



COTTAGE ON THE LONG ROAD



AN INTRODUCTORY *DUNGEONS & DRAGONS* ADVENTURE
FOR 1ST - 3RD LEVEL CHARACTERS

COTTAGE ON THE LONG ROAD

AN INTRODUCTORY DUNGEONS & DRAGONS ADVENTURE

Introduction: While traveling along the Long Road, just northeast of Waterdeep, the characters stop at a roadside inn. As they prepare to rest for the night, the party encounters a Tiefling shepherd who claims she is being harassed by the local farmers. Is this woman a target of bullying and prejudice, or is there something more sinister afoot at the Cottage on the Long Road?

An adventure for 1st-3rd level characters

WRITTEN BY [TRAVIS LEGGE](#)
ART BY [JACK BADASHSKI](#)

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, AND ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES.

THIS WORK CONTAINS MATERIAL THAT IS COPYRIGHT WIZARDS OF THE COAST AND/OR OTHER AUTHORS. SUCH MATERIAL IS USED WITH PERMISSION UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

ALL OTHER ORIGINAL MATERIAL IN THIS WORK IS COPYRIGHT 2016 BY TRAVIS LEGGE AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

**DEDICATED TO MY BROTHER,
CHRISTOPHER GRIFFITH.**

Three decades ago, you gave me a pencil, paper, and some dice. You brought me into one of the greatest fantasy worlds the world has ever known, and though I am certain neither of us knew it at the time, you set the course my life would follow into adulthood.

Thank you from the bottom of my heart.

This one's for you, big brother.

THE SETUP

Along the Long Road, between the village of Amphail and the City of Waterdeep sits the small roadside inn known as the Dashing Satyr. Though the inn is not located within any formal settlement or town, the ranches and farms in the region are home to around one hundred commoners, many of whom work the land as serfs or sharecroppers in service to the nobility of Waterdeep. Peppered among these noble-held lands are a number of small private farms and cottages. Some of these are used as vacation homes (or safe houses) for wealthy adventurers or merchants seeking quiet respite from the bustle of their daily lives. Others are acquired by industrious homesteaders who hope to raise their own crops or herds for private sale at the markets of Waterdeep.

One of the private cottages in the area was recently acquired by such an industrious soul. A Tiefling woman named Criella raised a sufficient sum to start a small ranching venture by acting as a page to a human member of the Knights of the Unicorn and saving her copper until she was able to afford a modest cottage, a small plot of land, and a small flock of sheep to graze upon it. Once her purse was heavy enough to realize these goals, Criella left the service of her patron and purchased a long abandoned cottage about ten miles to the southwest of the Dashing Satyr.

Upon arriving in the region, Criella has done her best to keep to herself, tend to her flock and enjoy relative solitude and peace. She does most of her business in the markets of Waterdeep, where her appearance is considered barely remarkable. Between journeys into the city, she must occasionally come to the Dashing Satyr to acquire various supplies. In these visits she tends to suffer a cold reception from the innkeepers and frequently must cope with hostile verbal harassment from the locals she encounters at the inn. So far, none of these confrontations have turned violent, as Criella is very adept at ignoring the verbal barbs of those she feels are too simple to separate her appearance from her worth as a person.

Since moving into her cottage, Criella has noticed several disturbances. The sheep have been frightened in the middle of the night on a number of occasions. Criella has also heard strange sounds in the middle of the night and has felt as if she was being watched while tending her sheep. She has also found odd effigies made of sticks around her property, which she assumes are being crafted by her neighbors in the hopes of scaring her off of the property. In reality, these effigies are dormant **twig**

blights, a mere symptom of the evil that permeates her land without her knowledge. Unbeknownst to Criella, her cottage sits upon the entrance to an abandoned necromancer's lair. The noises that disturb her homestead are coming from the crypt below as the necromancer's experiments and servants rouse from decades of slumber due to the return of the living to this forgotten patch of land.

Introducing the Party

The easiest way to introduce the party to the events at Criella's home would be to have them happen into the Dashing Satyr in their travels. Perhaps they are traveling to or from Waterdeep along the Long Road as part of a larger quest. Perhaps they are visiting a contact or relative in the region when they stop at the Dashing Satyr to rest. Alternatively, one or more of the characters may know Criella from her days with the Knights of the Unicorn and be headed to visit her new home. Whatever the case, placing the characters in the Dashing Satyr gives them the opportunity to come upon Criella interacting with the locals, witnessing the prejudices she faces and her desperation, fear, and anger.

The Dashing Satyr

This roadside inn serves as a watering hole, restaurant and general store for the community of farmers in the region. With both Waterdeep and Amphail over a day's ride from the inn, many farmers in the area prefer to pick up (and trade) basic supplies at the Dashing Satyr, saving their larger purchases for trips to market. As such the Dashing Satyr maintains a basic stock of supplies at inexpensive prices. On rare occasions, the Dashing Satyr will stock unusual items and curios from the far east. These items are brought by foreign diplomats or merchants who come to the inn to visit Wan Bai, the proprietor of the Dashing Satyr.

Wan Bai is a Shou woman in her late forties who came to Faerûn two decades ago with her father, a traveling merchant. While Bai visited the markets of Waterdeep she met a petty Lord of purchased title named Randal Greycastle. Greycastle was instantly enamored with the young Shou woman and began pursuing a courtship. Though he was not particularly world-wise nor well versed in the ways of foreigners, Greycastle was clever enough to bribe a Shou merchant in order to learn the appropriate courtship traditions to seek Bai's hand in marriage. The pair were wed and Bai remained in Waterdeep when her father returned to Kara-Tur.

For the first several years of their marriage, the couple was reasonably happy. Returns were good from Greycastle's modest holdings and Wan Bai grew quite fond of life on the Sword Coast. Unfortunately, in the seventh year of their marriage, things took a turn for the worse. A series of poor business decisions began depleting the Greycastle coffers. As debts mounted, Randal made the foolish decision to dust off his sword and chainmail and try to make some quick cash adventuring. Six months later he was eaten by an angry **owlbear**, leaving his widow in charge of his holdings and his debts. After a brief period of mourning, Bai sold off the Greycastle title. Using the proceeds from that sale, she cleared all debts against her name and purchased the Dashing Satyr from its previous owner. She has run the inn ever since.

Wan Bai is a woman who has lived an interesting life filled with comical tragedy and tragic comedy. She is generally in good spirits and loves sharing tales and ale with weary travelers and local farmers alike. She maintains a healthy tie to her homeland and offers free lodging to delegates and merchants traveling from Kara-Tur. In exchange they typically gift her with curious items from the east, which she then posts for sale at the inn. Wan Bai is a human (Shou) **noble/courtier**. In addition to the normal game stats for nobles, she has the following skills: History +3, Nature +3

Bai employs two human **commoners** as innkeepers and a half-orc **commoner** as a stock and errand boy.



The Party's Arrival

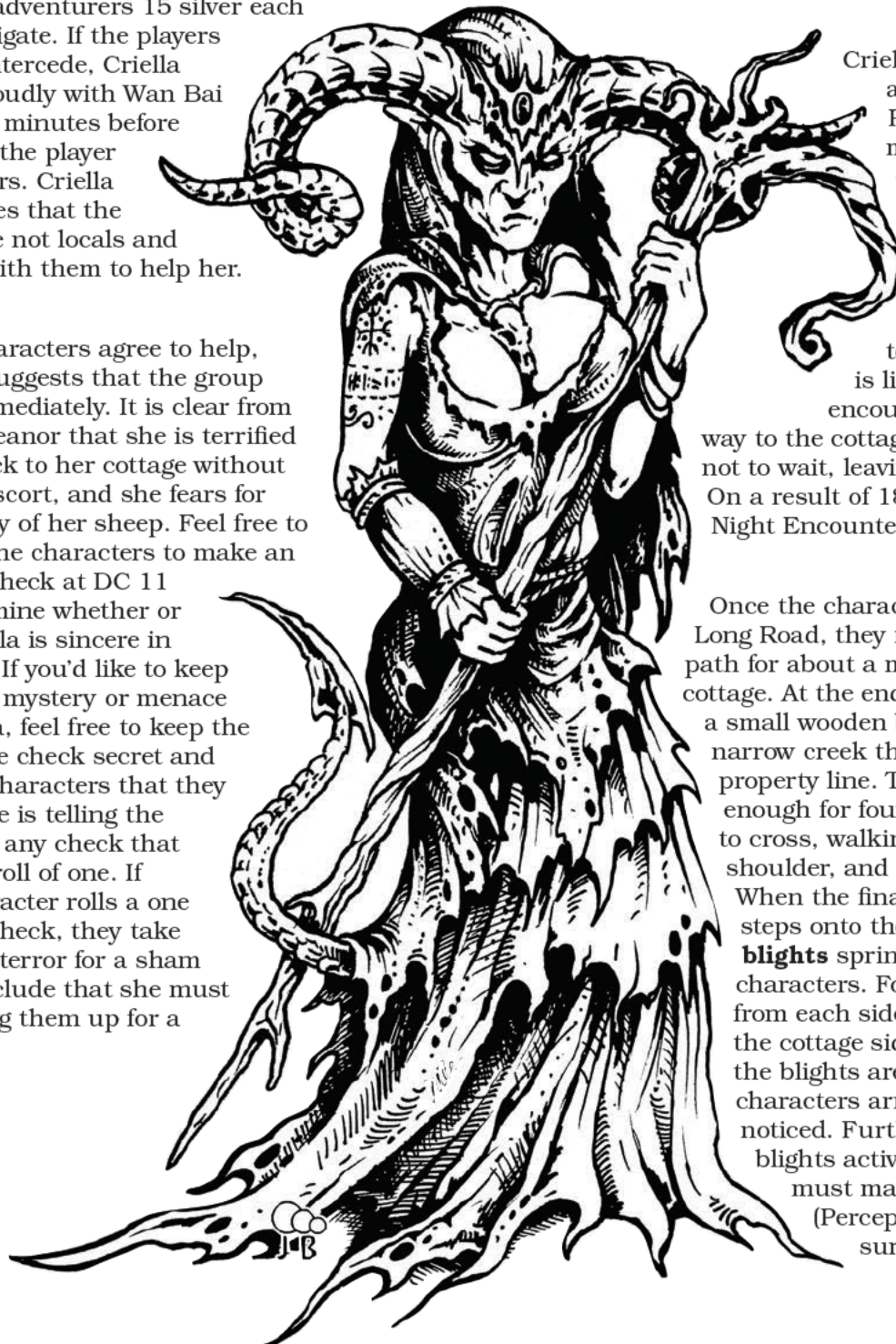
After a full day of peaceful travel along the long road, the party arrives at the Dashing Satyr. Tired and hungry, the party enters. Allow them enough time to order some food and drink, secure their rooms (at a rate of 5 silver per night) and possibly engage in conversation with a few of the locals. As the party begins to leave to retire to their rooms, Criella bursts into the inn, loudly demanding a room and accusing the townsfolk of harassment. Wan Bai refuses to give a room to Criella, stating that the last rooms were just rented to the players. If the players intercede, the Tiefling explains that she has recently moved into a nearby cottage and that the neighbors have been harassing her for days. She has no proof of this, but is willing to pay the adventurers 15 silver each to investigate. If the players do not intercede, Criella argues loudly with Wan Bai for a few minutes before noticing the player characters. Criella recognizes that the party are not locals and pleads with them to help her.

If the characters agree to help, Criella suggests that the group leave immediately. It is clear from her demeanor that she is terrified to go back to her cottage without armed escort, and she fears for the safety of her sheep. Feel free to call for the characters to make an Insight check at DC 11 to determine whether or not Criella is sincere in her fear. If you'd like to keep an air of mystery or menace to Criella, feel free to keep the DC of the check secret and tell the characters that they think she is telling the truth on any check that is not a roll of one. If any character rolls a one on this check, they take Criella's terror for a sham and conclude that she must be setting them up for a trap.

If the characters insist on waiting until morning to head out, the problem of finding a place for Criella to sleep is an issue. Bai is not lying about giving the last rooms to the party. If pressed, Bai is willing to allow Criella to sleep in a stable. Alternatively, any player character can offer to share their room with Criella.

Table: Night Encounters

d4	Encounter
1	Will-o-Wisp
2	Deer
3	Scarecrow
4	4 Skeletons

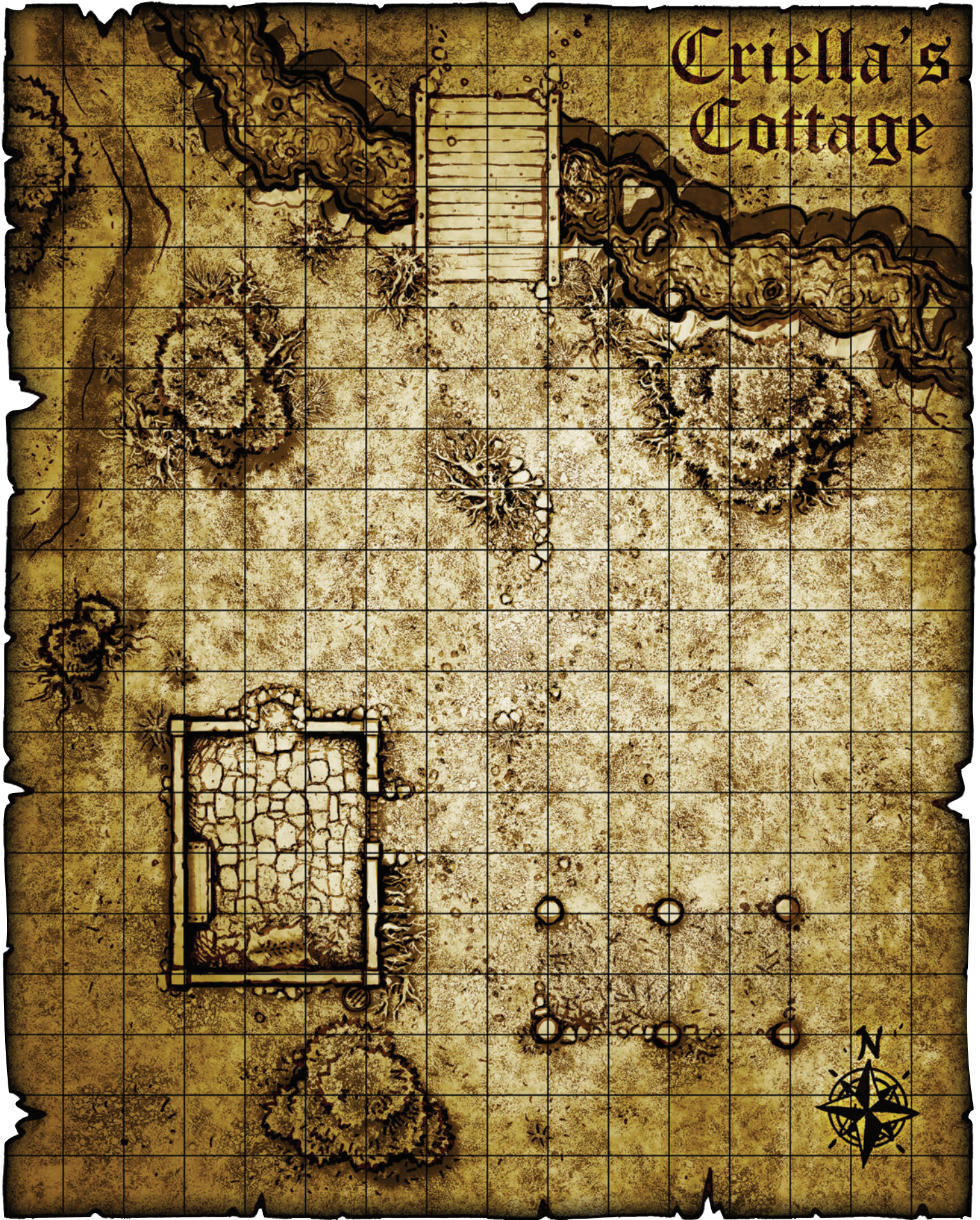


Criella's cottage sits about a mile off of the Long Road, roughly four miles to the southwest of the Dashing Satyr. The road is well-traveled, and generally secure. If the characters wait until morning to investigate, there is little chance of

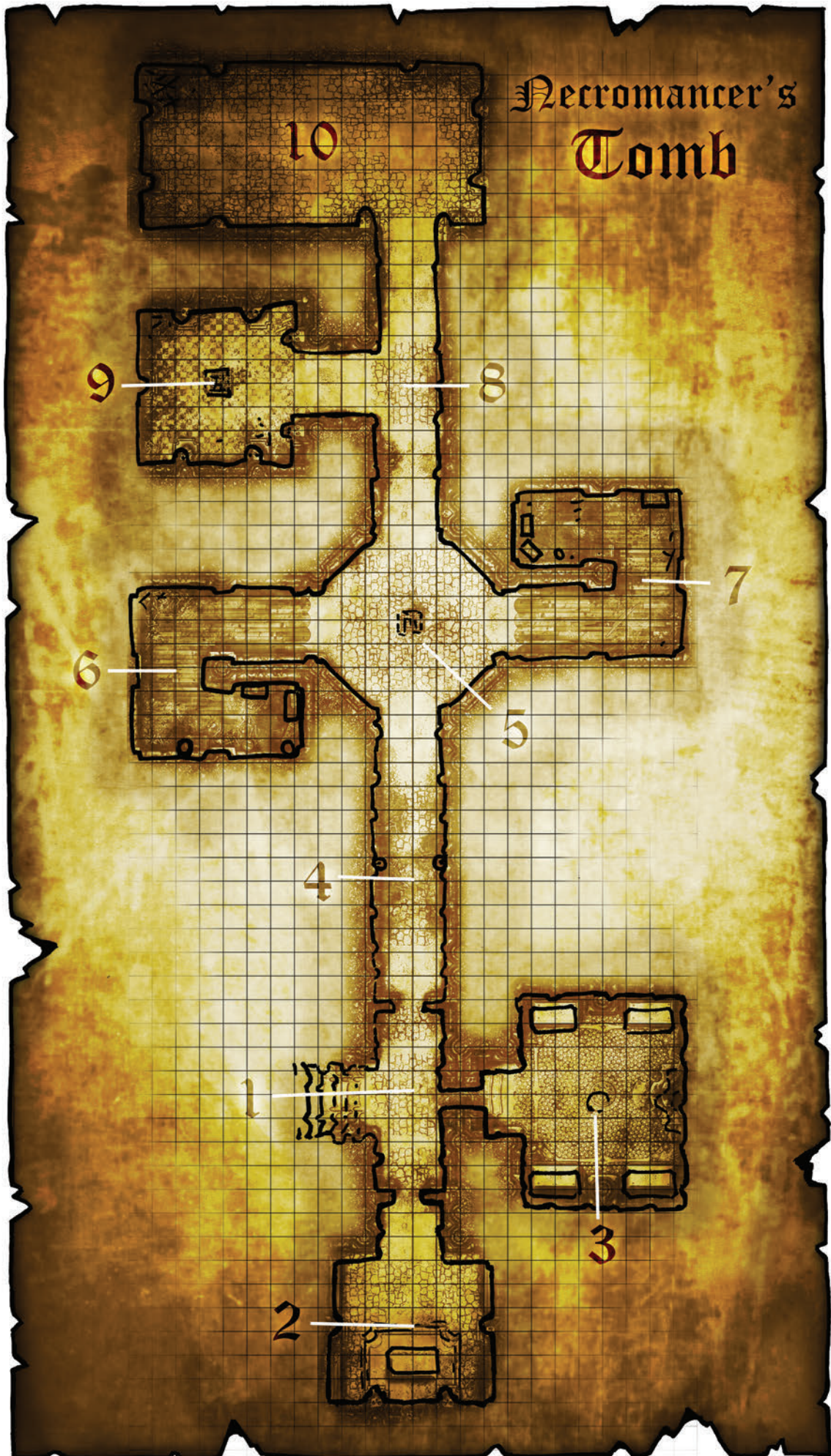
encountering trouble on the way to the cottage. If the party decides not to wait, leaving at night, roll 1d20. On a result of 18-20, roll on Table: Night Encounters.

Once the characters turn off of the Long Road, they must travel a wagon path for about a mile to reach Criella's cottage. At the end of the wagon path, a small wooden bridge crosses the narrow creek that marks Criella's property line. The bridge is wide enough for four medium creatures to cross, walking shoulder to shoulder, and is fifteen feet long. When the final rank of characters steps onto the bridge, eight **twig blights** spring to life and rush the characters. Four blights approach from each side of the road, on the cottage side of the bridge. As the blights are dormant until the characters arrive, they cannot be noticed. Furthermore, when the blights activate, the characters must make a DC 13 Wisdom (Perception) check or be surprised.

Criella's Cottage



Necromancer's Tomb



The twig blights are a side-effect of the corruption permeating Criella's land. The influence of this evil force, and the boundary of its power, ends at the narrow creek. If any of the twig blights are thrown, knocked, or dragged to the other side of the river, they immediately die as the dark magic animating their wooden forms no longer functions. Once the twig blights are defeated, the party may proceed to Criella's cottage.

The area around the cottage is a grassy flat region that has clearly been grazed by a small sheep herd. Criella maintains a herd of ten sheep, which roam freely on the property. Due to the wandering of the animals it is difficult for characters to distinguish tracks. A successful DC 15 Wisdom (Survival) check confirms that no creatures apart from Criella, the sheep, and the blights have walked the ground of this property in the past few days.

The cottage itself is a wattle and daub structure with a thatched roof. The single entrance is a thin wooden door with a simple iron lock. The interior of the cottage is a rather unremarkable single room, with a stone floor. A small, stone fireplace sits at the north end of the cottage. The only furnishings are a wooden wardrobe containing three sets of common clothes, cooking implements, a few trinkets, and a set of Weaver's tools, and a straw bed near the south wall.

Next to the cottage stands a simple shade structure, made with a wooden frame and thatched roof. This is meant to house Criella's sheep during inclement weather, and to provide escape from the sun during hot, dry days. Searching the shade structure reveals no clues or evidence.

Characters who search the cottage interior and succeed on a DC 15 Intelligence (Investigation) check discover a trap door in the floor, beneath the straw bed. The door is locked with a simple lock, requiring thieves' tools and a DC 10 Dexterity check to pick. The door can also be broken open with a successful DC 22 Strength check. This door leads to Area 1 of the Necromancer's Tomb.

Necromancer's Tomb

1. Entrance

Ten feet below the trap door leading from the cottage stands a series of slimy platforms that make a crude set of stairs. These stairs lead down an additional ten feet to the stone floor below. Due to the slick nature of these platforms, characters

Necromancer's Tomb: General Features

Ceilings. Unless otherwise noted, the ceilings are 10 feet high and crafted from stone. In many places the stone is remarkably smooth indicating masterful craftsmanship.

Light. The Necromancer's Tomb is entirely underground. Apart from the small bit of light that seeps in from the entrance in Area 1, there is no light source within the tomb beyond what the characters bring with them, unless otherwise noted. Torches mentioned in the room descriptions are assumed to be unlit.

dropping down onto the stairs must make a DC 10 Dexterity saving throw or suffer 1d6 bludgeoning damage as they slip and fall to the bottom of the stairs. Bas reliefs depicting skeletons and corpses rising from graveyards adorn the walls. Heavy stone doors lead to the north and the south from this chamber. To the east is a secret door, which requires a DC 12 Wisdom (Perception) check to notice. Once spotted, the secret door may be pushed open, requiring no specific mechanism to operate.

2. Abandoned Tomb

This room contains dusty, empty shelves and a sarcophagus. A DC 10 Intelligence (Investigation) check reveals that the sarcophagus was never used. A successful DC 10 Intelligence (Religion) check indicates that the layout of the room, the markings on the sarcophagus, and the empty shelving lining the walls are indicative of the blasphemous funerary rites of Clerics of Velsharoon. A successful DC 15 Intelligence (Arcana) check further reveals that some of the markings on the sarcophagus appear in various rituals associated with the pursuit of lichdom.

3. The Necromancer's Study

If the characters notice the secret door located in Area 1, they may enter the Necromancer's study. This room contains four unmarked stone sarcophagi, each containing a humanoid **skeleton**. Once the characters enter the room, the skeletons animate and begin crawling out of their sarcophagi. This gives the characters a full round to act before the skeletons are in a position to stand and fight.

At the back of the chamber sits a **gelatinous cube**. The cube simply sits, waiting until a clear victor emerges, at which time, the cube begins to advance, hoping to devour any wounded or weakened victims.

Treasure

Each sarcophagus holds 2 silver pieces. If the

characters defeat the gelatinous cube, it bursts, releasing 10 electrum pieces and a *potion of healing*.

4. Hall to the North

This dark, filthy hallway extends 40 feet to the north. Each end of the hallway is trapped with poison darts. Characters who are not actively searching for traps will automatically set the first volley of four poison darts off. These three darts attack with a +6 modifier and deal 2 (1d4) piercing damage each. If hit, the target must make a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much on a successful one. Failing this save also causes the character to suffer the *poisoned* condition until he completes a short or long rest.

Characters actively searching for traps will discover the pressure plates that activate these poison traps with a successful DC 10 Intelligence (Investigation) check. This permits the character to disable the trap by prying the pressure plate up or blocking the dart holes. Alternatively, the characters can jump over the pressure plate with a successful DC 10 Strength (Athletics) check. This does not disable the trap in any way, requiring the same check to pass the trap for each character each time.

Treasure

At the halfway point of this hallway, a single torch hangs in a rusty sconce on either side of the hall. Surprisingly, these torches are still usable.



5. Central Abattoir

Muck and filth cover the floor here where blood and gore once ran into the three foot by three foot rusted grate in the center of the floor. The floor slopes downward by about a foot from each wall to the center grating.

This room is a relatively safe, if a bit disturbing, place where the characters may rest.

6. Storage Room

This room was once used for spell component storage. Several dry rotten crates are scattered about the room. Their contents have mostly degraded to dust and mold, but characters who diligently search the boxes will find a *scroll of invisibility*.

On the ceiling above two of the crates rests a patch of **green slime**. Characters who search the room must contend with the green slime dropping onto them, as detailed in the *Dungeon Master's Guide*.

7. Storage Room

This room was once used for spell component storage. Several dry rotten crates are scattered about the room. Their contents have mostly degraded to dust and mold, but characters who diligently search the boxes will find a *scroll of true strike*.

On the ceiling above the doorway leading into the room rests a patch of green slime. Characters who enter the room must contend with the green slime dropping onto them, as detailed in the *Dungeon Master's Guide*.

Furthermore, a **gray ooze (psychic variant)** resides in the corner of this room. The gray ooze will allow anyone to enter and search the room, attacking only when a character attempts to leave.

Treasure

The gray ooze holds 17 copper pieces within its gooey form.





8. Hallway

In this hallway, a **crawling claw** is attached to and dragging the limp, comatose body of a half-elf. The hand has managed to stand the body up, dragging itself along the wall. As this is the body of the murderer whom the crawling claw was created from, the crawling claw has some control over it.

If the characters manage to kill the crawling claw without killing the host, the host returns to consciousness and is able to answer questions. The host claims his name is Beaumont Oakenheel. Beaumont murdered a man in his youth, but in later years joined a temple of Lathander as an acolyte in the hopes of finding redemption for his past crime. Beaumont was kidnapped by the owner of this tomb, a Tiefling death cleric named Carrion, who had discovered Beaumont's past sin and found it amusing to punish him by foul experiment. Beaumont does not know how long he has been comatose, nor does he know Carrion's current whereabouts. Beaumont is a half-elf **acolyte**. He carries no treasure and is not armed nor armored,

but he is willing and eager to fight by the side of those who have freed him.

9. Spectator's Lair

A **spectator**, summoned by the tomb's previous owner, has claimed this room as his personal lair. The spectator has gone utterly mad and has no recollection of why he is actually here. He has collected several items he believes to be of value in his personal treasure hoard. Most of this is utter garbage, but a few worthwhile items are scattered in among the junk. The spectator will fight to the death and has no intention of surrendering his lair to anyone, especially disgusting and weak humanoids.

Treasure

Most of the spectator's hoard is garbage. Rusty kitchen implements, an iron stove, broken glass, and shredded cloth make up the majority of the pile in the spectator's lair. Characters who take the

time to sift through the garbage find the following items, worth 25 gold pieces each: one gold bracelet, two carved bone statues depicting imps in flight, a golden locket containing a painting of a beautiful Tiefling woman, and a silk handkerchief.

10. Carrion's Chamber

This room was once the bedchamber of Carrion, the Tiefling death cleric who owned this land ages ago. The room has been completely destroyed, picked clean by oozes. The room appears to be totally empty aside from a pile of items stacked neatly in a far corner. In the doorway leading into this chamber, waits a gelatinous cube. Behind the gelatinous cube sits a gray ooze (psychic variant) and a green slime, which clings to the ceiling. The gray ooze has developed enough of a semblance of sentience to feel a sense of ownership over this room and its contents. As such, the ooze will fight to the death to protect the room.

Treasure

The gray ooze's hoard contains the following items: a citrine, 2 carnelians, a chalcedony, 2 zircons and a sardonyx, worth 50 gold pieces each. Also included are a *potion of growth*, 2 *potions of greater healing*, and a *potion of hill giant strength*. Beneath this stack of items sits Carrion's journal.

Carrion's Journal

This book, written in infernal, details the research and personal memoirs of Carrion. Much of the book's content focuses on Carrion's quest to seek undeath through a ritual of lichdom. The contents of the book are blasphemous to characters of good or neutral alignments, and there is little by way of actual occult knowledge to be gained from the tattered pages. Characters who read the final passages of the book and succeed at a DC 15 Intelligence (History) check can deduce that the last entry of the journal was written approximately one hundred years ago. Based on that information it is safe to assume that Carrion is long gone (though there is no guarantee that he will remain that way.) It also becomes clear that Beaumont has been suffering under the control of the crawling claw for a lifetime.

Denouement

After clearing out the tomb beneath Criella's cottage, the characters can certainly assure the Tiefling shepherd that her recent troubles were not due to the harassment of her neighbors. How much information the characters choose to divulge

is ultimately up to them. Depending on the party's reaction to learning that the cottage's prior owner was an evil Tiefling, the characters may wish to further interrogate Criella, but she genuinely knows nothing of Carrion or his experiments. Beaumont also does not recognize Criella at all.

So long as the characters deal Criella no great insult or injury, they will have made an ally by clearing out her holdings. Having access to an underground complex greatly expands the potential of Criella's lands, and she is left contemplating what to do with her newfound dungeon. As someone who is herself seeking a second chance, it would not be out of character for her to turn the abandoned tomb into a home for other outsiders and wayward souls looking to make a better life for themselves. Even if the characters warn Criella that the necromancer Carrion may one day return for his home, she is not convinced to let the cottage go. Criella is stubbornly determined to make a better life in the cottage she worked so hard to be able to buy.

The characters may wish to visit the locals and speak on Criella's behalf, suggesting that the farmers and serfs back off of the young Tiefling. This could go any number of ways, ranging from a good natured, kindly visit to the inn to proclaim Criella's virtues, to a door-to-door intimidation spree, warning the locals to leave Criella alone...or else! Whatever the players choose to do, have fun with it.

SYSTEMS

This section of Cottage on the Long Road contains system expansions, character statistics and other odds and ends. For game statistics regarding the various creatures mentioned within this adventure, see the Monster Manual.

New Background: Page

As a child you were sent to work as a servant for a knight or noble. Perhaps this was intended to be your first step into knighthood, or as a means of teaching you proper manners. Alternatively, you may have been sent to a noble to work off the debt of one or both of your parents. Whatever the case, you spent your late childhood and early adult years serving someone of station and power.

The duties of a page are varied and depend largely on the needs of their master. Some pages are

trained as battlefield companions, shield bearers and combat assistants. Others are schooled in the repair and maintenance of a knight or noble's weapons and armor. Some pages serve as scribes, learning and eventually managing the bureaucracies of their master's house. Whatever your duties were, you have moved on. Perhaps you feel that you have learned all you can from your master. Maybe you've worked off the debt that was once owed. Perhaps you have had a falling out or disagreement with the house you once served. Work with the DM to establish the details of your time in service and your current relationship with those you once called "Master."

Skill Proficiencies: Choose two from among History, Nature, Religion or Survival

Tool Proficiencies: Choose two from among Calligrapher's supplies, Leatherworker's tools, Smith's tools, Weaver's tools, any one gaming set or any one musical instrument.

Equipment: Any tool set, gaming set or musical instrument you are proficient with though this background. A suit of traveler's clothes and a belt pouch containing 5 gp pieces.

Feature: Courtly Manner

Due to your time training under a knight or noble, you have extensive knowledge in all matters of noble etiquette. Most pages serve as official messengers for their masters. As such you are familiar not only with the protocols of your own master's order or society, but those of their allies and rivals. As a result, you are able to gain access to nobles, knights, courtiers and other influential people. Your knowledge of decorum and custom allow you to fit in in any upscale social setting, provided you have the ability to look the part (all the courtly training in the world won't help if you show up to the prince's ball in a ratty tunic covered in manure.) If you offend someone of noble birth or title, it is never a matter of accident, but rather a choice.

Suggested Characteristics

Use the tables for either the Noble or Soldier background from the Player's Handbook to as a basis for your character's traits and motivations. Feel free to modify these as necessary to reflect your character's personal experiences and history. A character of noble birth who has served as a page will likely have very different bonds, ideals and flaws than a character who was pressed into service as a page to settle a family debt. Let these circumstances inform your personality traits.

Dashing Satyr Price List

Item	Cost	Weight
<i>Ammunition</i>		
Arrows (10)	1gp	1 lb.
Crossbow bolts (10)	1gp	1 lb.
*Backpack	3 gp	5 lb.
Barrel	1 gp	70 lb.
Basket	5 sp	2 lb.
+Blanket	2 sp	3 lb.
+Candle (5)	1 cp	-
Carpenter's tools	9 gp	6 lb.
Crowbar	3 gp	5 lb.
Cook's utensils	2 gp	8 lb.
+Dice set	2 sp	-
+Fishing tackle	5 sp	4 lb.
Hammer	2 gp	3 lb.
Healer's Kit	6 gp	3 lb.
Herbalism kit	8 gp	3 lb.
*Lantern, hooded	10 gp	2 lb.
Leatherworker's tools	6 gp	5 lb.
Mess Kit	4 sp	1 lb.
*Oil (flask)	2 sp	1 lb.
*Painter's supplies	15 gp	5 lb.
Paper (per sheet)	3 sp	-
Parchment (per sheet)	2 sp	-
*Perfume (vial)	10 gp	-
+Pitcher	1 cp	4 lb.
+Playing card set	8 sp	-
+Potion of healing	65 gp	½ lb.
Potter's tools	12 gp	3 lb.
+Pouch	4 sp	1 lb.
*Quiver	2 gp	1 ½ lb.
+Rations (1 day)	6 gp	2 lb.
*Sack	2 cp	½ lb.
+Soap	1 cp	-
*Torch	1cp	1 lb.
*Waterskin	2 sp	5 lb. (full)
*Weaver's tools	4 gp	5 lb.
Woodcarver's tools	2 gp	5 lb.
+ Items created by local craftsmen. Quality may vary.		

* Items imported from Kara-Tur by Wan Bai's merchant contacts. These are high quality items with elaborate decorative inlays and made of the finest eastern materials.

Items and Equipment

The Dashing Satyr serves as not only an inn, but also a general store, trading post and curio shop. While the items in stock at this inn may be limited and oddly specific, characters may find something of interest in this roadside establishment.

The Dashing Satyr Price List contains a list of items carried in the inn, along with prices. Some of the prices may vary from what is found in other books. This is a reflection of dictates of the local economy, as well as Wai Ban's unique access to goods from Kara-Tur.

The Dashing Satyr is able to provide modest accommodations and meals, charging according to the prices indicated in the Player's Handbook.

Non-Player Characters

The game statistics for most of the NPCs in this adventure can be found within the Player's Handbook or Monster Manual. Should game statistics be required for Criella, use the stat block below. Please note: Criella hails from the Page background, detailed earlier in this module.

Criella

Criella's history is explained in the introduction of this module. Feel free to elaborate on her background details and make her personality your own.

Medium humanoid (Tiefling), chaotic good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR 10 (+0) DEX 10 (+0) CON 10 (+0)

INT 11 (+0) WIS 10 (+0) CHA 12 (+1)

Skills Nature +2, Survival +2

Senses passive Perception 10, Darkvision 60 feet

Languages Common and Infernal

Tool Proficiencies: Calligrapher's tools, Weaver's tools.

Actions

Shepherd's crook. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Hellish Resistance. Criella enjoys resistance to fire damage.

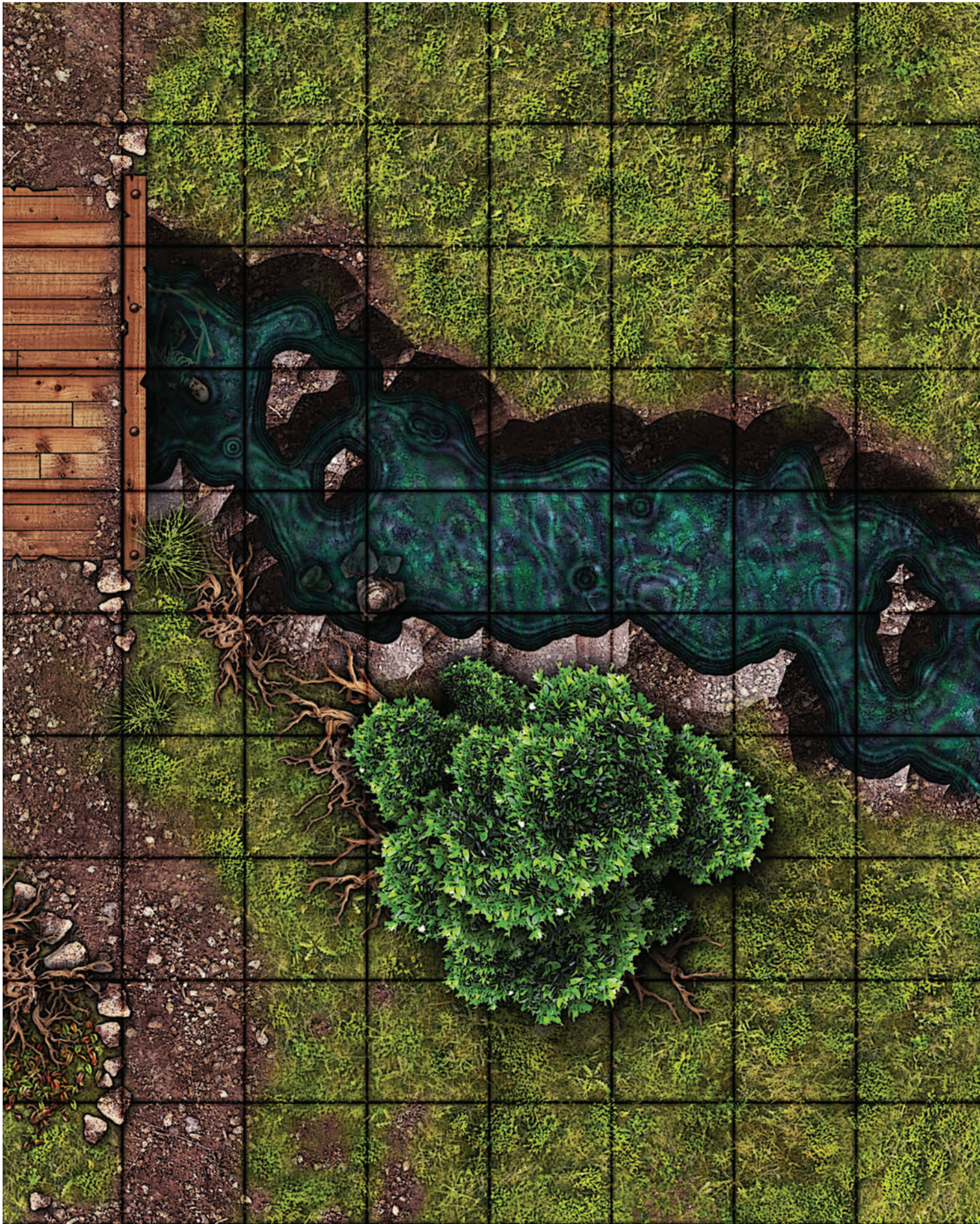
Infernal Legacy. Criella knows the thaumaturgy cantrip. Charisma is her spellcasting ability for this spell.

Print-n-Play Maps

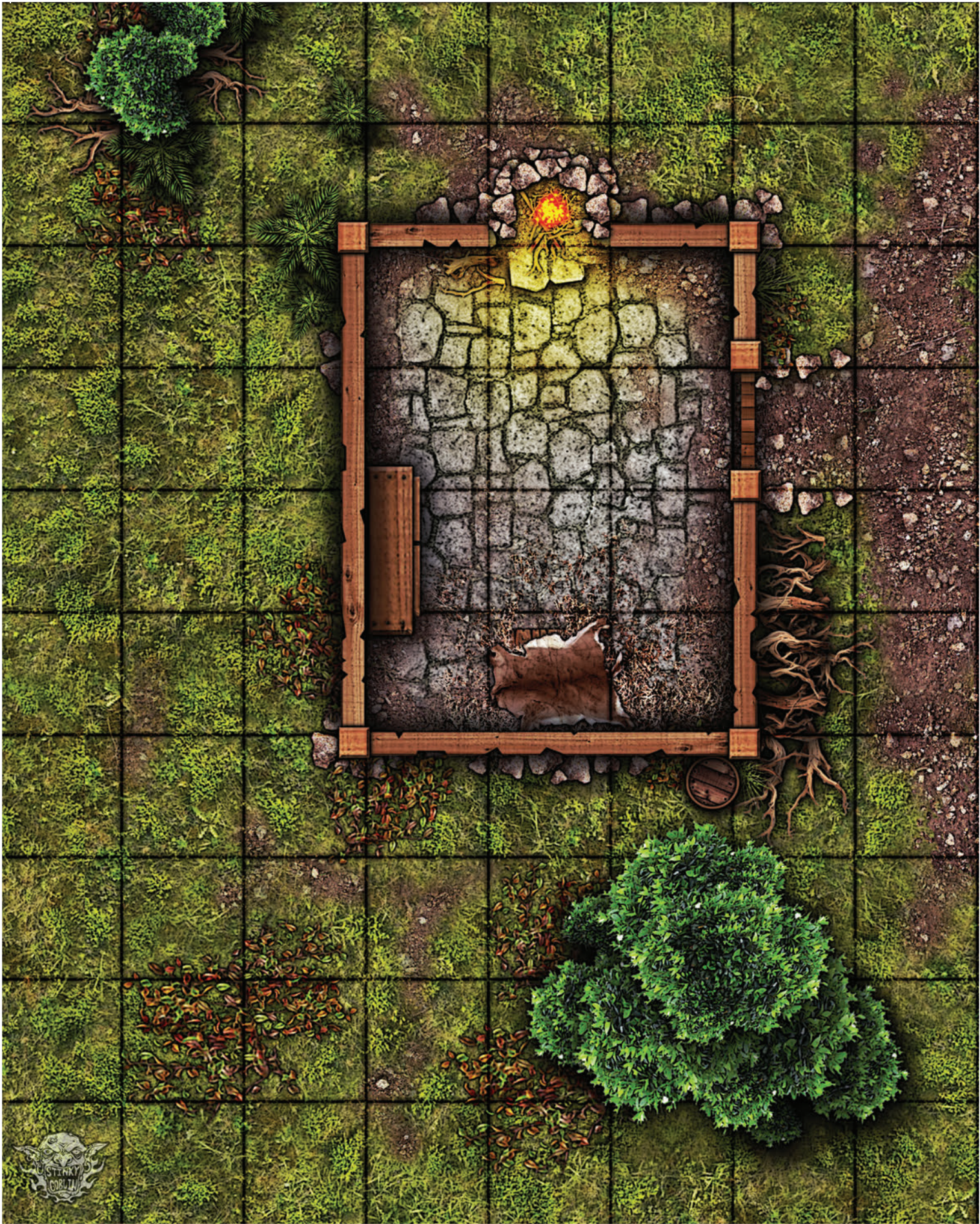
The remaining pages of this adventure contain detailed maps, which the gamemaster may use for reference by printing them out, or by displaying them on a tablet, phone, or laptop screen. These maps were created by [Jack Badashski](#), and will also be made available for purchase in print to use with this adventure, or in your own homebrew dungeon, via the [Aegis Studios store](#) at **DriveThruRPG**.

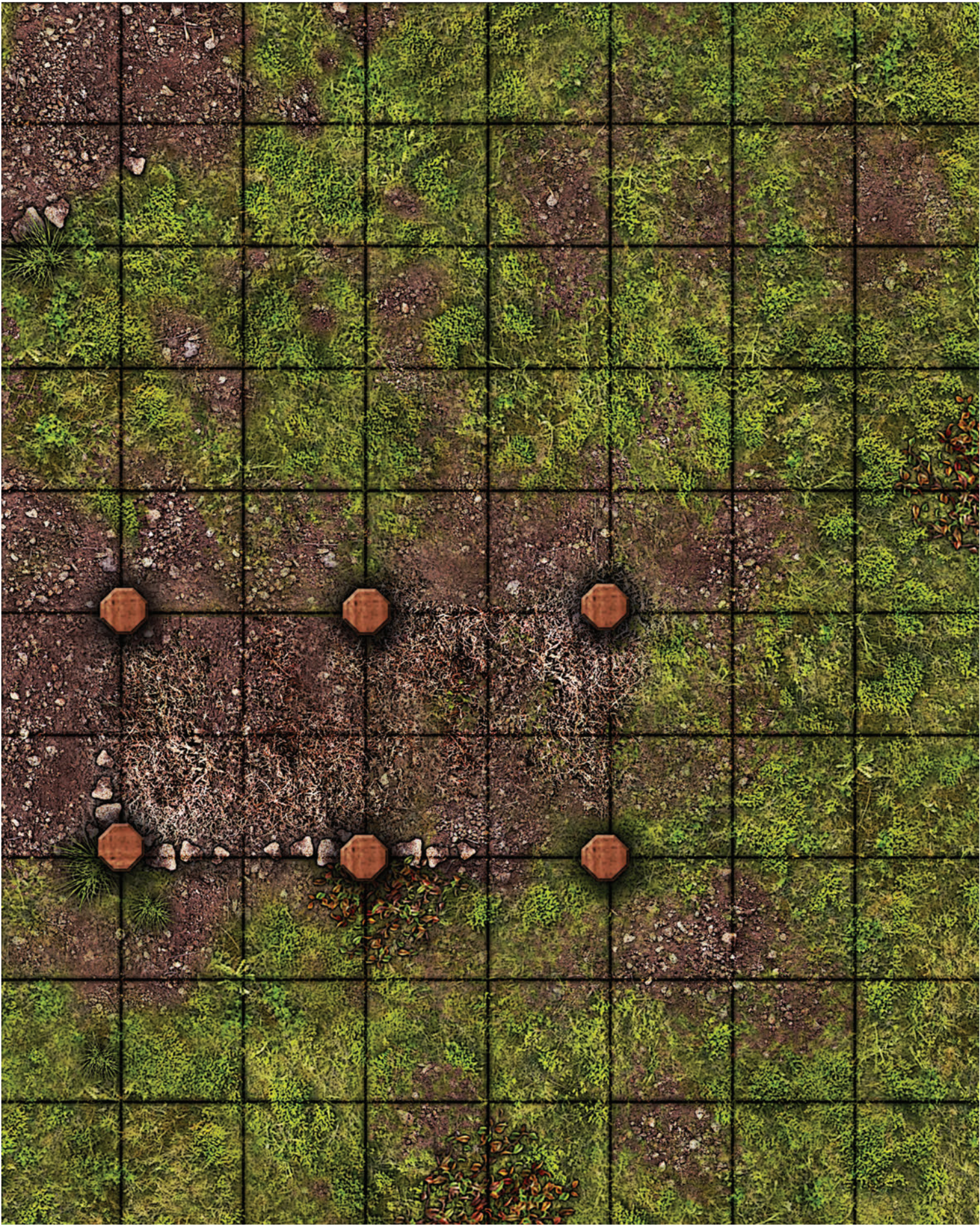
In all included maps, 1 sq = 5 feet



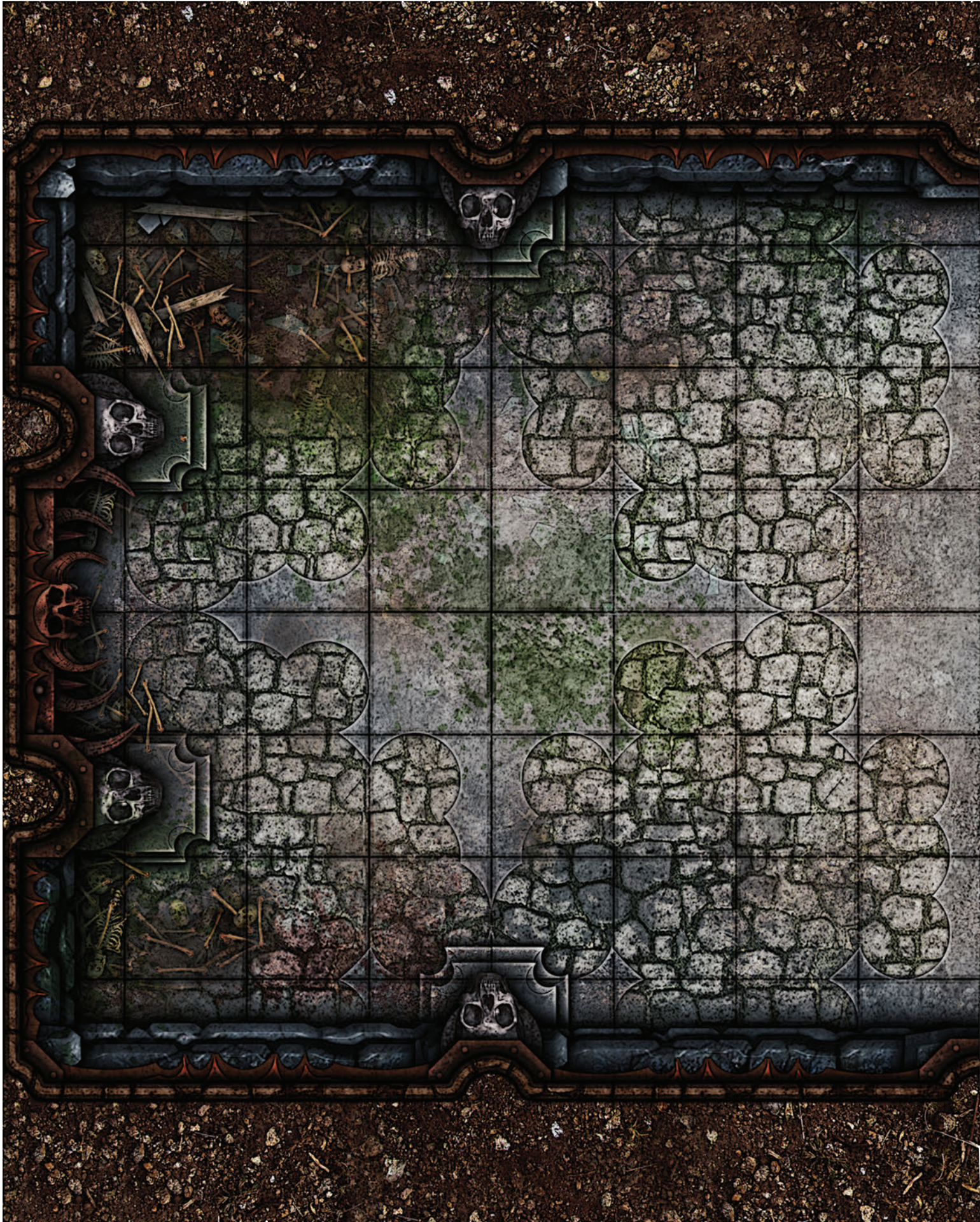


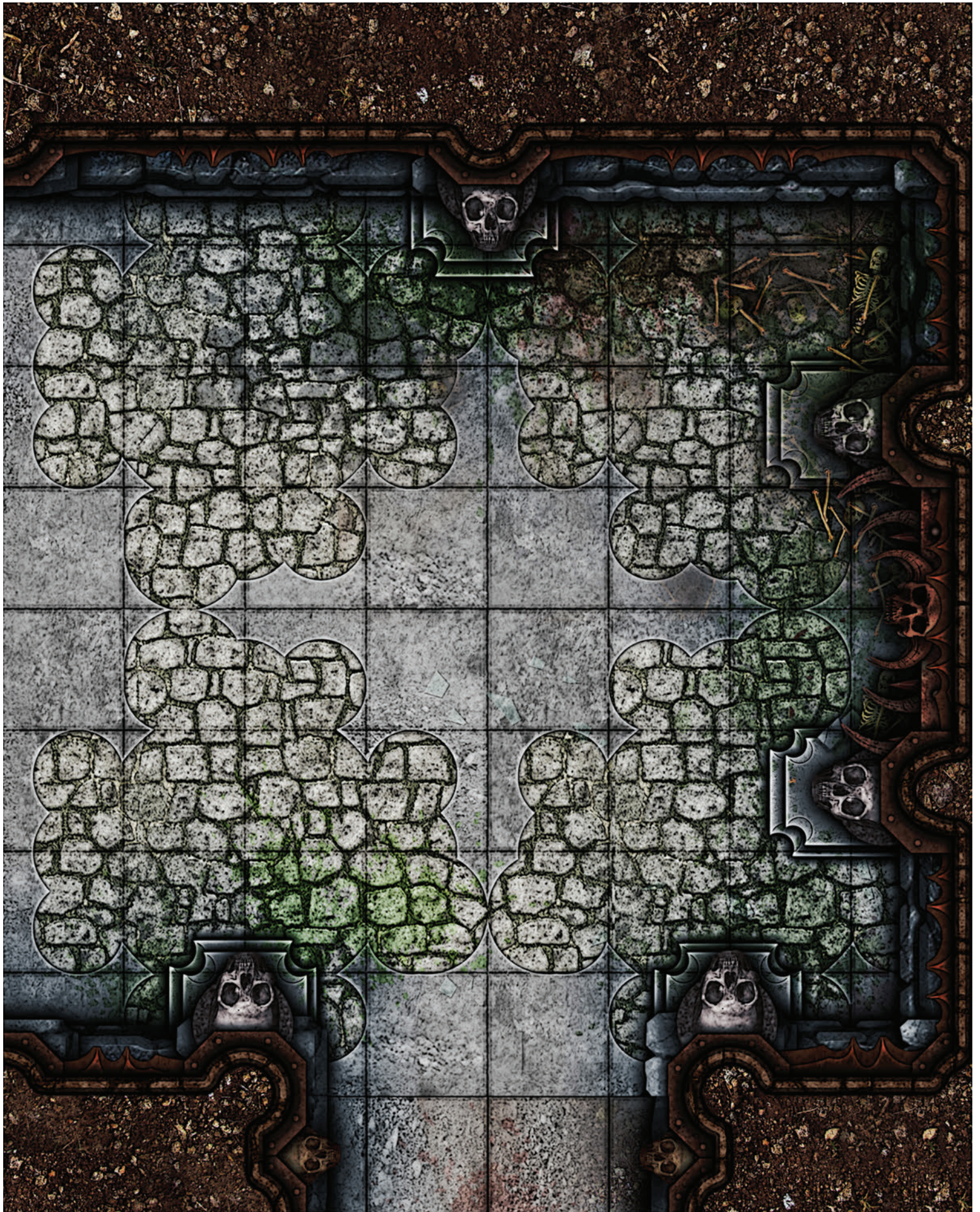
Northeast Grounds



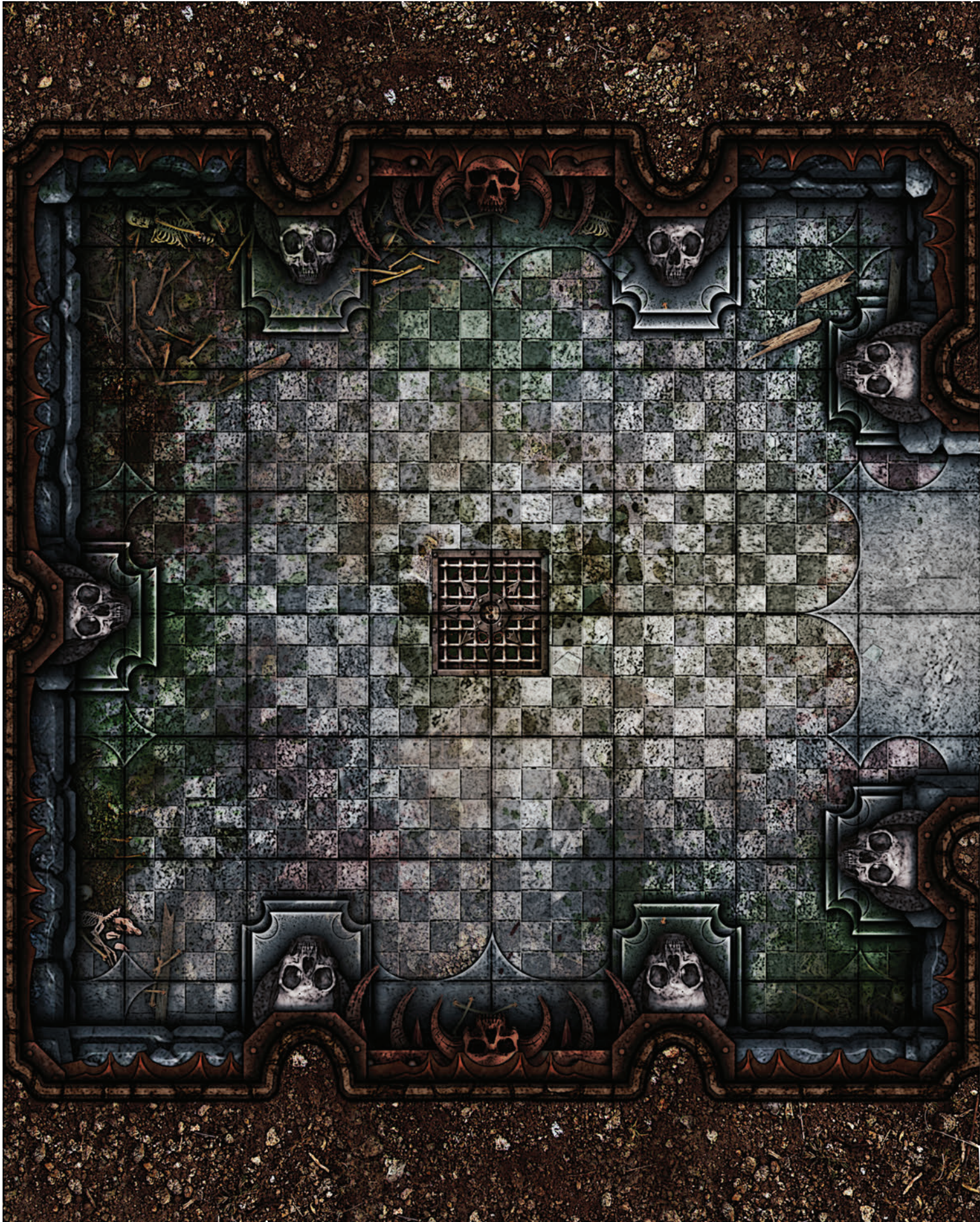


Southeast Grounds & Sheep Shelter



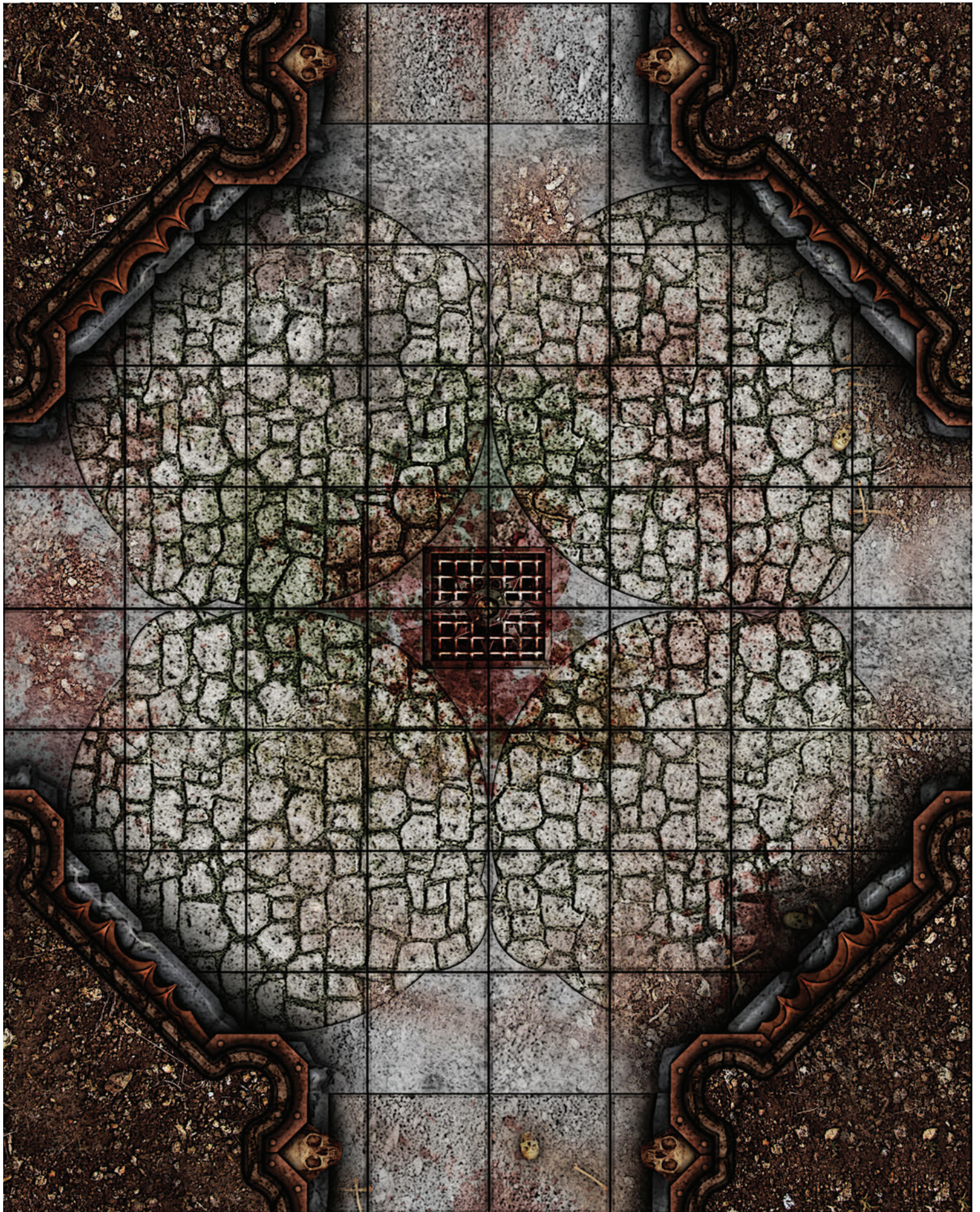


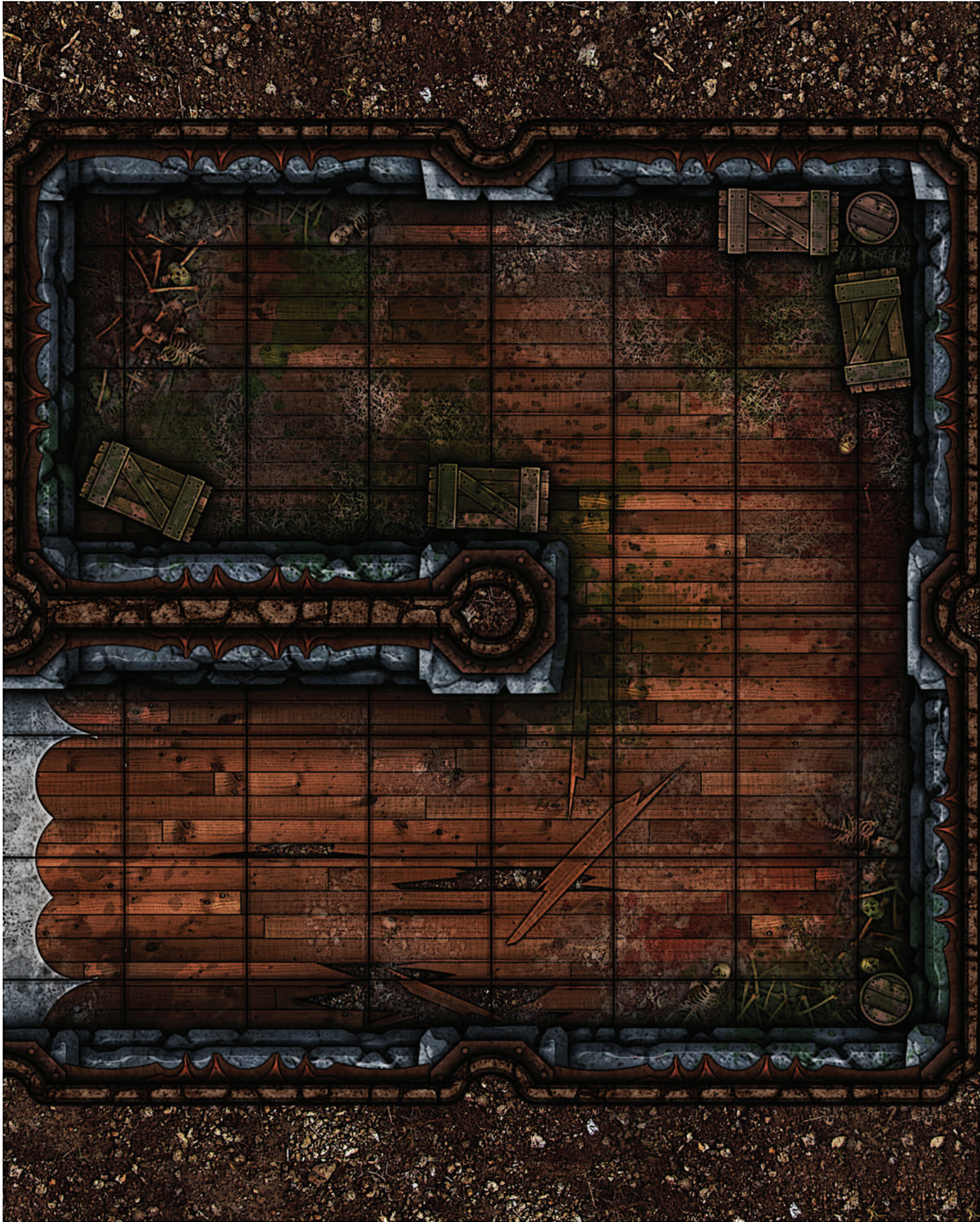
Area 10 - East



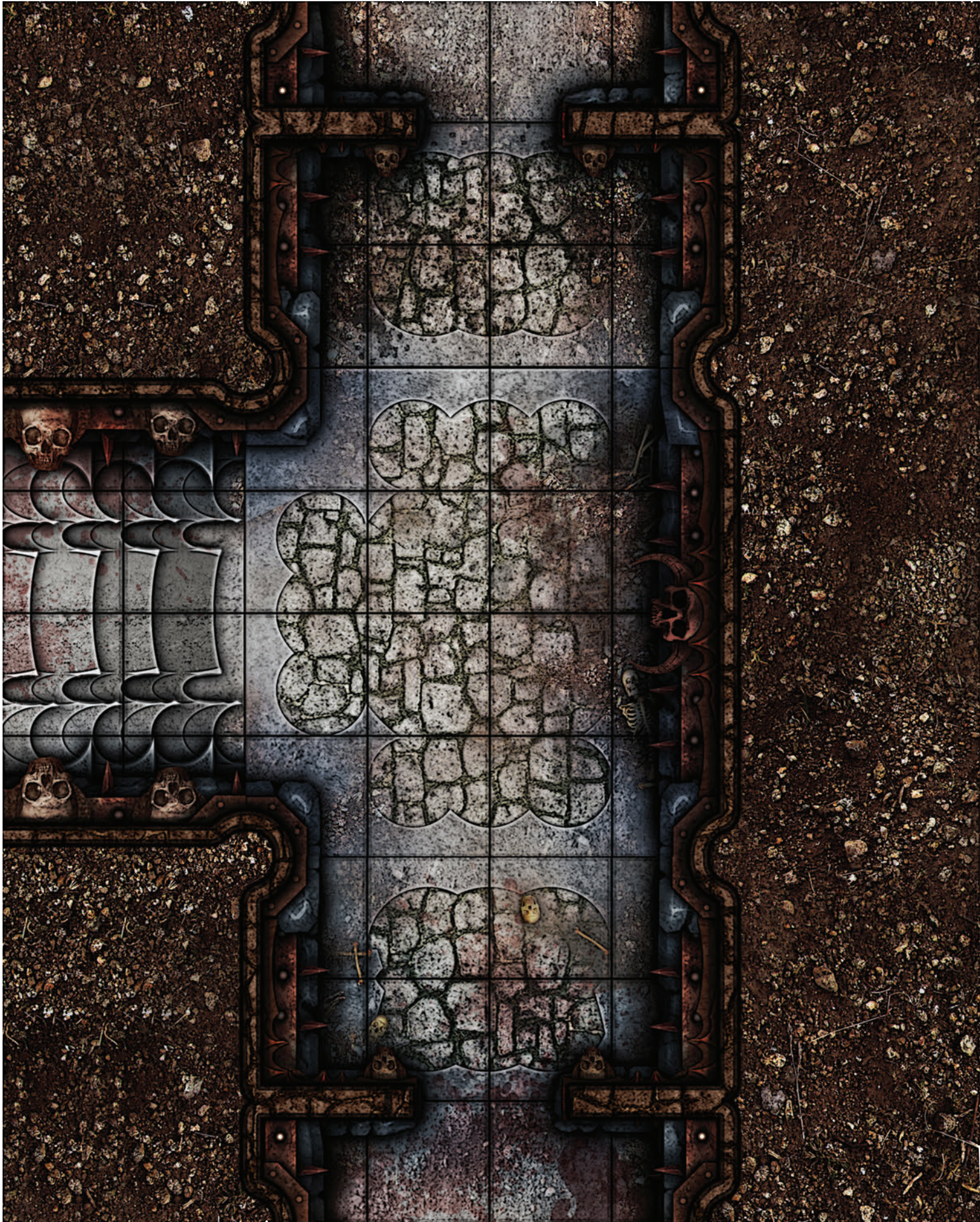


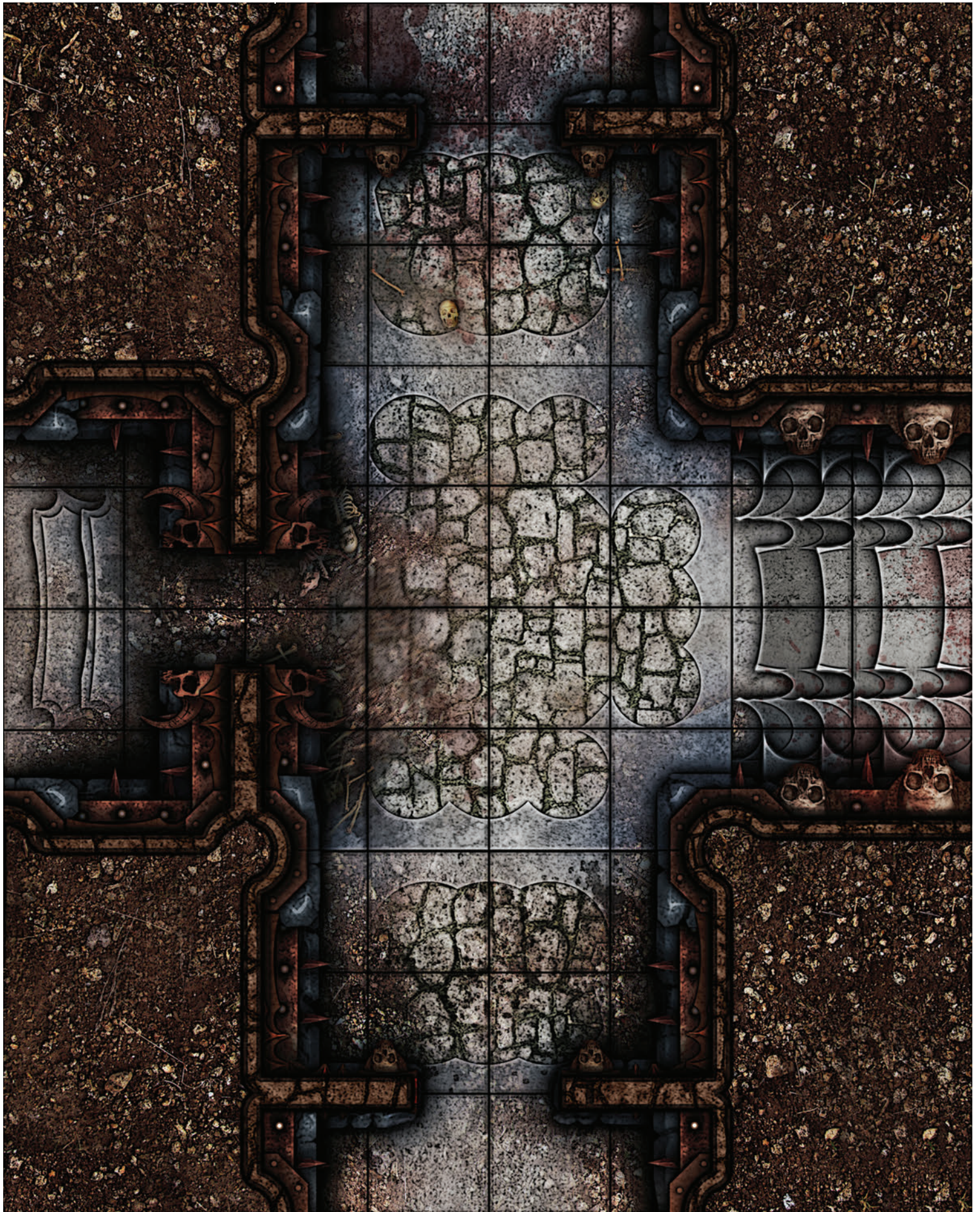












Area 1 - Secret Door Opened

