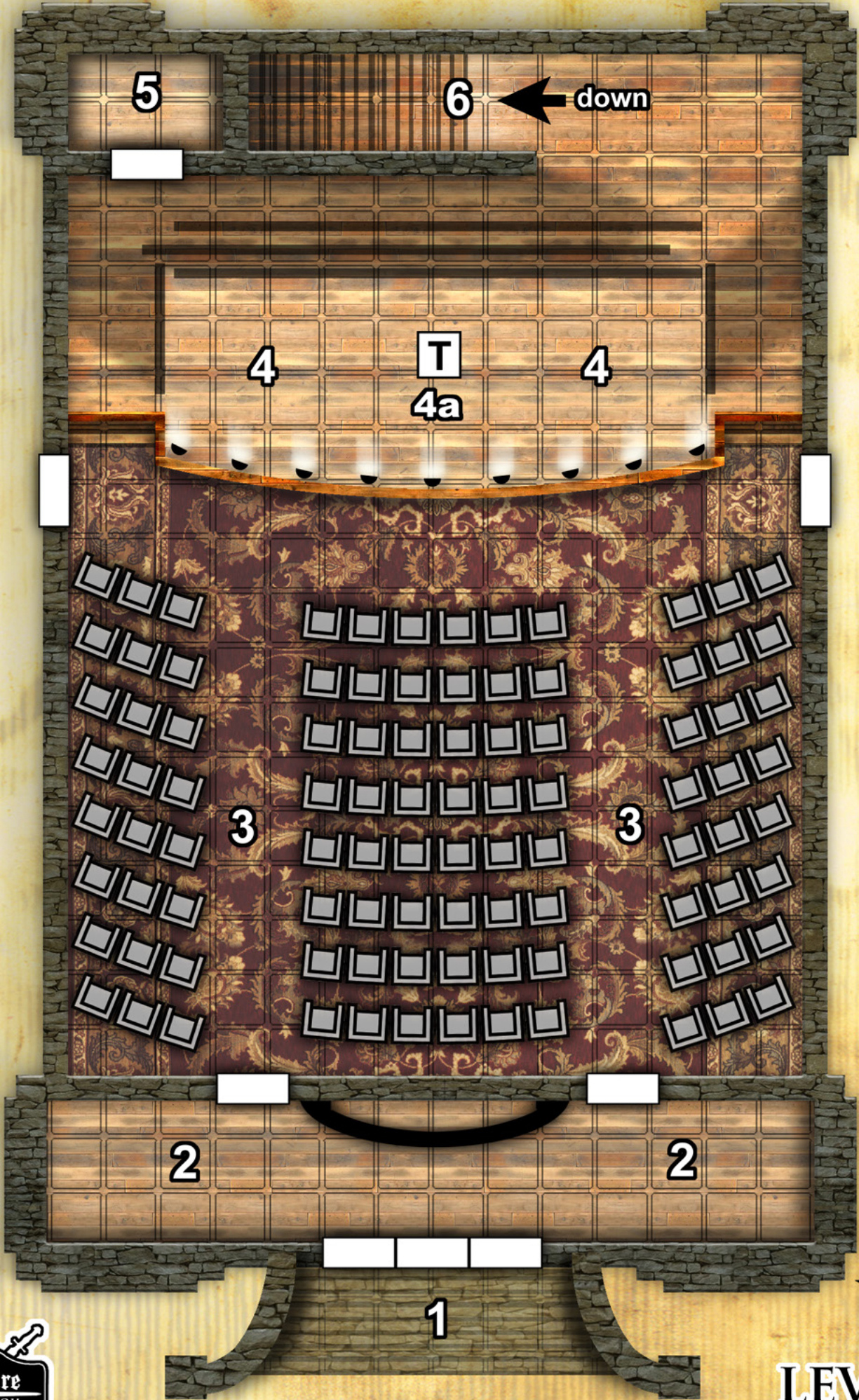
A successful DC 15 Wisdom (Perception) check notices the trap. The trap may be disarmed with a successful DC 14 Dexterity check. If the PCs spring the trap, 3 sets of razor wire pull taut across the hallway and each character in that section of the hall way must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) slashing damage as the razor wires slice their skin or half as much on successful save.

II - THE FOYER

The foyer is a spacious area, designed to make people feel comfortable once they are inside. There are pictures of various members of the troupe, describing their roles. Villiem Teatteri's picture is the most prominent; a handsome man with a twinkle in his eye. His painting is magically able to let the image wink once every few minutes. It also contains the box office, behind a curved counter.

On the walls about 15 feet either side of the doors are magic mouths which give an over-view of the forthcoming play. They are designed to be heard over the sound of a crowd, so will seem loud when just the PCs are in the foyer and perhaps attempting to move about quietly.

The counter top can be trapped, to prevent any attempted robbery when the theater is taking money just before a production starts. What is in effect a portcullis drops down from the ceiling and can trap someone leaning over the counter.



LEVEL 1

ONE SQUARE EQUALS 5 FEET

Portcullis Trap



A successful DC 12 Wisdom (Perception) check notices the trap, and the trap may be disarmed with a successful Dexterity check DC 15. If the PCs spring the trap, a portcullis falls striking anyone underneath unless the PC succeeds on a DC 14 Dexterity saving throw. On a failed saving throw, the character is restrained and takes 7 (2d6) piercing damage or half as much damage on a successful save.

Note: Damage applies only to those underneath the portcullis. Portcullis blocks access to behind the counter.

Behind the foyer counter is an empty cash-box and a series of tickets of different colors. These relate to the seat inside, the material of the seats being the same color as the ticket. Remember, the triggers for the traps outside the theater and in the doorways are behind the counter.

3 - THE AUDITORIUM

The two doors leading into the auditorium/seating area can be trapped, and will be if the PCs try to leave this way. A number of small darts are fired from within the door frames. However, when the doors are first used to get into the auditorium, they will be safe.

Fusillade of Darts



A successful DC 18 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 16 Dexterity check. If the PCs spring the trap, it fires 1d4 darts at each target within the two adjacent squares. Each dart makes a ranged attack with a +8 bonus to attack. A target takes 3 (1d4+1) piercing damage on a successful hit.

Once the PCs pass through them, the doors will lock behind them. The activation triggers to both lock the doors and set the traps are on the stage.

Skill Check

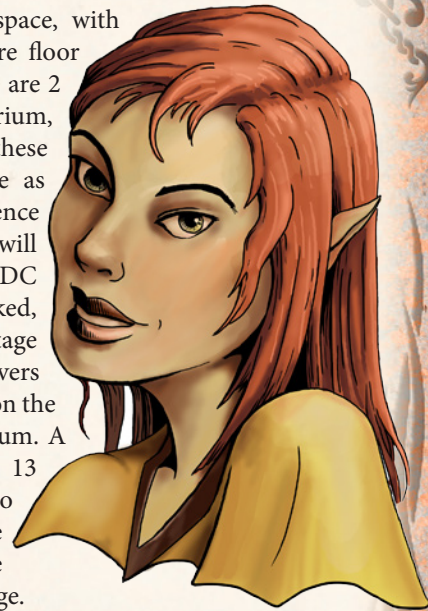


Ability check: Dexterity

A successful Dexterity check DC 13 using thieves' tools is required to open the doors again.

If the party is in pursuit of various "town council members", they will see them on the stage retreating behind the flats/side scenery panels on the stage. If the party is just investigating the theater, it will see the "council members" on stage in heated discussion, along with Teatteri and some other troupe members. They will turn and look at the party as it enters the auditorium/seating area, and scatter backstage.

The auditorium is a plush space, with a new carpet covering the entire floor and seating for 96 people. There are 2 doors to the sides of the auditorium, near the stage, but each of these is disguised outside and inside as part of the walls. An Intelligence (Investigation) check DC 15 will find them, Wisdom (Perception) DC 16 will notice them. Both are locked, with the release mechanism on stage next to the switches near the levers that activate the traps and locks on the doors leading in to the auditorium. A successful Dexterity check DC 13 using thieves' tools is required to open the doors. All of these are on the wall near the door to the shop/storage area behind the stage.



4- THE STAGE

The apron/curved front of the stage has an arc of lime-lights on it. These are small braziers with powdered lime in them that is flammable. Each is lit during the performance to provide light as it slowly burns. If the unit is ripped from the stage (a Strength check DC 12) it can be thrown by someone or something and, if it hits, it acts like a weak form of alchemist's fire. You can throw a lime-light as a splash weapon. Treat this attack as a ranged attack with a range increment of 10/20 feet.

Lime-light Missile

A direct hit deals 1 (1d3) fire damage. Every creature within 5 feet of the point where the flask hits takes 1 fire damage from the splash. On the round following a direct hit, the target takes an additional 1 (1d2) fire damage. If desired, the target can use an action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 10 Dexterity saving throw. Rolling on the ground provides the target with advantage on the save. Magically extinguishing the flames automatically smothers the fire.

Each side of the stage are thick, heavy woolen legs/curtains, which prevent views down the wings/sides of the stage area and muffle sound. These are trapped to act like nets if anyone unauthorized moves them about.

Large Heavy Curtain Trap



A successful DC 13 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 18 Dexterity check. If the PCs spring the trap, the heavy curtain falls on the PC beneath it. The PCs may avoid the falling curtain with a successful DC 14 Dexterity saving throw, otherwise the PCs are restrained by the curtain. A PC can escape the curtain with a successful DC 13 Strength check.

An iron security curtain can run across the apron/curved stage area and comes from the proscenium arch/front-of-stage surround. It is fairly lightweight as it is flat enough to roll. Anyone that crosses from the apron to the downstage area triggers the falling iron curtain.

Iron Curtain Trap

A successful DC 15 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 17 Dexterity check. If the PCs spring the trap, the heavy curtain falls on the PC beneath it. The PCs may avoid the falling curtain with a successful DC 14 Dexterity saving throw, otherwise the PCs take 7 (2d6) bludgeoning damage from the falling iron curtain.

The wings/sides of the stage are empty and allow access to the back of the stage. The flats/side scenery panels rotate 360 degrees on a central pivot. At present, one side depicts a busy, bustling, snowy town on the edge of a winter woodland whilst the other shows flames licking up a wall and a malevolent spirit floating over burning-but-alive humanoids.

These are trapped to spin and strike unsuspecting characters. They are straightforward enough to secure and avoid.

Swinging Flat Trap (6)

A successful DC 18 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 13 Dexterity check. If the PCs spring the trap, the wall spins slamming into the back of an unsuspecting PC. The PC may avoid the spinning wall with a successful DC 10 Dexterity saving throw. On a failed saving throw, the PC takes 2 (1d4) bludgeoning damage.

The three backdrops/rear scenery boards depict a number of rural and woodland scenes, one on each side of the boards. One of them shows a thriving forestry-based town, the others show the lodge that is the center of the play in various conditions. The backdrops have been trapped to fall if not properly propped up.

Falling Backdrops/Rear Scenery

(3 backdrops make one trap)

A successful DC 14 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 12 Dexterity check. If the PCs spring the trap, the backdrops fall on the PC beneath them. The PCs may avoid the falling backdrops with a successful DC 13 Dexterity saving throw, otherwise the PCs take 7 (2d6) bludgeoning damage from the falling backdrops.

Above the stage is a fly system/wooden rig which allows various items to be lowered onto the stage for use and raised when not needed, using ropes and pulleys. A number of heavy sandbags are trapped to fall if tripwires aren't avoided.

Sandbag Trap (6)

A successful DC 15 Wisdom (Perception) check detects the trip wires that will spring the trap, and the trap may be disarmed with a successful DC 16 Dexterity check. If the PCs spring the trap, a sandbag falls. Avoiding the falling sandbag requires a successful DC 13 Dexterity saving throw. On a failed saving throw, the PC takes 3 (1d6) bludgeoning damage. On a successful saving throw, the PC deftly sidesteps the trap and takes no damage.

4A - THE TRAPDOOR

In the middle of the stage, a little closer to the back than the front, is a camouflaged trapdoor that drops into the trap-room, a 15 feet by 15 feet area on the level below. The way out of the trap-room is straightforward to find.

Camouflaged Pit Trap

A successful Wisdom (Perception) DC 16 notices the trap. The trap may be disarmed by succeeding on a DC 14 Dexterity check. If the trap is sprung, the PC falls into the pit unless the PC succeeds on a DC 14 Dexterity saving throw. If the PC fails the saving throw, he or she falls into the pit taking 3 (1d6) bludgeoning damage.

5 - THE PROP ROOM

This room contains various items that would add realism to any production. Many items that can be found on the general equipment list can be found here, but it will take a Wisdom (Perception) or Intelligence (Investigation) check DC 12 for a PC to be able to lay his hands on something specific due to the quantity of items in this small room. However, pretty much every item here is a prop and will only serve its expected purpose for 1d2+1 rounds before breaking.

Two items do radiate magic; one is a *Hat of Disguise*, the other is a pair of white, felt boots that are part of a dismantled material construct. This second item radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has collected all of the items that form it, Teatteri will activate it during the final encounter.

As the party approaches the stage, they will hear singing; a song of courage and valor floats over the auditorium. Then a number of members of the troupe appear. They are laughing, joking together, and seem to welcome the party to the theater as they approach it. They are in costume, all appearing to be village guards of some kind.

Their uniform has a crest on it, two mining picks over a longboat. The whips in the hands of three of them all look functional. But over all of that is the singing.

Combat

Keino Jekku, Lihases, and Voimistella total XP 1100; Adjusted XP 1650; Deadly

Keino Jekku

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 23 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Elven, Gnome

Challenge 2 (450 XP)

Spellcasting. Keino Jekku is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Keino Jekku has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *sleep*

2nd level (3 slots): *misty step*, *suggestion*, *web*

3rd level (3 slots): *counterspell*, *fireball*

ACTIONS

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

Liha

Medium humanoid (human), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +5, Dex +5, wis +2

Skills Athletics +5

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. Lihases make three melee attacks.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 - 3) slashing damage.

Voimistella

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 23 (5d8)

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, Perception +4, Performance +5, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages Common, Elven

Challenge 1 (200 XP)

Bardic Inspiration. Three times per day, Voimistella may use a bonus action to inspire her allies giving them a d6 Inspiration die to roll on any ability check, attack roll or saving throw it makes within the next 10 minutes. A creature may have only one Inspiration die at a time.

Spellcasting. Voimistella is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Voimistella has the following bard spells prepared:

Cantrips (at will): *friends*, *minor illusion*, *vicious mockery*

1st level (4 slots): *charm person*, *cure wounds*, *healing word*, *hideous laughter*, *thunderwave*

2nd level (3 slots): *enhance ability*, *hold person*

ACTIONS

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 4 (1d4 + 2) slashing damage.



Keino will cast *mage armor* as the party approaches. As soon as the party appears in the auditorium, Voimistella will start to sing for 2 rounds imparting an Inspiration die to both Keino and Lihas.

The trio are fighting to disarm and disable the party, in order to get them drunk and convert them to the ways of Naytella, and so only deal non-lethal damage. If they get low on hit points, they will look to retreat to the level below.

6 - THE STAIRWAY DOWN

If the party chases any retreating adversary down the stairs, they find that they are trapped 3 steps down.

Tripping Chain and Fall

A successful DC 15 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 16 Dexterity check. If the PCs fail to detect the trap, randomly determine which PC springs the trap. Unless the PC succeeds on a DC 15 Dexterity saving throw, the character is knocked prone. Then a flail swings down from attacking the prone character with a +8 to attack and on a hit does 7 (2d4+2) slashing damage. Finally, a trap door opens beneath the prone character, and the character falls into a 10 foot deep pit taking 5 (1d10) bludgeoning damage unless the character succeeds at DC 14 Dexterity check. On a successful save, the character takes half damage.

There is low light down the stairway, coming from the stage.

THE LIVING AND STORAGE AREAS

Although members of the troupe are listed in some areas, they will react to what the party does and won't remain static. They will move towards the party and attempt to subdue it if possible. The troupe isn't healing-rich, as it hasn't had any need to be so far. Consequently, members will retreat if they can, which isn't difficult on this level. If they can escape upwards, they will do so. Teatteri has a contingency plan in place for those members of the troupe that get away.

As soon as he is aware of the party, Koomiko will start to sing will start to sing for up to 2 rounds imparting an Inspiration die to the other members of the troupe.

7 - THE STAIRS DOWN

As the party reaches the bottom of the stairs, they will find themselves under attack. Someone is firing solid-rubber-tipped arrows at them from further down the corridor. These arrows are designed to cause non-lethal damage. Nuoli Mainen, an urban

ranger used to protecting building, is firing at them. On looking around the corner, they may also see any characters that managed to flee from the fight on the stage.

8 - THE TRAPDOOR ROOM

Anyone that falls through the trap-door on the stage will find themselves facing Tyrmata, a former monk who will commit to Naytella as soon as he is able. The other members of the troupe will move towards any fighting that begins. As before, they are looking to disarm and disable the party.

9 - THE DINING SPACE

The area that the corridor from the stage and the trap room lead into is a dining room and recreational space. There are two long tables, each spacious enough to seat 10 people, 4 on each side and 1 at each end. There are cards on the table nearest the trap room, each of them a thin, stiff bone-like substance. Half-a-dozen of them facedown, half-a-dozen face up. If viewed from the head of the table (near the exit from the corridor) they are set up as if the numbers of a clock, with a dagger stuck in the table above one of them. If anyone checks, they radiate strong magic of multiple schools. They are from a *deck of many things*.

The card with the dagger next to it is face up, in the position of 'number 1'. It is the Comet. The next 3 cards are face down - they are Euryale, the Fates and Flames, in that order. Card 5 is face up and is the Gem. Card 6 is face down and is the Idiot. Card 7 is face up and is the Rogue. Card 8 is also face up and is the Ruin. Card 9 is face down and is the Star. Cards 10 and 11 are face up and are the Talons and Throne respectively. Card 12 is face down and is the Vizier.

A PC finds they are able to turn over as many of the face down cards as they choose. A successful Wisdom (Perception) check DC 10 allows them to notice that the cards that are face up are in alphabetical order. No matter what happens in this room, the cards remain in place. They are a gift from Naytella that Teatteri hasn't fully used yet after finding them on the shrine and following her instructions on what to do with them.

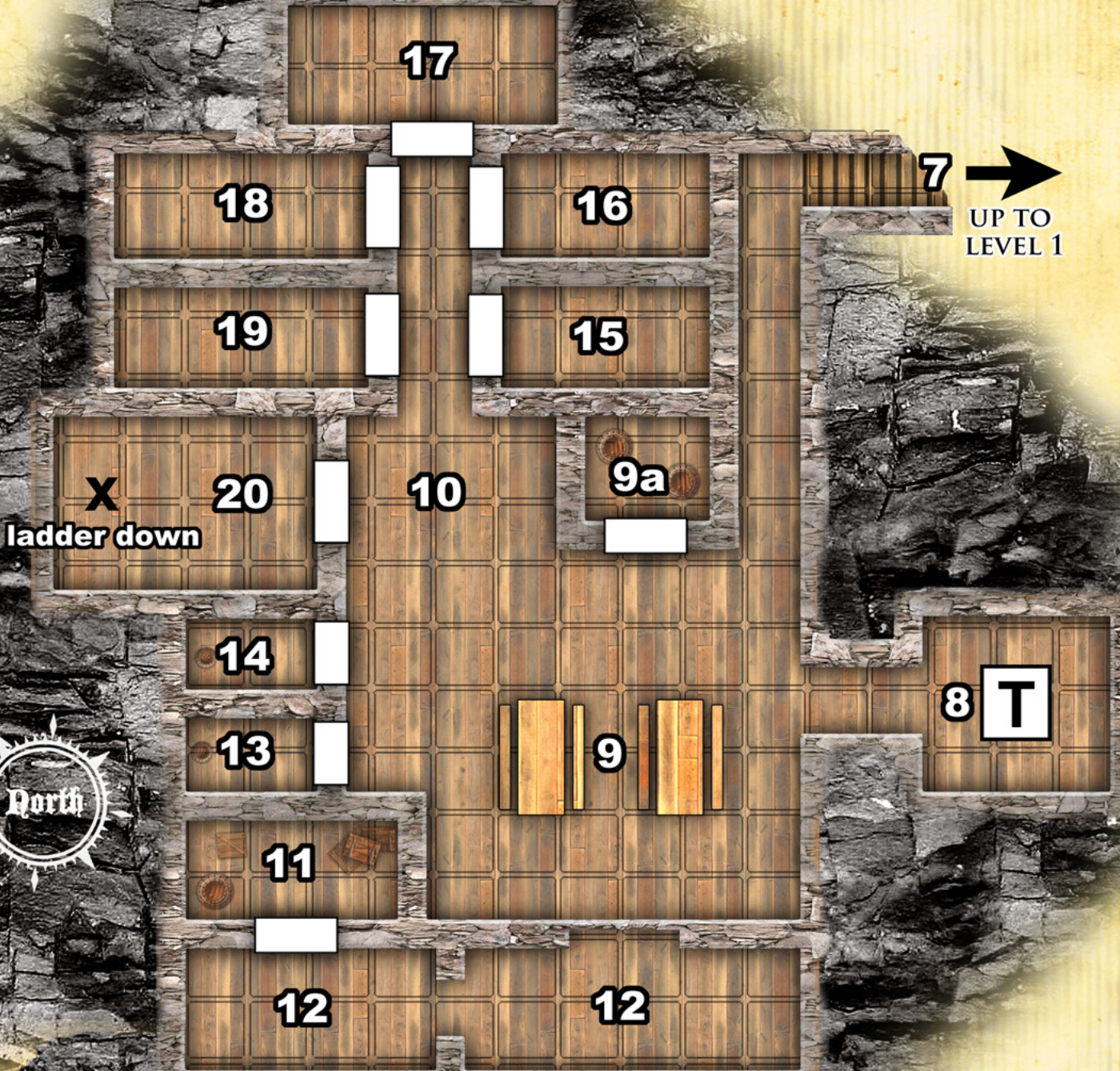
Any character that draws the Flames will be plagued by a demon (rather than a devil as Naytella created this deck of many things) for the rest of their lives.

The demon isn't quite sure why it dislikes the PC if it is ever questioned, but it just has a sense that all is not well between them. Depending on the level of the character, the demon will appear in a different form. After all, it is following its own career as well, starting as the lowest form of dretch and working its way up through the levels of demonic power. The table below shows a suggested level it has reached to match the PC's level.



LEVEL 2

ONE SQUARE EQUALS 5 FEET



Demon possibilities

PC Level	Demon	CR
2	Dretch	1/4
3	Quasit	1
4	Shadow Demon	4
5	Bargura	5
6	Vrock	6
7	Hezro	8
8	Glabrezu	9
9	Glabrezu	9
10	Glabrezu	9
11	Nalfeshnee	13
12	Nalfeshnee	13
13	Nalfeshnee	13
14	Marilith	16
15	Marilith	16
16	Marilith	16
17	Goristro	17
18	Goristro	18
19	Balor	19
20	Balor	19

These are just suggestions for maintaining the enmity. It can end, of course, the first time the PC fully defeats the demon if you so choose.

9A - WEAPONRY

Leading off the dining area is a room that contains odds and ends of martial equipment, all of it standard, as GM you could add any standard armor or weapons to this room. The troupe isn't wealthy by any means, and isn't inclined to go looking for a fight, so this room doesn't have a lot in it. If the PCs haven't dealt with them previously, one of the doppelgangers is here, tied up and in the form of Vahti Upseeri. It will be very grateful if the PCs release it and will delay the PCs if possible, giving the troupe time to re-group. It will also follow the PCs and ambush them later, if it is allowed to do so. Remember, this particular creature is a Companion of Naytella - in fact, it has used its ranged legerdemain for the day to tie itself up. It may not have employed all its uses of its charm person ability.

Combat

Doppelganger, Companion of Naytella total XP 700;
Adjusted XP 700; Easy

Doppelganger, Companion of Naytella

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8+16)

Speed 30 ft.

STR 11 (+0) **DEX** 18 (+4) **CON** 14 (+2) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised. **Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Ranged Legerdemain. A Companion of Naytella Doppelganger can cast mage hand, make the spectral hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

The Companion of Naytella Doppelganger can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting. A Companion of Naytella gains innate spellcasting. The companion's spell casting ability is Charisma (spell save DC 12). It can innately cast the following spells.

At Will: *mage hand*

3/day: *charm person*

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The

effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

10 - HALLWAY

This open space has a large rug in the middle of it. It is relatively new and doesn't yet have a trail across it where people have walked. It also has been enchanted to appear magical, and if the PCs check for this, they may believe it is another trap.

11 - THE MEETING ROOM AND STUDY

The door to the inner area is covered by a wall hanging. Inside it, the PCs find that it has a number of items in it, all stored on, around or in a desk. There are also three chairs. The desk is locked, but a Dexterity check DC 15 bypasses that. There is also a needle trap in each of the two handles that open a drawer and lower the writing flap.

Poison Needle Trap

A successful DC 17 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 15 Dexterity check. If the PCs spring the trap, it fires a poison needle at the target. The needles makes a ranged attack with a +8 bonus to attack. A target takes 3 (1d4+1) piercing damage and 14 (4d6) poison damage on a successful hit.

Within the desk are details of Teatteri's search for the shrine, a potion of superior healing and 2 potions of healing, a feather token (bird), and various bags of coins including 10 pp, 125 gp, 320 sp and 200 cp. There are also a dozen scripts for the play "The Haunting of Rybalka Lodge". An Intelligence (History) check DC 18 or Charisma (Performance) check DC 15 will reveal that it is actually a very good play; the story is extremely well-written and the characterization dramatic; it is sure to be a hit if performed well. The covers show that it was written by an infamous bard named Yann o' Fannell, son of Fort Alden. An Intelligence (History) check DC 16 will reveal that Yann o' Fannell to be a writer of several successful horror stories based on the true accounts of the clearance of unwanted undead.

This room also contains a white, felt shirt that is part of a dismantled material construct. This item radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has

collected all of the items that form it, Teatteri will activate it during the final encounter.

12 - TEATTERI'S OUTER ROOMS

The wall below the tables has a false section, which can be found with a Wisdom (Perception) DC 12 roll. It slides easily to one side. Beyond it, a variety of theatrical props and stage scenes are stored. These are carefully balanced on raised platforms to prevent them getting damp or kicked. If care isn't taken they can be toppled and will inflict damage as a heavy flail trap. The Dexterity roll reflects the weight of the items and the need to take great care when moving them.

Toppling Flaps

A successful DC 12 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 20 Dexterity check. If the PCs do not successfully disarm the trap, the flaps topple and strike the nearest PC who must make a Dexterity saving throw DC 13 or take 8 (1d10 +3) bludgeoning damage or half as much on a successful save.

Further along this room is Teatteri's living quarters. It is fairly spartan, with a bed, wardrobe containing both day-to-day clothes and some costumes (1d3+3, 1d4x50 gp each) that would allow him to mix in higher circles of Bankside society. Teatteri is currently on a lower level, so the door to his more secure storage room is locked. A Dexterity check DC 18 with thieves' tools will get past the lock, although it is also trapped. There are false hinges on the outside of the door, making it look like the handle has to be pulled to open it. In fact the real hinges are inside and the door has to be pushed. The handle is actually very fragile; it is hollow and easily broken under any gripping pressure. It contains brown mold.

Box of Brown Mold

A successful DC 17 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 11 Dexterity check. If the PCs break open the handle, they discover brown mold living inside. Every creature within in 5 feet of the brown mold must make a Constitution saving throw DC 12 or take 22 (4d10) cold damage on a failed save or half as much on a successful one.

13 & 14 - BATHROOMS

The two rooms that are opposite the entrance to the trap room are both bathrooms and contain nothing of any particular interest. If anyone wishes to reduce themselves and investigate a waste pipe, allow them to. Reward their efforts with 1d3 copper pieces in the first and second pipes. The third contains a rat that scuttles away with something in its mouth as the PC approaches, but this means nothing.

15 & 16 - BEDROOMS

These two areas are bedrooms for 4 people. These are plain and functional, with standard clothes and other minor personal possessions. There are no signs of any out-and-out valuable items here; indeed, every penny has been put back into the rebuilding of the theater and shrine, with the money in Teatteri's office the entire worth of the whole troupe. Teatteri may be chaotic, but he's not dishonest, and the troupe is currently happy to pool its income. Feel free to include any items which you'd like the PCs to find to show these are fairly ordinary people in an unusual situation.

17 - MAIN BEDROOM

The room at the top of the floor-plan contains 3 beds and 3 wardrobes. The first wardrobe holds the utilitarian outfits of a druid, the next the clothes of a cleric, with the image of a smiling theater mask positioned above and partially in front of a frowning version, with both of them over a goblet pouring liquid from it. The final wardrobe has the slightly brighter clothes of some kind of arcane spellcaster.

This room also contains a pair of white, felt trousers that is part of a dismantled material construct. This item radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has collected all of the items that form it, Teatteri will activate it during the final encounter.

18 & 19 - BEDROOMS

The next two rooms are also bedrooms for 4 people, pretty much identical to areas 15 and 16. Again, these are plain and functional, with standard clothes and other minor personal possessions. There are no signs of any out-and-out valuable items here, because every penny has been put back into the rebuilding of the theater and shrine. Feel free to include any items which you'd like the PCs to find to show these are fairly ordinary people in an unusual situation.

20 - KITCHEN

The room next to the second bathroom is the kitchen, which has enough utensils to feed about 20 people. There are sacks and bags of food from several shops in Bankside as well as small tuns of wine, mead and beer. A dozen pouches of aromatic tobaccos are also stored here. At the back of the room is a trap door which leads down to a small chilled compartment holding various meats. In the floor of this room is another trap door which opens to reveal a 10 feet drop to the floor of the crypt and shrine area. This can be accomplished either by descending through climbing with a successful Strength (Athletics) check or a Dexterity (Acrobatics) check DC 10.

Feel free to have Koomiko, Tarina Jutta and Taino Mainen come from any rooms you choose. They will respond as soon as

they here sounds of fighting OR the footfalls and warning shout from anyone coming down from the stage area. This will require a Wisdom (Perception) DC 15 on the first round, decreasing by 3 for each round after that. Whilst chaotically aligned, they are not disorganized, and are prepared for the approach of the PCs to a certain extent. They aren't necessarily expecting them to appear in this area, hence the round or two it takes for them to respond, but they will still look to deal non-lethal damage and to overwhelm the PCs for conversion.

Nuoli and Taino are related, but through a wide-ranging clan link rather than immediate family. Each will help the other if they see the aims of Naytella being furthered, otherwise the troupe comes first.

Combat

Nuoli Mainen, Tyrmata, Koomiko, Tarina, Taino Mainen
total XP 1500; Adjusted XP 2250; Deadly

Nuoli Mainen

Medium humanoid (human), chaotic neutral

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common

Challenge 2 (450 XP)

Keen Hearing and Sight. Nuoli Mainen has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. Nuoli Mainen makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, ranged 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Tyrmata, Companion of Naytella

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 23 (5d8)

Speed 30 ft.

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

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Bardic Inspiration. Three times per day, Tyrmata may use a bonus action to inspire her allies giving them a d6 Inspiration die to roll on any ability check, attack roll or saving throw it makes within the next 10 minutes. A creature may have only one Inspiration die at a time.

Ranged Legerdemain. As a Companion of Naytella, Tyrmata can cast mage hand, make the mage hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

The Companion of Naytella can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting. Tyrmata gains innate spellcasting as a Companion of Naytella. The companion's spell casting ability is Charisma (spell save DC 12). She can innately cast the following spells:

At Will: *mage hand*

3/day: *charm person*

ACTIONS

Multiattack. Tyrmata makes two melee attacks.

Unarmed Attack. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Koomiko

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 23 (5d8)

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, Perception +4, Performance +5, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages Common, Elven

Challenge 1 (200 XP)

Bardic Inspiration. Three times per day, Koomiko may use a bonus action to inspire her allies giving them a d6 Inspiration die to roll on any ability check, attack roll or saving throw it makes within the next 10 minutes. A creature may have only one Inspiration die at a time.

Spellcasting. Koomiko is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Koomiko has the following bard spells prepared:

Cantrips (at will): *friends, minor illusion, vicious mockery*

1st level (4 slots): *charm person, cure wounds, healing word, hideous laughter, thunderwave*

2nd level (3 slots): *enhance ability, hold person*

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Tarina Jutta

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 23 (5d8)

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, Perception +4, Performance +5, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages Common, Elven

Challenge 2 (450 XP)

Bardic Inspiration. Three times per day, Koomiko may use a bonus action to inspire her allies giving them a d6 Inspiration die to roll on any ability check, attack roll or saving throw it makes within the next 10 minutes. A creature may have only one Inspiration die at a time.

Spellcasting. Koomiko is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Koomiko has the following bard spells prepared:

Cantrips (at will): *friends, minor illusion, vicious mockery*

1st level (4 slots): *charm person, cure wounds, healing word, hideous laughter, thunderwave*

2nd level (3 slots): *enhance ability, hold person*

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Taino Mainen

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 23 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Elven, Gnome

Challenge 2 (450 XP)

Spellcasting. Taino is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Taino has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield, sleep*

2nd level (3 slots): *misty step, suggestion, web*

3rd level (3 slots): *counterspell, fireball*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage.

THE SHRINE AND CRYPT

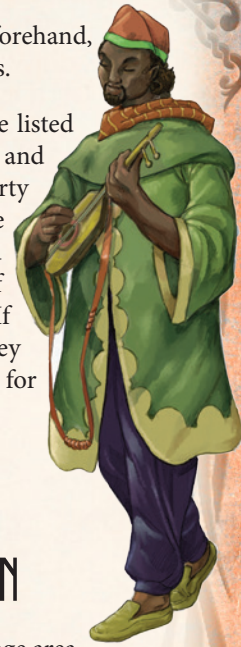
There are several members of the troupe on this level, tending to the shrine or maintaining the crypt as it should be. The real Deacon Jhones is on this level, along with two doppelgangers posing as Paja Tyolainen and High-reeve Salainen. Deacon Jhones is at the most southern point (Area 27), “Tyolainen” at the end of the narrow passageway pointing directly north-east (Area 24) and “Salainen” at the most northern point (Area 25).

Each area is lined with skulls on shelves carved into the walls of the crypt. There seems to be no logic to who has carved what where, and whilst not jumbled in uneven heaps, the lines of skulls do not follow any pattern. If any PCs attempt to apply any logic to the order OR try to find anything specific when studying the skulls, they find themselves subject to a confusion spell (Wisdom saving throw DC 17 to avoid). This effect lasts for as long as the PC concerned searches plus 5 rounds.

As the PCs descend from the storage area, who they face depends on previous actions. If any troupe members managed to flee from the upper areas (in particular the doppelgangers), they will be out of sight and waiting to ambush the party. The cavern will be in darkness, with the doppelgangers tracking the party’s progress. After 2 rounds, or if bright light is introduced, the PCs will hear singing suddenly start. This is Karanseera, who’s song will inspire courage in the other troupe members, all of whom can hear

her. She will sing for 4 rounds unless engaged beforehand, imparting inspiration dice to each of her comrades.

Although individual members of the troupe are listed in each area, they will react to what the party does and won’t remain static. They will move towards the party and attempt to subdue the PCs if possible. The troupe isn’t healing-rich, as it hasn’t had any need to be so far. Consequently, members will retreat if they can, although that is difficult on this level. If they can escape up through the previous levels, they will do so. Teatteri has a contingency plan in place for those members of the troupe that get away.



21 - THE WAY DOWN FROM THE KITCHEN

At the back of the kitchen in the living and storage area is a trap door which leads down to a small chilled compartment holding various meats. In the floor of this room is another trap door which opens to reveal a 10 foot drop to the floor of this crypt and shrine area. This can be accomplished either by descending or climbing with a successful Strength (Athletics) check or a Dexterity (Acrobatics) check DC 10. There isn’t a ladder placed in the chilled storage space, although there is one in this area, placed on the floor. This is used by anyone who is unable to climb and then removed by someone who can before they leave the level.

22 - THE HALLWAY

If any two of the troupe from the previous level managed to retreat, they will be waiting here. They can be seen on a successful Wisdom (Perception) check DC 15. The first PC through the gap will be attacked and the members of troupe will attempt to subdue that PC. The PC will then be carried through the doorway, which will be closed and locked. It requires a Dexterity check DC 15 with thieves’ tools to open it.

If no NPCs retreated, the party will find the door locked anyway.

In either circumstance, as the PCs attempt to open the lock, they trigger a hideous laughter trap on the door.

Hideous Laughter Trap

A successful DC 16 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 12 Dexterity check. If the PCs fail to disarm the trap, the PC nearest to the trap must make a Wisdom saving throw DC 12 or be affected by a hideous laughter spell. For one minute, the character affected falls prone and cannot stand up. The PC is incapacitated as he or she laughs loudly. At the end of each of the PCs’ turns he or she may make another DC 12 Wisdom saving throw to end the effect.



LEVEL 3

ONE SQUARE EQUALS 5 FEET

23 - THE SHRINE TO NAYTELLA

A stone statue of a woman standing on a small, three-stepped stage is here. She is normally-proportioned other than being about 4 inches taller than average. It is unclear whether she is a human, an elf or some similar race. She is clad in a sleeveless shift that is roped at her waist and reaches to the floor. On her head is a scarf; this looks carved but is actually real, and can be removed. One foot, in a basic sandal, can be seen positioned outside the hem of the shift.

The statue radiates a gentle magic; it is just an aged effect of the statue being in the shrine for so many hundreds of years. It does not do anything to the PCs (or the troupe for that matter).

The statue's headgear is a white, felt scarf that is part of a dismantled material construct. This item radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has collected all of the items that form it, Teatteri will activate it during the final encounter.

At her waist, attached to the carved "rope belt", is a pair of wine-stained theatrical masks. These are made of translucent ivory, but have been incorporated into the main statue. Her right hand is at waist level, the fingers in a beckoning gesture, whilst her left hand is raised above her head. She is holding a pitcher at an angle and wine is beginning to pour out if it. The woman has her head turned to the left and seems to be looking towards the pitcher. She has a welcoming smile on her face. If the PCs look closely, they can see that her eyes actually have been carved so that they are looking forward. In fact, similar to many pictures, they are so detailed that they appear to follow people around the space for a full 180 degree arc.

This is Naytella, demi-goddess of a chaotic neutral lifestyle of acting, plays, wild entertainment and revelry. She doesn't ask much of her followers, just that enjoy life, don't take anything too seriously, and convince others to do the same.

24 - THE FIRST CRYPT AREA

Mobor Zeun, a barbarian with good knowledge of handling and training animals, is in this area. He has been working with Zaylamo to improve the conditions of the animals they occasionally use. At present, the troupe doesn't have any animal performers as there hasn't been a performance for a while. Mobor and Zaylamo don't work with the sorcerers' familiars out of respect for their status. If the party disturbs the skulls he is protecting, he will fly into a rage.

The skulls here are from former Companions of Naytella who used to roam the lands - barbarians, rangers and druids. Whilst they can't physically harm any of the PCs, they do respond if Mobor is attacked. They will begin a chant that affects any non-chaotic neutral creature with a form of confusion. A successful Wisdom saving throw DC 15 resists. The effects from this area last 7 rounds before anyone here gets used to them.

Chant of Confusion

d%	Behaviour
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing but burst into song and sing as loudly as possible. This will attract other troupe members to the area.
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Embrace the nearest creature (for this purpose, a familiar counts as part of the subject's self). This is a grapple.

At the end of the long tunnel - if the PCs haven't dealt with them previously - is one of the doppelgangers. It is tied up and in the form of Paja Tyolainen. It will be very grateful to be released and will delay the PCs if possible, giving the troupe time to re-group. It will also follow the PCs and ambush them later, if it is allowed to do so. It is one of the two that hasn't become a Companion of Naytella yet.

Combat

Doppelganger total XP 700; Adjusted XP 700; Easy

Doppelganger

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8+16)

Speed 30 ft.

STR 11 (+0) **DEX** 18 (+4) **CON** 14 (+2) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.



Chant of Confusion

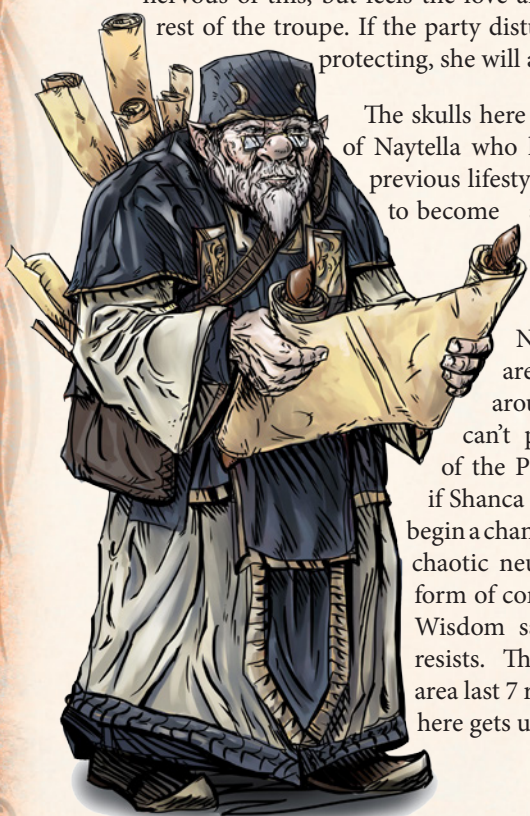
d%	Behaviour
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing and begin to make a loud and passionate speech on turning to Naytella. This will attract other troupe members to the area.
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Vigorously shake hands with the nearest creature (for this purpose, a familiar counts as part of the subject's self). This is a grapple.

In the most north-eastern corner, if the PCs haven't dealt with them previously, is one of the doppelgangers. It is tied up and in the form of High-reeve Salainen. It will be very grateful to be released and will delay the PCs if possible, giving the troupe time to regroup. It will also follow the PCs and ambush them later, if it is allowed to do so. It is one of the two that has become a Companion of Naytella.

25 - THE SECOND CRYPT AREA

Shanca Onti, a monk who is currently going through the process of becoming a Companion of Naytella, is in this area. She has been working with Tyrmata to understand what will happen when she has to give up the path she expected to follow, that of a monk. She is nervous of this, but feels the love and support from the rest of the troupe. If the party disturbs the skulls she is protecting, she will attack them.

The skulls here are former followers of Naytella who had to give up their previous lifestyles and chosen paths to become a Companion - monks, paladins and clerics of non-chaotic neutral gods. Not surprisingly, there aren't that many skulls around. Whilst they can't physically harm any of the PCs, they do respond if Shanca is attacked. They will begin a chant that affects any non-chaotic neutral creature with a form of confusion. A successful Wisdom saving throw DC 15 resists. The effects from this area last 7 rounds before anyone here gets used to them.



Doppelganger, Companion of Naytella

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8+16)

Speed 30 ft.

STR 11 (+0) **DEX** 18 (+4) **CON** 14 (+2) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised. **Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Ranged Legerdemain. A Companion of Naytella Doppelganger can cast mage hand, make the spectral hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

The Companion of Naytella Doppelganger can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting. A Companion of Naytella gains innate spellcasting. The companion's spell casting ability is Charisma (spell save DC 12). It can innately cast the following spells.

At Will: *mage hand*

3/day: *charm person*

ACTIONS

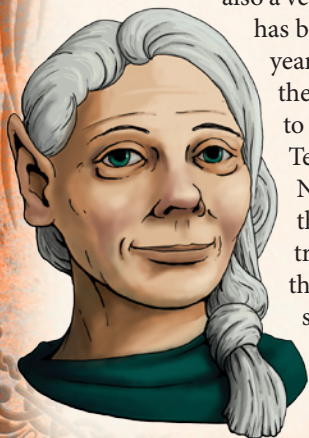
Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

26 - THE THIRD CRYPT AREA

Thator Tomen, a cleric who firmly believes in Naytella and is also a very close friend of Teatteri, is in this area. She has been travelling with Teatteri for more than 5 years now and has as good an understanding of the man as anyone. It is in no small part due to her thoughts that the doppelgangers follow Teatteri and are becoming Companions of Naytella. Although Teatteri is passionate the demi-goddess, it is Thator who is able to translate these emotions to religious vigor. If the party disturbs the skulls she is protecting, she will attack them with spells, looking to hinder their progress or subdue them.



The skulls here are former followers of Naytella who were true Companions and the firmest believers of the demi-goddess in her earliest days - bards and clerics of chaotic neutral gods. There are many ancient skulls here. Whilst they can't physically harm any of the PCs, they do respond if Thator is attacked. They will begin a chant that affects any non-chaotic neutral creature with a form of confusion. A Wisdom saving throw DC 14 resists. The effects from this area last 7 rounds before anyone here gets used to them.

Chant of Confusion



d%	Behaviour
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing but act out the story of the origin of Naytella, playing all parts in different voices. This will attract other troupe members to the area.
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Move to the nearest humanoid creature and perform a mime of fighting with them. This will provide cover for any creature the humanoid is fighting with.

27 - THE FOURTH CRYPT AREA

Karanseera, a bard who became a Companion of Naytella as soon as she became aware of the demi-goddess, is in this area. She had been travelling for almost a year before she met Teatteri. She had been looking for a meaning to her chaotic neutral lifestyle, then suddenly met the troupe as it approached Bankside and felt compelled to join. When the troupe found the Naytella's shrine, Karanseera committed herself to Teatteri's troupe. It is her voice the party can hear when they first enter this level as she inspires the other members of the troupe. If the party disturbs the skulls she is protecting, she will attack with all her abilities, whether that is bolstering other members of the troupe or directly subduing the PCs.

The skulls here are former followers of Naytella who looked to use their arcane power to further her cause; mages of all types, but particularly chaotic sorcerers. Whilst they can't physically harm any of the PCs, they do respond if Karanseera is attacked. They will begin a chant that affects any non-chaotic neutral creature with a form of confusion. A Wisdom saving throw DC 14 resists. The effects from this area last 7 rounds before anyone here gets used to them.

Chant of Confusion



d%	Behaviour
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing but start to perform various tumbling and acrobatic actions as if you had +5 ranks to your current skill points. The sound of this will attract other troupe members to the area.
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Move to the nearest humanoid creature and start a human pyramid with them. This will provide cover for any creature that the humanoid is fighting with. This is also a grapple.

In the most southern point of this area is the real Deacon Jhones. He is drunk - very drunk - and has been for 2 weeks. He is barely tied up, the ropes around him being an inconvenience only. He will be very grateful to be released and will delay the PCs as only a drunk can, giving the troupe time to re-group. He will also follow the PCs and hinder them later, if he is allowed to do so. There are no stats for Deacon Jhones as he is in no state to help the party in a constructive way.

28 - THE FIFTH CRYPT AREA

Hezon Breca, a fairly mild-mannered, robust young man, is in this area. He used to earn his living as a bodyguard, but was frequently overlooked for work as he was never intimidating enough. Teatteri took him on to not only be a guard for the takings on play night, but also someone who could ride well and almost literally be a spear-carrier for productions. At present, Breca is happy with his lot, but can't decide what to do next.

The skulls here are former followers of Naytella such as fighters and rogues who protected her shrines and followers with muscle and mechanical manipulations are stored here. Whilst they can't physically harm any of the PCs, they do respond if Hezon is attacked. They will begin a chant that affects any non-chaotic neutral creature with a form of confusion. A Wisdom saving throw DC 14 resists. The effects from this area last 7 rounds before anyone here gets used to them.



Chant of Confusion



d%	Behaviour
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing but start to perform various martial actions having dropped any weapons and shields. The actions will be accompanied by loud cries such as "Have at you!" and "Take that, varlet!" The sound of this will attract other troupe members to the area..
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Move to the nearest humanoid creature and start a shadow fight with them, having dropped your weapons and/or shield. This will provide cover for any creature that the humanoid is fighting.

29 - BEHIND THE SHRINE

At the back of the shrine, in the floor under a rug, is a trap door which leads down to a small natural hallway about 10 feet by 10 feet. There is a 10 feet drop to the floor of the lower cavern area. PCs can climb down either with a successful Strength (Athletics) or Dexterity (Acrobatics) roll DC 10. There isn't a ladder placed in this space, although there is one in this area below, placed on the floor. This is used by anyone who is unable to climb or tumble and then removed by someone who can before they leave the level.

The door to this space is secret. A Wisdom (Perception) check DC 16 will discover it and a successful Dexterity check DC 13 with thieves' tools will unlock it. Once the door is open, a trap will go off one round later, catching everyone 5 feet from the doorway in its area of effect.

Glyph of Warding



A successful DC 14 Wisdom (Perception) check detects the trap, and the trap may be disarmed with a successful DC 13 Dexterity check. If the PCs fail to disarm the trap, the glyph explodes with magical energy. Every creature within a 20 foot radius of the glyph must make a DC 14 Dexterity saving throw or take 22 (5d8) thunder damage on a failed saving throw or half as much on a successful one.

Each wall has three shelves on it and each shelf is full of odds and ends devoted to Naytella. Two items that may be of particular interest are a *potion of greater healing* and a pair of white, felt gloves that is part of a dismantled material construct. This pair radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has collected all of the items that form it, Teatteri will activate it during the final encounter.

Combat

Because the NPCs move around this area, they can be encountered separately or in groups. GMs should award XP based on how the NPCs are encountered.

Karanseera, Companion of Naytella

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 23 (5d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Perception +4, Performance +5, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages Common, Elven

Challenge 1 (200 XP)

Bardic Inspiration. Three times per day, Karanseera may use a bonus action to inspire her allies giving them a d6 Inspiration die to roll on any ability check, attack roll or saving throw it makes within the next 10 minutes. A creature may have only one Inspiration die at a time.

Ranged Legerdemain. As a Companion of Naytella, Karanseera can cast mage hand, make the mage hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

The Companion of Naytella can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting. Karanseera gains innate spellcasting as a Companion of Naytella. The companion's spell casting ability is Charisma (spell save DC 12). She can innately cast the following spells:

At Will: *mage hand*

3/day: *charm person*

Spellcasting. Karanseera is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *friends*, *minor illusion*, *vicious mockery*

1st level (4 slots): *charm person*, *cure wounds*, *healing word*, *hideous laughter*, *thunderwave*

2nd level (3 slots): *enhance ability*, *hold person*

ACTIONS

Rapier. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 2) piercing damage.

Mobor Zeu

Medium humanoid (human), chaotic neutral

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Reckless. At the start of his turn, Mobor can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of his next turn.

ACTIONS

Whip. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Thator Tomen, Companion of Naytella

Medium humanoid (human), chaotic neutral

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Celestial, Common

Challenge 2 (250 XP)

Divine Eminence. As a bonus action, Thator can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Thator expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Thator is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Bardic Inspiration. Three times per day, Thator may use a bonus action to inspire her allies giving them a d6 Inspiration die to roll on any ability check, attack roll or saving throw it makes within the next 10 minutes. A creature may have only one Inspiration die at a time.

Ranged Legerdemain. As a Companion of Naytella, Thator can cast mage hand, make the mage hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

The Companion of Naytella can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting. Thator gains innate spellcasting as a Companion of Naytella. The companion's spell casting ability is Charisma (spell save DC 12). She can innately cast the following spells:

At Will: *mage hand*

3/day: *charm person*

ACTIONS

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

Shanca Onti, Companion of Naytella

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 23 (5d8)

Speed 30 ft.

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

Skills Acrobatics +5

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Bardic Inspiration. Three times per day, Shanca may use a bonus action to inspire her allies giving them a d6 Inspiration die to roll on any ability check, attack roll or saving throw it makes within the next 10 minutes. A creature may have only one Inspiration die at a time.

Ranged Legerdemain. As a Companion of Naytella, Shanca can cast mage hand, make the mage hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

The Companion of Naytella can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting. Shanca gains innate spellcasting as a Companion of Naytella. The companion's spell casting ability is Charisma (spell save DC 12). She can innately cast the following spells:

At Will: *mage hand*

3/day: *charm person*

ACTIONS

Multiattack. Shanca makes two melee attacks.

Unarmed Attack. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Hezon Breca

Medium humanoid (human), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +5, Dex +5, Wis +2

Skills Athletics +5

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. Hezon makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 3) slashing damage.

UNDERSHRINE CAVERN

Once the PCs make their way to this final level, they are in for their toughest task. Three members of the council are stored down here, kept in a state of permanent drunkenness. A large barrel of potent wine is stored in this cavern, protected by the druid Zaylamo. He has spent much of his time as a follower of nature's ways converting fruits, plants and other substances into alcohol and providing it for revels all over the countryside. Zaylamo first met Teatteri about 9 months ago, shortly before they found the shrine in Bankside. In fact, Zaylamo had been aware of the existence of the shrine without knowing exactly what it was. He will become a Companion of Naytella at the next opportunity.

Neynelde, a sorcerer colleague of Teatteri who often provides some of the effects for the shows, is a recently converted Companion of Naytella and is quickly becoming adept at using the skills Naytella provides. She has used her own spells to keep the council under control, as the alcohol lowers the members' resistance. As the party approaches, she will cast silent image and make it seem as if a gelatinous cube is moving towards the PCs. She will do this as they are down one of the narrow arms freeing a council members, positioning the image of the cube so it blocks their escape.

Villeim Teatteri is down here. The bard, Companion of Naytella, and leader of the troupe is in conversation with High-reeve Salainen, not an easy task but one Teatteri is attempting. The bard is trying to charm the High-reeve and is successfully doing so; if the PCs don't stop him, Teatteri will soon be a member of the council and on his way to converting the population of Bankside to the ways of Naytella.

As soon as he is aware of the party, Teatteri will start to sing imparting an Inspiration die to his comrades. However, if the battle turns against Teatteri and his troupe, Teatteri will stop singing and look for a chance to escape.

There is also a doppelganger down here. If the PCs have released the incoherently-drunk Deacon Jhones from the crypt, the doppelganger will appear as him. It will claim to be ready to help the party but will get in the way, as a drunken cleric almost certainly would if real. The idea is to take up party resources and time rather than kill them.

The NPCs on this level are the most senior in the troupe and Teatteri would rather they escape and abandon the shrine for the time being than be killed. When they realize the PCs are on this level, they will aim to subdue them, tie them up, take their items and flee. What they don't want is a band of vengeful adventurers on their tail, looking to make some kind of point about a dead colleague. As such, they will close in on the party, surrounding it where they can, and fight their way out through the hatch. If possible, the last person up will take the ladder with them, hindering any pursuit. They will flee the theater, setting any unset traps on the way, and meet up at a secret location about 5 miles from Bankside before traveling on to meet any other survivors of the troupe. The exception to this rule is Teatteri, who will look to engage the party for as long as it is safe to do so and then use his Cape of the Mountebank to get away. Someday, he will return, both to the shrine and the party.

High-reeve Salainen, Vahti Upseeri and Paja Tyolainen are kept down here. All of the council members are very drunk. If freed, they will stagger after the PCs and hinder their attempts to deal with Teatteri and the troupe members. At present, they still consider Teatteri and the troupe to be friends - very good friends in fact - and don't want to see them hurt. That's alcohol for you.

If the party has collected the five white, felt items from the previous levels, it has the component parts of a Material Golem. If Teatteri sees any of the 5 items, he will shout the command word that causes the individual items to join together and have the construct fight for him. It will only do this if it is able to gather into its full form. The details of the Material Golem are below.

30 - THE WAY DOWN FROM BEHIND THE SHRINE

In the floor of the area behind the shrine to Naytella is a trap door which opens to reveal a 10 feet drop to the floor of this cavern area. PCs can climb down either with a successful Strength (Athletics) or Dexterity (Acrobatics) roll DC 10. There isn't a ladder placed in the space behind the shrine, although there is one in this area, placed on the floor. This is used by anyone who is unable to climb or tumble and then removed by someone who can before they leave the level.

As the first person through the trap door touches the floor, a *magic mouth* activates, saying "Welcome, Companion of Naytella." This resets after 3 minutes and repeats as required.

Phoadra the ranger is positioned about 20 feet away from the entrance. She is firing solid-rubber-tipped arrows at them from further down the tunnel. These arrows are designed to cause non-lethal damage. Phoadra is an Underworld-experienced ranger used to protecting caverns and the walkways between them. Unlike other levels, there won't be members of the troupe from previous areas. They have instructions to leave the theater and regroup at a secret destination about 10 miles from Bankside. If there is a way to do so, these retreating members will take the statue of Naytella with them and reset all the traps on the way out.

31 - THE FIRST CAVERN AREA

Zaylamo the druid is in this area, looking after a pair of gibbering mousers that Naytella has given to the troupe as a gift. So far, the gibbering mousers have responded well; Zaylamo, Yeatteri, Neynelde and Thator believe this is because of the influence of Naytella and her efforts in trying to get these most chaotic of creatures to use its abilities for useful purposes; they are correct. The gibbering mousers are towards the northern point of the cavern.

As the party approaches, Zaylamo will command the gibbering mousers to attack the PCs, fire off a spell or two and then judge how to get away. He may send the gibbering mousers towards Paja Tyolainen, but only as a distraction. He will call for the other members of the troupe that are down here.

Paja Tyolainen is tied up in the southern point of this cavern. He is drunk - very drunk - and has been for 2 weeks. He is barely tied up, the ropes around him being an inconvenience only. He will be very grateful to be released and will delay the PCs as only a drunk can, giving the remaining troupe members time to get away. He will also follow the PCs and hinder them in any encounters, if he is allowed to do so. There are no stats for Paja Tyolainen as he is in no state to help the party in a constructive way.



33

30

X ladder up

31

32



LEVEL 4
ONE SQUARE EQUALS 5 FEET

Combat

(2) Gibbering Moulder total XP 900; Adjusted XP 1350; Medium

Gibbering Moulder

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages

Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5–6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

3E - THE SECOND CAVERN AREA

Neynelde the Sorcerer is in this area, in conversation with one of the doppelgangers about changing appearances and the way to make the most of disguise and distraction. The doppelganger will become a Companion of Naytella when it next can, but is also keen to see if it can develop any natural arcane skill it may have. It has developed the habit of choosing a form that is pleasing to Neynelde without being threatening; this is actually a cross between the aunt and uncle that first realized Neynelde was a sorcerer and helped develop her talent. Neynelde does find this strange but reassuring, and the two are firm friends.

As the party approaches, Neynelde and the doppelganger will attempt to get past it and retreat. As previously stated, Neynelde will cast silent image to make it look like a gelatinous cube is moving towards the PCs and trap them. The doppelganger will transform into one of the party and attempt to sow confusion in its ranks.

Combat

Doppelganger total XP 700; Adjusted XP 700; Easy

Doppelganger

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised. **Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Vahti Upseeri is tied up in the southern point of this cavern. She is drunk - very drunk - and has been for 2 weeks. She is barely tied up, the ropes around her being an inconvenience only. She will be very grateful to be released and will delay the PCs as only a drunk can, giving the remaining troupe members time to get away. She will also follow the PCs and hinder them in any encounters, if she is allowed to do so. There are no stats for Vahti Upseeri as she is in no state to help the party in a constructive way.

33 - THE THIRD CAVERN AREA

Villem Teatteri, the leader of the troupe, a successful bard and a Companion of Naytella, is in this area. As soon as he is aware of the party, he will sing for up to 3 rounds to inspire courage, knowing it will last for 5 rounds once he stops. He will move towards the party, attempting to draw them into his section and allow the others to escape. He will make a grand speech, extolling the virtues of Naytella and try to convince the PCs to convert to a life of revelry. If he sees any of the component parts of the material golem, he will call out the command word which causes it to take its full form and have it fight on his behalf. The creature is used as a stage prop to represent someone who needs to take damage.

(If the party only has some of the parts, you may wish to allow Teatteri to have the others and include the material golem in the encounter anyway. It will attempt to subdue the party members in the same way the rest of the troupe have.)

At the last moment, when the odds are overwhelming, Teatteri will activate his *Cape of the Mountebank* and escape. If the party has brought Teatteri, Neynelde, Zaylamo and the doppelganger together, Teatteri will be able to take all of them with him when he uses the cape. This is his contingency plan should the worst happen.

Combat

Material Golem Total XP 700; Adjusted XP 700; Easy

Material Golem

Medium construct, neutral

Armor Class 15 (natural armor)

Hit Points 33 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-2)	10 (+0)	14 (+2)

Damage Immunities poison, psychic

Damage Resistances bludgeoning, piercing, and slashing damage for nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but cannot speak

Challenge 3 (700 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.

ACTIONS

Engulf. Melee Weapon Attack: +5 to hit, reach 5 ft., one Medium or smaller creature. Hit: The creature is grappled (escape DC 14). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the material golem can't smother another target. In addition at the start of each of the target's turns, the target takes 13 (2d10+3) bludgeoning damage.

A material golem is made from animated pieces of clothing that can be found in most wardrobes, but particularly places where costumes are used or required. The items are typically plain white or plain black, but can be made to look like any other clothing as part of the final command during construction.

A material golem is usually used to represent someone or something else in the theater, combat arena or similar. It can be fitted with a flexible mask to represent a person or character and frequently has magic mouth cast on the mask to utter a few lines of speech. It is then used in fight scenes as it can seem to take considerable damage before being "killed". The material golem will usually have blood capsules fitted under its clothing that burst and the contents appear during these fights.

A material golem move fluidly for a construct and can be made to perform dance-like and acrobatic-like movements which can be entertaining to watch, hence its Charisma score.

High-reeve Salainen is tied up in the southern point of this cavern. He is drunk - very drunk - and has been for 2 weeks. He is barely tied up, the ropes around him being an inconvenience only. He will be very grateful to be released and will delay the PCs as only a drunk can, giving the remaining troupe members time to get away. He will also follow the PCs and hinder them in any encounters, if He is allowed to do so. There are no stats for High-reeve Salainen as he is in no state to help the party in a constructive way.

Phoadra

Medium humanoid (human), chaotic neutral

Armor Class 13 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common

Challenge 2 (450 XP)

Keen Hearing and Sight. Phoadra has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. Phoadra makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, ranged 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Zaylamo of Westcourt

Medium humanoid (human), chaotic neutral

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Common, Druidic

Challenge 2 (450 XP)

Spellcasting. Zaylamo is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands or 6 (1d8 + 2) bludgeoning damage with shillelagh.

Naynelde, Companion of Naytella

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 23 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Wisdom +4

Skills Arcana +3

Senses passive Perception 11

Languages Common, Draconic, Elven, Gnome

Challenge 2 (450 XP)

Spellcasting. Naynelde is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Naynelde has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield, silent image*

2nd level (3 slots): *misty step, suggestion, web*

3rd level (3 slots): *counterspell, fireball*

Bardic Inspiration. Three times per day, Naynelde may use a bonus action to inspire her allies giving them a d6 Inspiration die to roll on any ability check, attack roll or saving throw it makes within the next 10 minutes. A creature may have only one Inspiration die at a time.

Ranged Legerdemain. As a Companion of Naytella, Naynelde can cast *mage hand*, make the *mage hand* invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

The Companion of Naytella can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting. Naynelde gains innate spellcasting as a Companion of Naytella. The companion's spell casting ability is Charisma (spell save DC 12). She can innately cast the following spells:

At Will: *mage hand*

3/day: *charm person*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage.



Villiem Teatteri, Companion of Naytella

Medium humanoid (human), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 23 (5d8)

Speed 30 ft.

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

Saving Throws Dexterity +9, Charisma +6

Skills Deception +6, Insight +5, Perception +5, Performance +9, Persuasion +6, Sleight of Hand +6, Stealth +6

Senses passive Perception 16

Languages Common, Elven

Challenge 5 (1,800 XP)

Bardic Inspiration. Three times per day, Villiem Teatteri may use a bonus action to inspire her allies giving them a d8 Inspiration die to roll on any ability check, attack roll or saving throw it makes within the next 10 minutes. A creature may have only one Inspiration die at a time.

Ranged Legerdemain. As a Companion of Naytella, Villiem Teatteri can cast mage hand, make the mage hand invisible, and perform the following additional tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature.

Use thieves' tools to pick locks and disarm traps at range.

Villiem Teatteri can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Stealth) check contested by the creature's Wisdom (Perception).

Spellcasting. Villiem Teatteri gains innate spellcasting as a Companion of Naytella. His spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells:

At Will: *mage hand*

3/day: *charm person*

Naytella's Grace. A Companion of Naytella doubles its proficiency bonus to its Dexterity saving throw.

Spellcasting. Villiem Teatteri is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +6 to hit with spell attacks). Villiem Teatteri has the following bard spells prepared:

Cantrips (at will): *friends, minor illusion, vicious mockery*

1st level (4 slots): *charm person, cure wounds, hideous laughter, thunderwave*

2nd level (3 slots): *hold person, silence*

3rd level (3 slots): *dispel magic, fear, stinking cloud*

4th level (1 slots): *confusion*

ACTIONS

Rapier. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

CONCLUSION

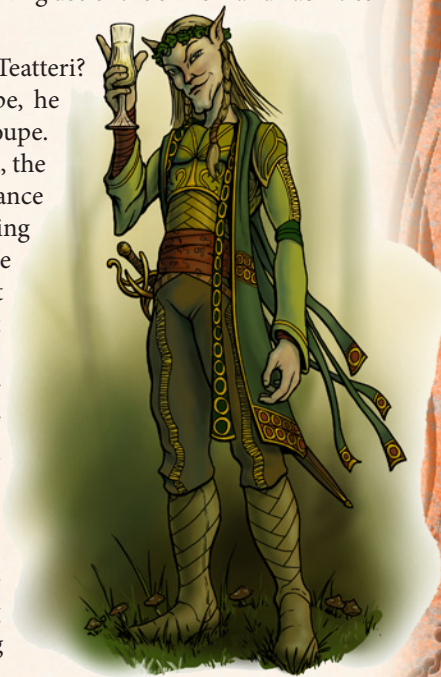
If the players rescue the council, they will be very grateful. Whilst Teatteri and the troupe have caused no long-term damage, many people feel quite foolish at the way they were taken in. Others, however, welcomed the chance to lead a more relaxed life, and these two groups will continue the discussion on the merits of each lifestyle far into the future. The council will reward the PCs with 500 gp each.

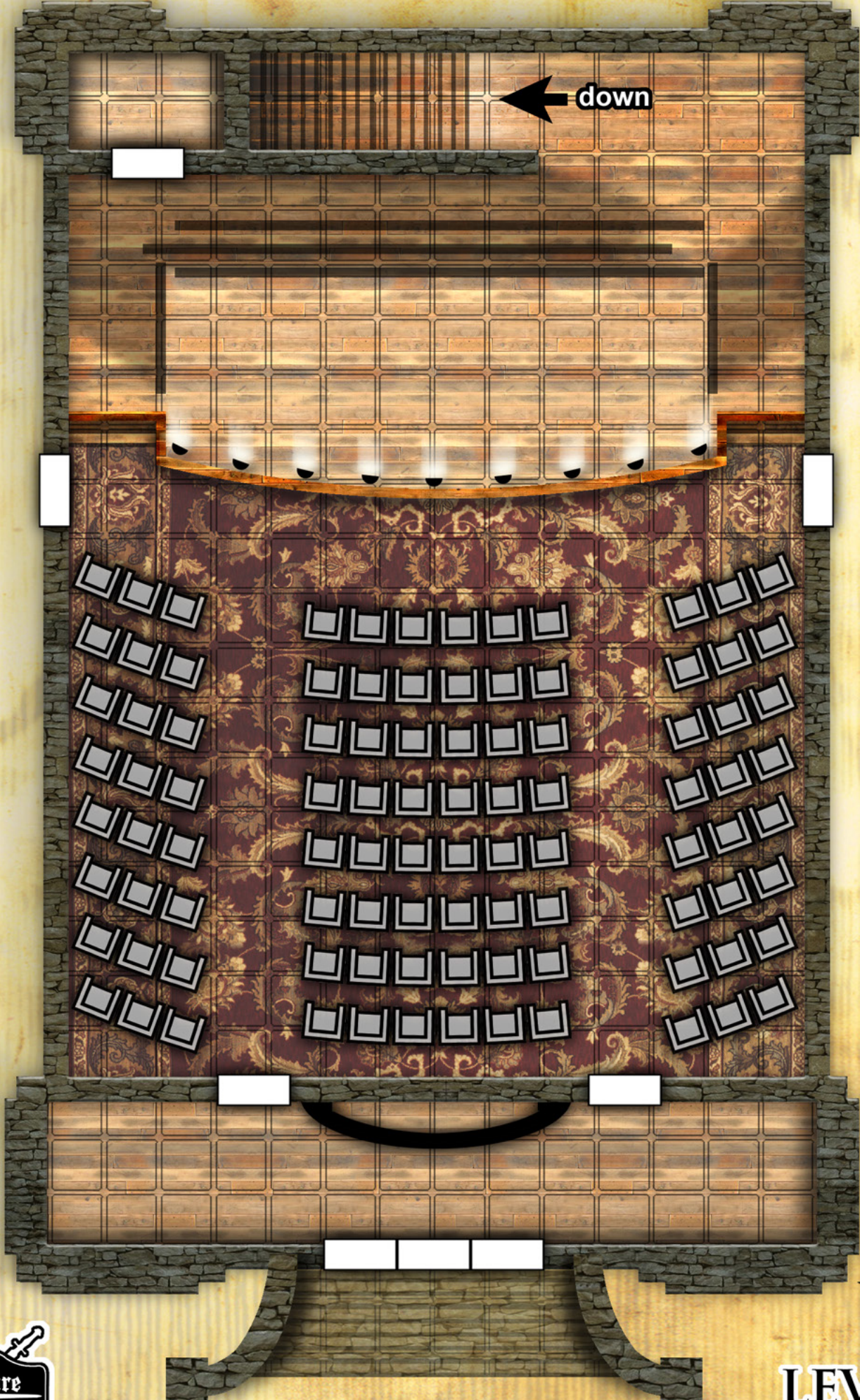
If the players unmask the troupe, the town will be surprised and angry for the most part. Others will say the council got what it deserved. The troupe will beat a retreat if they can, but if captured, they will take a shoulder-shrugging attitude and an approach to events, which is roughly, "What did you expect?" If Teatteri gets away, he will return for his troupe members over time, concentrating on the Companions of Naytella first.

If the party is captured but refuse to convert, the members will be given various naturally intoxicating substances and deposited many miles from Bankside, minus any valuable and interesting items they may have. As far as the troupe is concerned, there are no hard feelings; it's just the way of Naytella.

If the players wish to convert to Naytella they will instantly get help from Teatteri and Thator, who will take them all through the process of becoming a Companion. Naytella will welcome the PCs and bestow a boon on each PC that chooses to convert. Teatteri will give each PC one of the skulls to take with them on their travels. The PCs can use these skulls to start a new shrine at any time; this process is up to the GM, but make sure it involves elements that each player enjoys as well as making use of the skills and abilities the PCs possess.

What's next for Villiem Teatteri? After he escapes using his cape, he will attempt to re-gather the troupe. This can be as successful as you, the GM, wish it to be. He has the chance to be an interesting recurring distraction; he will never be looking to kill the PCs, but will certainly want to thwart any lawful plans they have. Naytella will continue to favor Teatteri and give him further boons. Teatteri's skills as a bard will increase as well. The GM should improve Teatteri's spellcasting, attack bonuses, and hit die as appropriate increasing his challenge rating so that he remains a challenging nemesis for the party.





down



LEVEL 1

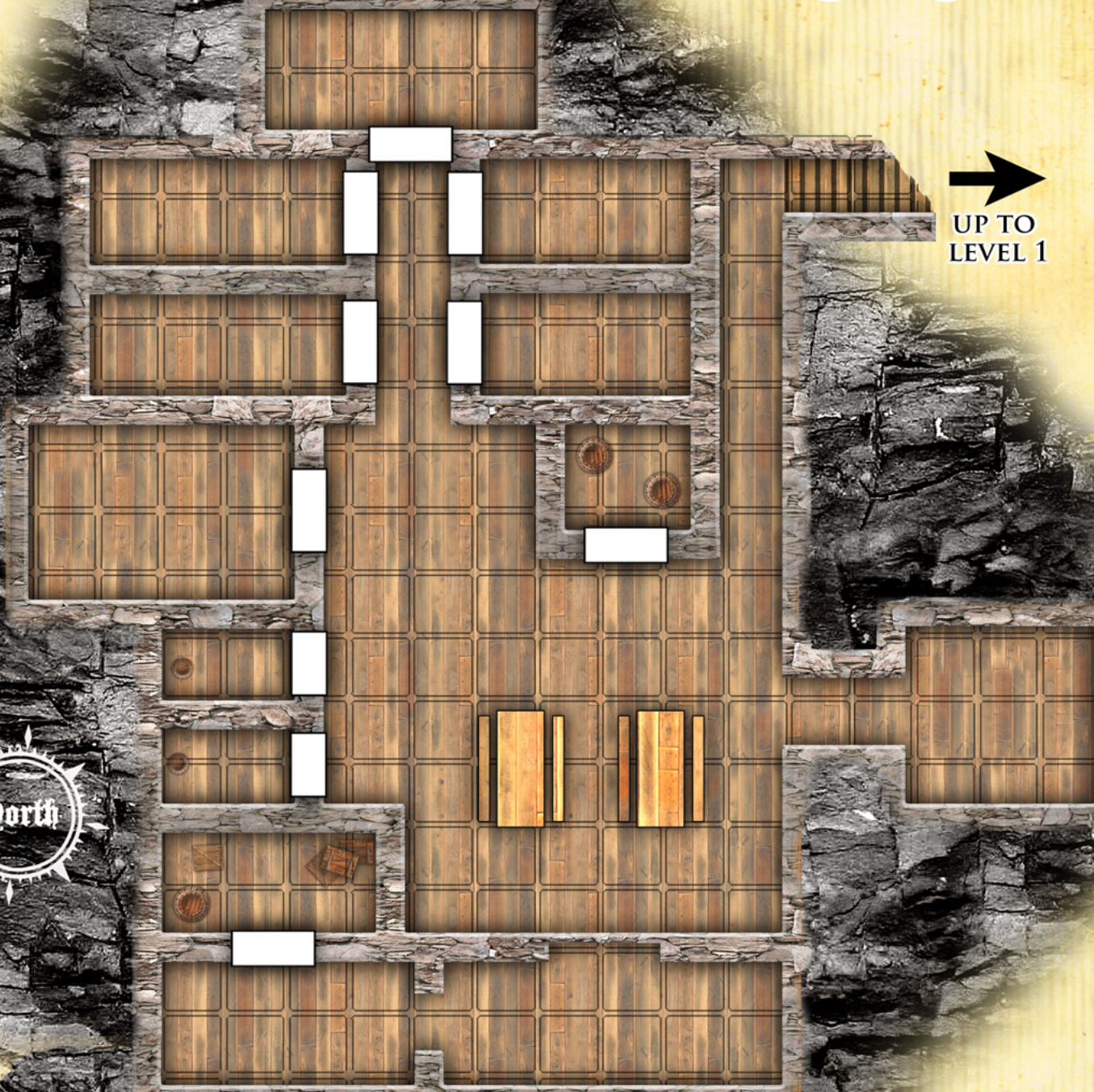
ONE SQUARE EQUALS 5 FEET

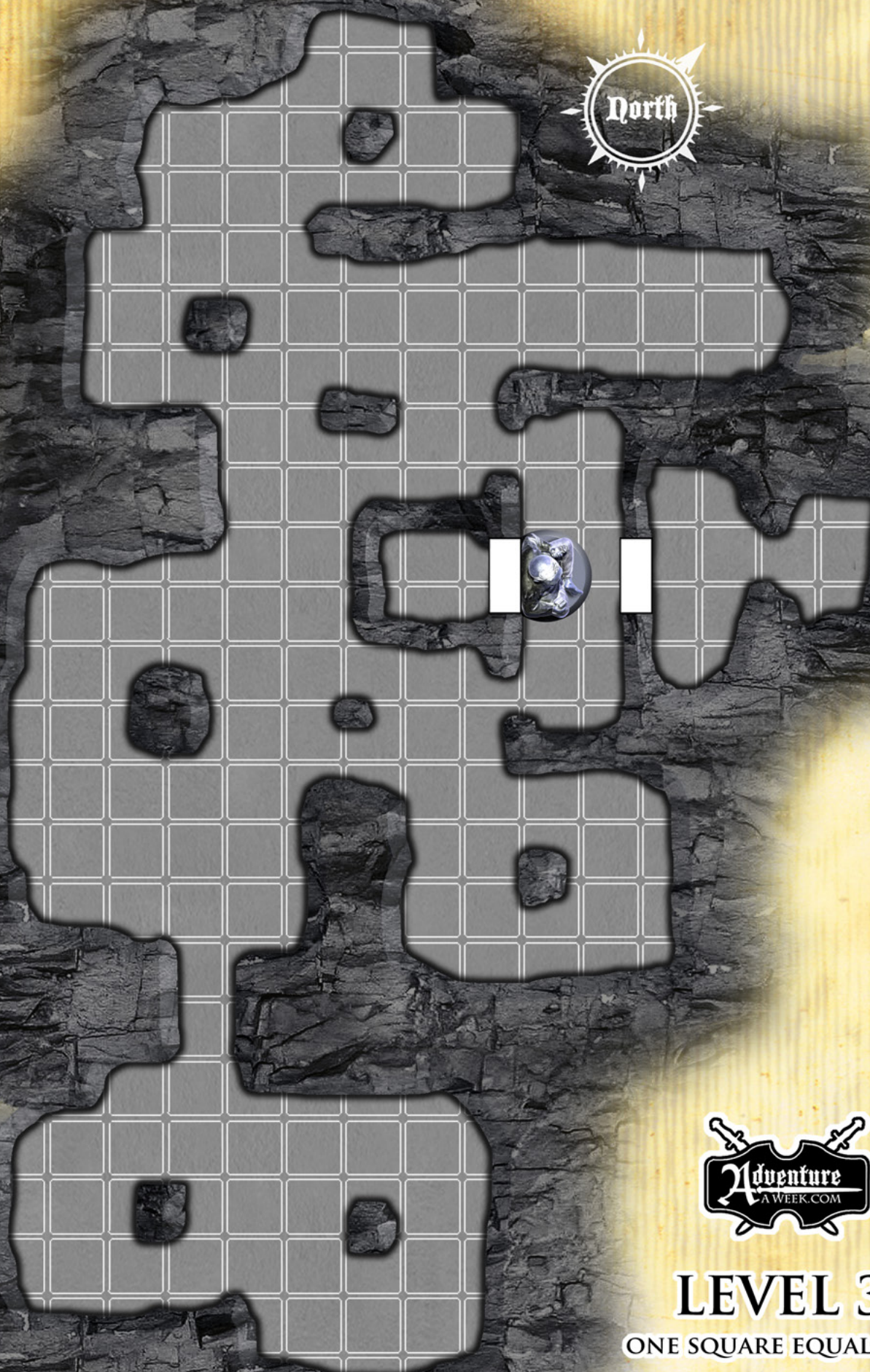




LEVEL 2

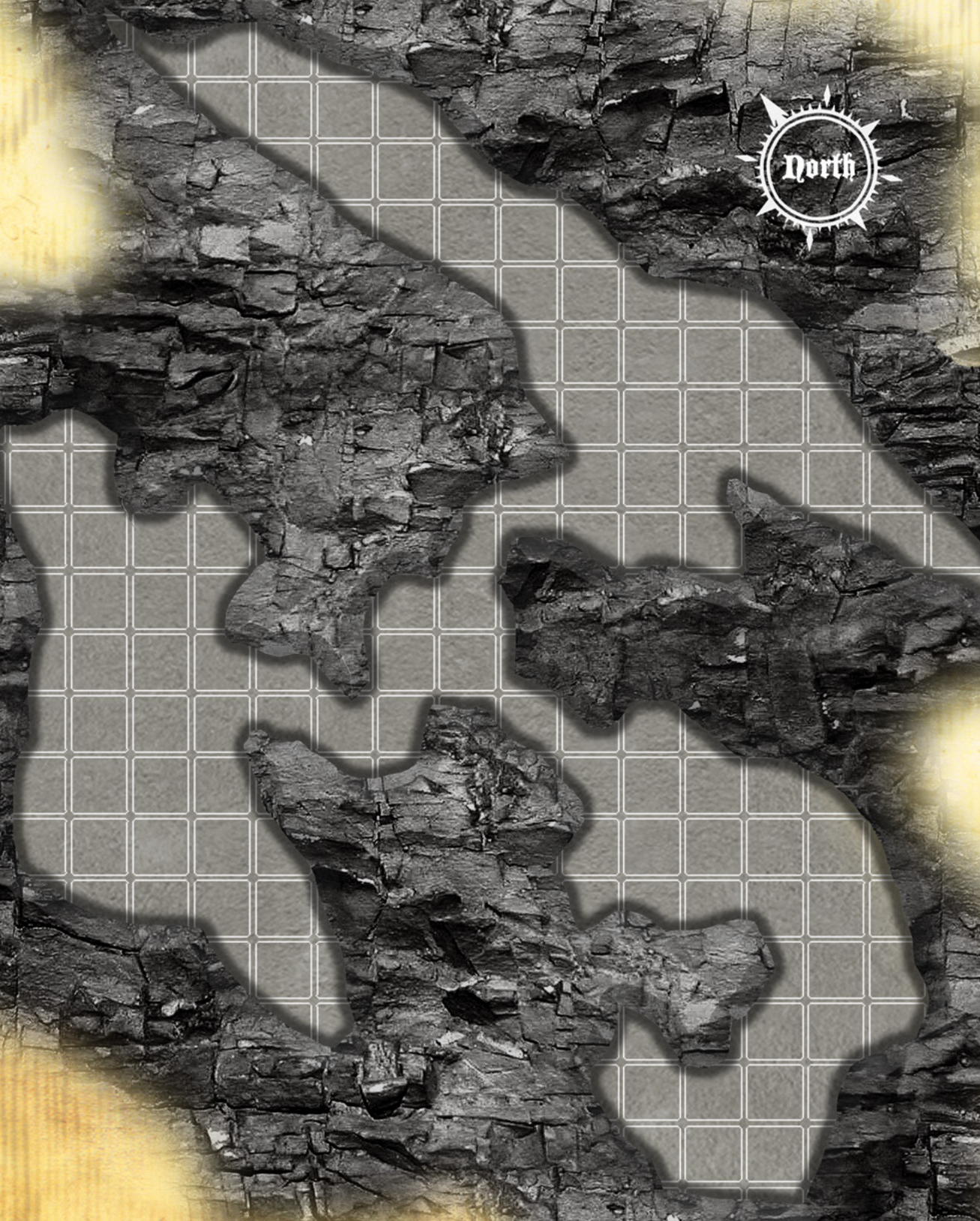
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LEVEL 3

ONE SQUARE EQUALS 5 FEET



LEVEL 4
ONE SQUARE EQUALS 5 FEET

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A 5TH EDITION COMPATIBLE ADVENTURE FOR 4-6 PCs OF LEVELS 4-5

Naytella, a goddess of revelry and relaxed pleasure, had few shrines. Authorities feared what they couldn't control and her belief in freedom of spirit worried many, causing them to drive her scattered followers underground. So when the bard Villeim Teatteri discovers an ancient site dedicated to Naytella, he knows what he must do; convert an entire town to her calling! But how to do that, and where to start? Everyone likes to see a good show and have a chance to share a drink or three with new friends, so Teatteri and his theatrical troupe set out to ensure both of these happen. But more is going on behind the scenes than meets the eye, and a voice of dissent asks the PCs to help restore order. It's time to step forward and face the music for the party, as they find out that the play's the thing to catch the conscience when adventuring!

Also included in “The Play’s the Thing”:

- An intriguing new religious organization - the Companion of Naytella
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- Hooks for this adventure and beyond!