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THE RONIN INN

YOU ARE CORDIALLY INVITED AT MIDNIGHT

CANNIBAL CUISINE

COME DINE ON BENRIRIANS FIVE HUNDRED YEAR OLD SECRET RECIPE STUFFED HUMAN JUST ONE HUNDRED GOLD APiece
INTRODUCTION

ADVENTURE INTRODUCTION

The box that your secret friend has bequeathed to you begins to dance and hum. Without a doubt, Matigan Brennan has sent you another potential adventure to look into. Digging into your supplies, you uncover the homely wooden box and see the telltale soft, lavender glow of the magic sigils burnt into the sides of the box. You open the container and you see a scroll bound in black cloth resting atop a piece of parchment. You unfurl the scroll and Matigan Brennan’s distinctive penmanship is clearly seen. The letter reads,

My dear friends, it seems that another oddity has crossed my path. All will become more clear when you read the parchment, but it seems that an inn is hosting some sort of a cannibalistic dining event. I haven’t been able to gain access to this place despite being invited in a rather roundabout way. I do know that in the dead of night I have seen visitors enter and stay for quite some time. The visitors knock once, pause, then knock three more times in rapid succession. Moments later a raven-haired woman opens the door and the visitors show their invitations and gain access inside. Now it’s time to open your invite, and like it or not, I do not think this is some sort of a joke. One poor fellow tried to rob me of my goods and belongings, so I was forced to make very short work of him. I found this parchment on his corpse. If you choose to investigate this inn, it goes without saying to be quite careful, as I have no idea who or what every visitor is. One thing I am certain of is that the pair of beings I saw yesterday were not human.

Just remember this invitation and the secret knock. Know that this inn is made up of two buildings. The one to the right does not seem to have any doors or secret openings, but the building to the left has a pair of double doors.

These doors are at least 15 feet tall if that is any indicator of what might be lurking in that place. The inn is on the outskirts of town due north of here. Oh, and one more thing. Bring a healthy appetite.

Von Apetit.

Matigan Brennan

You read the parchment and realize it’s an invitation. This inn appears to be serving human body parts in a wide variety of dishes.

NOTES - DM/GM, show the players the handout as well as any future handouts that appear as full-page arts or ephemera. If the party agrees to investigate, read the following.

You decide to investigate this shady inn and proceed north to find the place. In a few hours, you come to two conjoined buildings distinctive of the style quite popular with feudal lords in the east, ninjas, and samurai. A pair of enormous double doors seems to indeed be the only way inside.

You proceed to walk up to the building and ready your invitation and try the secret knock. Moments later, a black-haired woman in full battle armor answers the door. The woman asks for your invitation with a smirk on her face.

After showing the macabre invitation to the woman, she proceeds to introduce herself to you as your patron for the evening, IKEHARA KIYOMI. The dark-haired woman then invites you to step inside and locks the door behind you. The first thing you notice is the beauty of the room you’ve just entered. The room is large with a ceiling that is 30 feet in height. The room is decorated with rich woods painted
CRAB-STUFFED EARS 20 GP EACH
5 FRIED ELFIN FINGERS 50 GP
12 DWARF-STUFFED OYSTERS 120 GP
MAELING HUMPING SOUP 130 GP
4 SOFT SHELL GNOME SKULLS 244 GP
SWEET AND SOUR HUMAN 300 GP
EYE KEBABS OVER RICE 360 GP
VA-KING SEVERED HEAD 500 GP

Ask about our quarterly and current specialty that is not for the faint of heart. A tried and true Cannibal Cuisine delicacy known as:

CRAWLING TROLL OVER VA KING NOODLES
“I may be wanted throughout the entire realms and be eternally on the run, but at least I can always enjoy my favorite Cannibal Cuisine!”
- Lui Sacharn

“Regular food is part of a balanced and healthy diet, but Cannibal Cuisine will help you live forever!”
- Lebo Franz

“I like food that’s simple on the digestive system. Try the Eye Kebabs Over Rice. They are to die for!”
- Palisha The Fox

“They say you are who you eat... Get it?! HaHaHaHaHa?!"
- Brillotte Savarian

“Unlike other Va-King foodstuffs, you will NOT feel hungry again in another hour!”
- Vilota The Hungerer
indeed correct. This is no joke by any means. Lying on the wheeled table is a variety of fully-cooked atrocities. Severed human and demi-human body parts have been sauteed and cooked in a variety of nauseous sauces and stuffed with a variety of unknown vittles. The centerpiece of this culinary nightmare is a human head with an apple stuffed in his mouth. Very much like Ikehara, the dead man’s eyes are open way too wide for what could ever be considered normal.

NOTES - DM/GM, most player characters will be outraged at such a site, and will immediately take measures to bring this atrocity to an end right here and now. If any attempt is made by the party to express outrage or appear to take action, Ikehara will escape up a spiral staircase to the east while the misshapen “man” and the two armored guards attack. All of the customers are non-fighters and should be treated as such.

The huge, deformed man-thing attacks as the two armored ones wearing masks flank your party with their swords. Ikehara immediately flees up the spiral staircase on the southeast side of the dining room.

NOTES - The dynamic behind this adventure would involve the party chasing Ikehara down as she flees through the larger building to the east. It is within these nine rooms that the PCs will encounter a variety of unsavory guardians. The two masked sword-wielders should be treated as a pair of humanoids suitable to match the experience levels of the PCs. Orcs, Gnolls, etc.

If the party decides to follow the fleeing Ikehara, she leaves a surprise in her tracks. Making a hasty retreat up the spiral staircase, Ikehara has unleashed a pair of attack hounds at the party.
This should take place just after the party defeats the pair of armored guards and the misshapen chef. The description of the hounds attacking unfolds as such.

You end up defeating the meal servers only to be met with a group of hounds that have been unleashed along Ikehara’s escape route. The group of hungry hounds does not hesitate to lunge for your throats.

NOTES - The stats for the infuriated chef are shown above, and the stats for the hounds are listed two pages ahead. A map has been provided for this first battle that takes up the entire level of the first building. The DM/GM should choose the monsters based on PC levels. If the PCs defeat the chef, pair of masked guards, and the hounds, read the following description to the players.

Upon defeating the hounds, you decide to pursue the departed Ikehara up the spiral staircase. After ascending the stairs, you reach the top level of the building with a large open door creaking in the wind. Before you is a bridge connected to another building. The bridge seems sturdy and is 30 feet long with a massive door nearly 20 feet in height that looms before you.

NOTES - Anyone crossing the bridge and listening at the door will hear nothing, even though a very large humanoid waits in the next room eager to smash the party. The escapee has alerted this stout fellow known as BJORN and he is aching for a fight to prove himself. Bjorn is so eager that he’s left the door unlocked. Bjorn is massive and made from beaten copper. It takes a strength (attributes can be combined) of 15 or more to open this door and a combined...
Hounds Unleashed Stats

<table>
<thead>
<tr>
<th>WOLVES</th>
<th>AC 13 - HP 11 - Spd 40</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR 12, DEX 15, CON 12, INT 3, WIS, 12, CHA 6</td>
<td></td>
</tr>
<tr>
<td>Senses Keen Hear/Smell Perc 13, Challenge 1/4 (50 XP)</td>
<td></td>
</tr>
<tr>
<td>ACTIONS Bite +4 to hit (2d4 + 2) piercing damage. DC 11 Strength save made or be knocked prone.</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>WORGS</th>
<th>AC 13 - HP 26 - Spd 50</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR 16, DEX 13, CON 13, INT 7, WIS, 11, CHA 8</td>
<td></td>
</tr>
<tr>
<td>Senses DV 60 ft, Perc 14, Challenge 1/2 (100 XP)</td>
<td></td>
</tr>
<tr>
<td>ACTIONS Bite +5 to hit (2d6 + 3) piercing damage. DC 13 Strength save made or be knocked prone.</td>
<td></td>
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<table>
<thead>
<tr>
<th>YETH HOUNDS</th>
<th>AC 14 - HP 90 - Spd 60</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR 19, DEX 15, CON 14, INT 13, WIS, 12, CHA 14</td>
<td></td>
</tr>
<tr>
<td>Senses DV 60 ft, Perc 15, Challenge 4 (1,100 XP)</td>
<td></td>
</tr>
<tr>
<td>ACTIONS Bite +6 to hit (2d8 + 4) piercing damage. Claws +6 to hit (1d8 + 4) slashing damage.</td>
<td></td>
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<table>
<thead>
<tr>
<th>BARGHESTS</th>
<th>AC 17 - HP 51 - Spd 40</th>
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</thead>
<tbody>
<tr>
<td>STR 17, DEX 15, CON 15, INT 6, WIS, 14, CHA 10</td>
<td></td>
</tr>
<tr>
<td>Init +2, Senses DV 60, scent Perception +11, XP 600</td>
<td></td>
</tr>
<tr>
<td>ACTIONS Bite +7 (2d6+4 plus sinister bite plus trip)</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>WOLVES</th>
<th>CR 1 - AC 14 - HP 13</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR 13, DEX 15, CON 15, INT 2, WIS, 12, CHA 6</td>
<td></td>
</tr>
<tr>
<td>Init +2, Senses low-light, scent Perception +8, XP 400</td>
<td></td>
</tr>
<tr>
<td>Speed 50, Base Atk +1, CMB +2, CMD 14 (18 vs. trip)</td>
<td></td>
</tr>
<tr>
<td>Melee bite +2 (1d6+1 plus trip)</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>WORGS</th>
<th>CR 2 - AC 14 - HP 26</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR 17, DEX 15, CON 13, INT 6, WIS, 14, CHA 10</td>
<td></td>
</tr>
<tr>
<td>Init +2, Senses DV 60, scent Perception +11, XP 600</td>
<td></td>
</tr>
<tr>
<td>Speed 50, Base Atk +4, CMB +7, CMD 19 (23 vs. trip)</td>
<td></td>
</tr>
<tr>
<td>Melee bite +7 (1d6+4 plus trip)</td>
<td></td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>YETH HOUNDS</th>
<th>CR 3 - AC 15 - HP 30</th>
</tr>
</thead>
<tbody>
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<td>STR 17, DEX 15, CON 15, INT 6, WIS, 14, CHA 10</td>
<td></td>
</tr>
<tr>
<td>Init +6, Senses DV 60, scent Perception +9, XP 800</td>
<td></td>
</tr>
<tr>
<td>Speed 40, fly 60, Base Atk +4, CMB +7, CMD 19</td>
<td></td>
</tr>
<tr>
<td>Melee bite +7 (2d6+4 plus sinister bite plus trip)</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>BARGHESTS</th>
<th>CR 4 - AC 17 - HP 45</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR 19, DEX 15, CON 15, INT 14, WIS, 14, CHA 14</td>
<td></td>
</tr>
<tr>
<td>Init +6, Senses DV 60, scent, Perception +11, XP 1,200</td>
<td></td>
</tr>
<tr>
<td>Speed 30, Base Atk +6, CMB +10, CMD 22 (24 trip)</td>
<td></td>
</tr>
<tr>
<td>Melee bite +10 (1d6+4) 2 claws +10 (1d4+4)</td>
<td></td>
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</tbody>
</table>

After the battle, you make a quick note of the room you are in. The room is 30 feet wide by 50 feet long with ceilings that rise to 30 feet in height. The walls are lined with rich red and gold tapestries that have been stretched firmly to the walls and floor. A 15-foot tall door lies directly in front of you heading east.

The next room you enter is similar to the first room you've just passed through. The dimensions are the same, and the room appears to be unoccupied. The few items of note are a massive octagonal gong 15 feet wide and suspended from the same chains used on ships to lay anchor. Three shields more suited for giants are mounted upon nails on the north wall, and a pair of wicked scimitars completes the weapons display. Another closed door is directly in front of you which leads east.

2. ALARM ROOM -

The next room you enter is similar to the first room you've just passed through. The dimensions are the same, and the room appears to be unoccupied. The few items of note are a massive octagonal gong 15 feet wide and suspended from the same chains used on ships to lay anchor. Three shields more suited for giants are mounted upon nails on the north wall, and a pair of wicked scimitars completes the weapons display. Another closed door is directly in front of you which leads east.

NOTES - Anyone approaching to within 5 feet of the shields and swords (anyone walking past the gong) will activate these magical DANCING SWORDS AND SHIELDS. Treat the swords as if they are a pair of +1 two-handed swords wielded by an average fighter of levels 4, 8, 12, or 16. The same for the shields, but they will try to slam and bludgeon the party for 1d6 points of damage.

After the battle, you make a quick note of the room you are in. The room is 30 feet wide by 50 feet long with ceilings that rise to 30 feet in height. The walls are lined with rich red and gold tapestries that have been stretched firmly to the walls and floor. A 15-foot tall door lies directly in front of you heading east.
each. The swords have 10-40 hit points and the shields have 20-80 hit points apiece.

3. THE WITCH ROOM -
Passing through the next door, your nostrils are assaulted by an overpowering stench of overly spiced and cooked flesh of some kind. A conical hut has been made from what appears to be a tower rooftop that has been dismantled and left to rot. It has somehow managed to gather a legion of moss and lichen covering nearly every inch of the hovel. A hideous crone stands in front of the opening of her filthy, insect-covered dwelling. She smiles a toothless grin and cackles knowingly. The hag speaks in a cracked and tremulous voice,

“Well, then. And what in the hells do we have here, my lovelies? Did you decide to join old Gertrude for a midnight snack? Did you know that humans cooked in the right broth tastes just like the most succulent cuts of pork?!”

The witch cackles and attacks.

NOTES - After the battle, Gertrude’s pet giant spider Bitby will quickly descend to the floor below with the hopes of having a large and easy meal. The DM/GM may wish to add witches (waiting in the hut) and/or spiders depending on the level of the PCs. A search of Gertrude’s nauseating hut will uncover a cauldron boiling a humanoid torso, a crude bed made from wet moss and hay, and a magical wand, rod, or staff.

PC LEVELS 1-5 - Wand of Illumination 8 ch.

PC LEVELS 6-10 - Wand of Fire 17 ch.

PC LEVELS 11-15 - Rod of Absorption 37 ch.

PC LEVELS 16-20 - Staff of Withering 48 ch.
### 3. Hags & Giant Spider Stats

<table>
<thead>
<tr>
<th>Name</th>
<th>AC</th>
<th>HP</th>
<th>Spd</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>CHA</th>
<th>WIS</th>
<th>INT</th>
<th>Senses</th>
<th>Challenge</th>
<th>Challenge</th>
<th>Challenge</th>
<th>Challenge</th>
<th>Init</th>
<th>Senses</th>
<th>Action</th>
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<th>Action</th>
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</thead>
<tbody>
<tr>
<td><strong>Human Witch</strong></td>
<td></td>
<td></td>
<td></td>
<td>14</td>
<td>11</td>
<td>18</td>
<td>11</td>
<td>11</td>
<td>18</td>
<td>None, Perc 13</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>14</td>
<td>+0</td>
<td>None XP 600 Speed 30 Spells</td>
<td>Burning Hands, Cause Fear,</td>
<td>Chill Touch, Detect Undead,</td>
<td>Acid Arrow, Command Undead.</td>
<td>Burning Hands, Cause Fear,</td>
</tr>
<tr>
<td><strong>Green Hag</strong></td>
<td>17</td>
<td>82</td>
<td>30</td>
<td>18</td>
<td>12</td>
<td>13</td>
<td>16</td>
<td>14</td>
<td>14</td>
<td>Dancing Lights, Minor Illusion, Vicious Mockery.</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>18</td>
<td>+7</td>
<td>2d8 + 4 slashing damage.</td>
<td>2d8 + 4 slashing damage.</td>
<td></td>
<td></td>
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<tr>
<td><strong>Night Hag</strong></td>
<td>17</td>
<td>112</td>
<td>30</td>
<td>15</td>
<td>12</td>
<td>16</td>
<td>14</td>
<td>16</td>
<td>16</td>
<td>None</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>15</td>
<td>+4</td>
<td>1d6 + 5 slashing damage.</td>
<td>Call The Blood powers, Bestow Curse, Cloudkill.</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td><strong>Blood Hag</strong></td>
<td>16</td>
<td>178</td>
<td>30</td>
<td>16</td>
<td>12</td>
<td>15</td>
<td>21</td>
<td>17</td>
<td>21</td>
<td>None</td>
<td>7</td>
<td>7</td>
<td>7</td>
<td>7</td>
<td>17</td>
<td>+5</td>
<td>2d8 + 4 slashing damage.</td>
<td>2d8 + 4 slashing damage.</td>
<td></td>
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<tr>
<td><strong>Giant Spider</strong></td>
<td>14</td>
<td>26</td>
<td>30</td>
<td>16</td>
<td>12</td>
<td>11</td>
<td>18</td>
<td>11</td>
<td>18</td>
<td>None</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>16</td>
<td>+9</td>
<td>2d8 + 3 piercing damage.</td>
<td>DC 11 Constitution save made or be poisoned (2d8)</td>
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<tr>
<td><strong>Phase Spider</strong></td>
<td>13</td>
<td>32</td>
<td>30</td>
<td>15</td>
<td>12</td>
<td>6</td>
<td>10</td>
<td>17</td>
<td>10</td>
<td>None</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>15</td>
<td>+4</td>
<td>1d10 + 2 piercing damage.</td>
<td>DC 11 Constitution save made or be poisoned (4d8)</td>
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<td></td>
<td></td>
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<tr>
<td><strong>Huge Spider</strong></td>
<td>15</td>
<td>64</td>
<td>40</td>
<td>17</td>
<td>15</td>
<td>13</td>
<td>10</td>
<td>17</td>
<td>15</td>
<td>None</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>12</td>
<td>+8</td>
<td>2d8 + 4 piercing damage.</td>
<td>DC 12 Constitution save made or be poisoned (3d8)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Huge Spiders</strong></td>
<td>15</td>
<td>64</td>
<td>40</td>
<td>17</td>
<td>15</td>
<td>13</td>
<td>10</td>
<td>17</td>
<td>15</td>
<td>None</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>12</td>
<td>+8</td>
<td>2d8 + 4 piercing damage.</td>
<td>DC 12 Constitution save made or be poisoned (3d8)</td>
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<tr>
<td><strong>Giant Tarantula</strong></td>
<td></td>
<td></td>
<td></td>
<td>21</td>
<td>12</td>
<td>16</td>
<td>24</td>
<td>24</td>
<td>24</td>
<td>None, Perc 12</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>21</td>
<td>+5</td>
<td>3d6+18 poison.</td>
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<td><strong>Ogre</strong></td>
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<td>2</td>
<td>15</td>
<td>+3</td>
<td>None XP 60 Speed 600</td>
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<td>21</td>
<td>+2</td>
<td>None XP 60 Speed 600</td>
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<td><strong>Annis Hag</strong></td>
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<td>13</td>
<td>+1</td>
<td>None XP 1,200 Speed 400</td>
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<td><strong>Blood Hag</strong></td>
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<td>21</td>
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<td>None XP 1,800 Speed 400</td>
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**Notes:**
- **DC 12 Constitution save made or be poisoned (3d8)**
- **DC 11 Constitution save made or be poisoned (2d8)**
- **DC 10 Constitution save made or be poisoned (1d8)**
- **DC 8 Constitution save made or be poisoned (1d6)**
- **DC 6 Constitution save made or be poisoned (0)**

**Spellcasting:**
- Magic Missile, Ray of Enfeebling, Sleep.
- Hands, Cause Fear, Chill Touch, Detect Undead, Acid Arrow, Command Undead.
A perceptive party member (DCs determined by DM/GM) may notice an elf that has been wrapped tightly in the giant spider’s strong, glue-like webs. This elf is glued to the wall 50 feet from the floor. The DM/GM should determine if this elf (Nathaly) is still alive, and could be of use to the party, or if she has suffocated in the powerful embrace of the spider’s webs.

4. SECOND FLOOR ENTRY -
You descend the marble steps which are much too large for average-sized humans. The next room that greets you is a duplicate of the other rooms you’ve passed through, save for that it is unoccupied. A painted wooden mural depicting an Ogre Mage warrior is hung on the north wall. It measures 10 feet wide and reaches to the ceiling 30 feet from the floor. A large brass nameplate can be seen affixed to the base of this mural which reads,

OUR MOST NOBLE LORD AND SAVIOR, TAKEDA YU!

5. ART GALLERY -
The room you’ve just entered has a wooden painting similar to the painting found in the last room but is depicting a different Ogre Mage. This painting has a large brass nameplate 10 feet from the floor which reads,

HAIL TO THE HERO AND CHAMPION, TOMITA TZUNEO!

The room appears to be an art gallery of sorts with a variety of paintings depicting Ogre Magi slaughtering knights on various battlefields. The main attraction is a 25-foot wide wooden work of art snugly draped in rich red velvet curtains. The artwork depicts an otherworldly palatial hallway in a one-point perspective.

The black and white chessboard making up the floor is a masterwork optical illusion making the floor appear to swirl unnaturally. While gazing upon this work of art, you’re rudely interrupted by the door to the west opening and a patrol of armed humanoids pours into the room. The largest of the bunch yells in crude Common,

“Intruders! Kill all but one of them. We want the master to have his nightly entertainment torturing one of these scum!”

NOTES - DM/GM, treat these sentries like the two masked guards at the beginning of this adventure. They carry the following light treasures.

1. PC Levels 1-5 - 10 gp, 20 sp.
2. PC Levels 6-10 - 20 gp, 40 sp, 10 cp.
3. PC Levels 11-15 - 30 gp, 60 sp, 20 cp.
4. PC Levels 16-20 - 50 gp, 4 gems 100gp ea.

The art gallery treasures found here are as follows:

TREASURES #1 (for levels 1-5)
8 Paintings 50 gp ea. 8 Marble Idols 25 gp ea. 100, 5” Copper Warrior Figurines 10 gp each.

TREASURES #2 (for levels 6-10)
8 Paintings 100 gp ea. 8 Marble Idols 50 gp ea. 100, 5” Silver Warrior Figurines 35 gp each. 8 Copper masks worth 30 gp each.

TREASURES #3 (for levels 11-15)
8 Paintings 180 gp ea. 8 Marble Idols 100 gp ea. 100, 5” Gold Warrior Figurines 50 gp each. 8 Silver masks worth 70 gp each.

TREASURES #4 (for levels 16-20)
8 Paintings 250 gp ea. 8 Marble Idols 250 gp ea. 100, 5” Platinum Warrior Figurines 75 gp each. 8 Gold masks worth 150 gp each.

Figurine of Wondrous Power Marble Elephant
6. TREASURE CHAMBER -
You open the door to this chamber and immediately see a massive marble statue of an Ogre Magi deity. The sculpture is 15 feet wide and over 20 feet in height and expertly carved from dozens of marble blocks forming the face of this masterpiece. A mahogany chest as large as a king-sized bed is pushed against the north wall. This wall is adorned with eight Oni masks that are all larger than a large man’s torso. The room appears to be empty of any inhabitants.

NOTES - Anyone entering 5 feet into the room will activate the “chest” which is actually a Mimic, whose size and hit points may vary based on the level of the PCs. This Mimic can be omitted for low-level parties.

The eight masks on the wall are ONI MASKS, and they will attack anyone surviving the mimic. The DM/GM may also choose to have the Oni Masks attack alongside the Mimic.

A TRAPPER (optional) is taking the form of an ornate Oni carpet lying in front of the marble statue. This huge statue has a Magic Mouth spell cast upon it. The real treasure is behind this marble statue. It is in a locked chest the same size as the mimic lying in wait. Anyone surviving these three attacks will be greeted sternly by the Magic Mouth attached to the statue’s carved marble mouth. The face statue appears to speak,

“Well done, fools. You are the first to make it this far, but you won’t make it out of here alive. Begone now and flee from the direction you came! There is no treasure here.”

NOTES - This statement is a lie and the treasures are detailed as follows.

TREASURES #1 (for levels 1-5)
Masterwork Battleaxe, 555 pp, 424 gp, 1,080 sp,
Masterwork Longbow, 10 small gems 50 gp ea.
Masterwork Thieve’s Tools, 8 emeralds 100 gp ea.
Masterwork Star Knife, 4 gold idols 125 gp ea.
6 Copper orbs (6” diameter) worth 100 gp each.
1 quiver of 12, Masterwork Arrows.
4 Potions of Healing.

TREASURES #2 (for levels 6-10)
Battleaxe +1, 880 pp, 1,010 gp, 2,048 sp,
Longbow +1, 10 small gems 100 gp ea.
Short Sword +1, 8 emeralds 200 gp ea.
Star Knife +1, 4 gold idols 200 gp ea.
6 Silver orbs (6” diameter) worth 300 gp each.
1 quiver of 20, +1 Arrows.
1 Potion of Extra Healing, Potion of Speed.

TREASURES #3 (for levels 11-15)
Battleaxe +2, 1,200 pp, 1,440 gp, 3,030 sp,
Longbow +2, 10 small gems 200 gp ea.
Short Sword +2, 8 emeralds 300 gp ea.
Star Knife +2, 4 gold idols 350 gp ea.
6 Gold orbs (6” diameter) worth 450 gp each.
3 quivers of 20, +1 Arrows.
2 Potions of Extra Healing, Potion of Speed.
24 Silver 4” (octagonal) plates 50 gp each.

TREASURES #4 (for levels 16-20)
Battleaxe +2, 1,600 pp, 1,880 gp, 4,444 sp,
Longbow +2, 10 small gems 300 gp ea.
2 Short Swords +2, 8 emeralds 400 gp ea.
2 Star Knives +2, 4 gold idols 500 gp ea.
6 Platinum orbs (6” diameter) 1,000 gp each.
3 quivers of 20, +2 Arrows.
3 Potions of Extra Healing, Potion of Speed.
24 Gold 4” (octagonal) plates 125 gp each.
2d4 Scrolls (various) with one, level 3 spell each.

NOTES - This statement is a lie and the treasures are detailed as follows.

A spiral staircase leads to the levels below.
7. BOTTOM LEVEL ENTRY -
You descend the staircase to the next level. A closed-door bars your path and leads east. There is an enormous winter wolfskin nailed to the north wall.

NOTES - The skin could very well be a Trapper or other similar creature tasked to guard this area.

8. TORTURE CHAMBER -
You open the 15-foot tall door and you are immediately greeted by screams of fear intermingled with the flapping of huge, leathery wings. Batlike creatures are terrorizing several prisoners held captive in a variety of cages and gibbets. A barbarian wearing heavy furs sees you and screams for your help.

“Get us the hells out of here! These bastards are cannibals! They’ve made us watch them eat our party! For the sake of the gods, help us!”

The bat-like creatures swoop down to attack.

NOTES - For lower-level parties, these are indeed giant bats. For higher-level parties, this is a flock of CLOAKERS, or other similar flocks of creatures to be determined by the DM/GM. See 8. Flying Creatures stats on the next page.

There are three prisoners still alive and listed below. Three more of their brethren were once stored in a pen behind the stairs, and they were indeed feasted upon by the evil ones dwelling in this cannibal inn. The survivors no longer have any treasure or weapons. See weapons and treasure from area 6.

DORIS DOOLITTLE - Female Halfling
RAYLEN GAUGE - Female Rogue
ORGOGON - Male Barbarian

The DM/GM should set attributes similar to the party that have just rescued them if he/she feels that the party may need some help with surviving this adventure. If the party is believed to have this adventure in hand, the three survivors can all be reduced to having 4 hit points remaining from having suffered numerous tortures.

If the flying creature(s) are slain, the barbarian has a chance to contain himself and warn the party that the fleeing matron is hiding in a secret room cut into the marble staircase. The barbarian yells,

“The leader is in here! He's hiding in a secret room cut in the staircase. Be careful!”

The fleeing matron is the owner of this cannibal inn. “She” is actually the lord and master of this inn, and goes by the name TAKEDA YU. Takeda Yu has hidden inside a secret chamber via a door cut into the huge marble staircase which leads to area 9. Takeda Yu is lying in wait ready for a final battle with the party. Anyone approaching the marble staircase will alert (spy hole) those hiding within, and all inside will barge out and attack. Takeda Yu will have some choice words for the party that has invaded his illicit eatery,

“You bastards have destroyed my eatery! I will feed you alive to my giant snake!”

The DM/GM has a variety of options to adjust to his/her liking. Extra Ogre Magi could be Takeda Yu’s bodyguard, wife, and/or chief torturer. They plan on ambushing the party if they make it this far. The Oni used for this encounter can be a variety of Oni, with a variety of different weapons.

The collective treasures that can be poached from the dead body/bodies of these foes are as follows.

TREASURES #1 (for levels 1-5)
56 pp, 70 gp, 110 sp, 2 Pearls 50 gp each.
Ring of Jumping, Philter of Love
### 8. Flying Creatures & Oni Stats

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<th>Creature</th>
<th>AC</th>
<th>HP</th>
<th>Speed</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
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<td>AC 16 ~ HP 110 ~ Spd 30</td>
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THE CHAMBER OF THE SERPENT

TREASURES #2 (for levels 6-10)
78 pp, 90 gp, 130 sp, 2 Pearls 100 gp each.
Ring of Feather Falling, Potion of Clairvoyance

TREASURES #3 (for levels 11-15)
110 pp, 140 gp, 150 sp, 4 Pearls 100 gp each.
Ring of Telekinesis, Wand of Fear (41 charges)

TREASURES #4 (for levels 16-20)
150 pp, 170 gp, 180 sp, 8 Pearls 100 gp each.
Ring of Mind Shielding, Wand of Polymorph (49 charges), pouch of 40, +2 Sling Bullets.

9. THE CHAMBER OF THE SERPENT - After climbing the mammoth marble steps, you open a door that leads to a chamber filled with stinking, stagnant water. There is a large iron sewer drain door that has been cut into the north wall off to your left. Slimy tendrils drip gooey slime into the murky green water taking up the entire floor. The depth of the water is indeterminate. The only thing you hear is the steady dripping from the 15-foot in diameter hole in the wall. There is no light source within the hole, and it is pitch black.

NOTES - The DM/GM again has a variety of options for this final encounter with Takeda Yu’s beloved “pet.” This pet, lovingly referred to as NARGANATA, will vary stat-wise based upon the experience level of the party. 9. Narga or Snake Stats. If anyone approaches within a few feet of the water or uses a pole to poke around in the water, DM/GM read the following.

A strong and tremulous wave can be seen in the center of the pool and a large head atop a serpentine body appears from the depths of the pool. An enormous serpent attacks.

NOTES - This creature has been fed many unwary adventurers over the years. Narganata (or any serpent-like monster or monsters the DM/GM chooses) has incidentally collected a bit of treasure that lies at the bottom of this fetid pool. Some suggestions for the DM/GM to choose from are:

TREASURES #1 (for levels 1-5)
120 cp, 230 sp, 34 gp, Bloodstone (50 gp), Chrysoprase (50 gp), 2x Citrine (50 gp each)

TREASURES #2 (for levels 6-10)
240 cp, 444 sp, 66 gp, Small Bag of Silver Nuggets (25 gp), Electrum Talisman (25 gp)

TREASURES #3 (for levels 11-15)
404 cp, 616 sp, 410 gp, 77 pp, Moonstone (50 gp), Quartz Crystal (50 gp)

TREASURES #4 (for levels 16-20)
606 cp, 808 sp, 616 gp, 128 pp, 3x Moonstone (50 gp each), Flail +2, 6 Darts +2
If the party survives, it is their choice of what to do after conquering the evil ones that operated this cannibal inn. The DM/GM may choose to position this short adventure near a town run by men with noble intentions. Reporting this to them could bring either acclaim to the surviving PCs, or it could bring suspicion or even the scorn by the rulers of the city for slaughtering the occupants of this inn without permission.

The DM/GM has the option of having the party’s mysterious mission procurer, Matigan Brennan, contact them afterwards. If you haven’t already, it is advisable to download the first FREE short adventure in this series, STEAL THE PLANS on DTRPG, to gain more insight into the dynamic between Matigan Brennan and the PCs.

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