

MONGREL MALADY



HOME BREW

Can you save the spell-less wizard?

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If you like this adventure, please check out my website:

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ADVENTURE PRIMER

Mongrel Malady is a 5th Edition adventure for **4-6 characters of 2nd-level** and is **optimized for a party of four characters**. This adventure sees the party heading to a wizard's tower to retrieve a spell scroll, only to find it filled with monsters. This adventure would fit in any setting with a small tower.

BACKSTORY

The sleepy village of Affeldorf had always been defended by the mighty wizard Wesorin the Hawk. Recently, however, a crafty gnoll shaman tricked Wesorin into using a cursed item. The curse erases all forms of magical writing when the Wizard gets too close. This has already wiped out half the wizard's spellbook and with it access to his most powerful magic.

Worse still, the pack of blood-thirsty gnolls now threatens the village. A recent raid has already robbed Affeldorf of much of its wealth and a half-dozen villagers have been taken captive.

The gnolls have taken control of Appley Tower, Wesorin's home, and there is little doubt that, once they've eaten their current victims they'll be back. Without his magic, Wesorin is all but powerless to stop them.

ADVENTURE SUMMARY

The characters are sent to Wesorin's tower to retrieve a spell scroll that he hopes will remove the curse placed upon him. There they find that the situation is even more dire and the gnolls are using the captives to power a ritual that creates powerful undead.

ADVENTURE HOOK

Affeldorf is a small, quiet farming settlement, a few day's journey from the nearest city. It is, however, famous for the quality of its cider, Scrumptily Umpcious.

Sat in the centre of a wide river valley, the village itself is nothing more than a small collection of homesteads circled around the Scrumptily Brewery. It has a general store, a tavern that sells the sweet local brew and a shrine to Miuna (goddess of agriculture).

One or all of the characters should be familiar with the village and in particular the local priestess, Cara Hornwood (LG female halfling **acolyte**). Once you've described the village, read or paraphrase the following:

The usually sleepy village of Affeldorf is a bustle of activity. Villagers rush about hastily erecting simple barriers or loading wagons with possessions. More than that, however, some of the buildings show signs of damage and the villagers signs of injury.

The local priestess, Cara approaches, joined by a tall, slim man in robes. "Ah, Adventurers, thank you for coming. As you can see we've suffered an attack and many people are fleeing to the city."

Cara will introduce them to Wesorin (LG male human **mage**) and then explain the situation, asking the characters to go to Wesorin's tower to retrieve a *spell scroll* of *remove curse* from a his study (area 3) and will pay them 100 gp for this. Wesorin is a little out of sorts, so he won't think to mention the trap area 3 unless the characters ask him about such things.

THE JOURNEY TO APPLEY TOWER

The journey to the tower is only an hour on foot, but passes through a forest. Three of the gnolls were left behind, carrying a heavy chest filled with loot stolen from Affeldorf.

ENCOUNTER: GNOLL RAIDERS

Three **gnolls** are encountered on the forest path. Two carry a large, wooden chest between them, while the third scouts a little way ahead. The gnolls won't fight to the death. Instead, if one of them dies they will attempt to escape into the forest.

TREASURE

The chest is filled with silverware worth 50 gp and 1000 sp. All loot taken from the villagers.



APPLEY TOWER

The tower balances precariously on a cliff-edge facing out to sea. Wesorin lives here alone and keeps himself fed using mostly magic, so there are few amenities. Smoke curls out of the single chimney, revealing that someone is still present.

GENERAL FEATURES

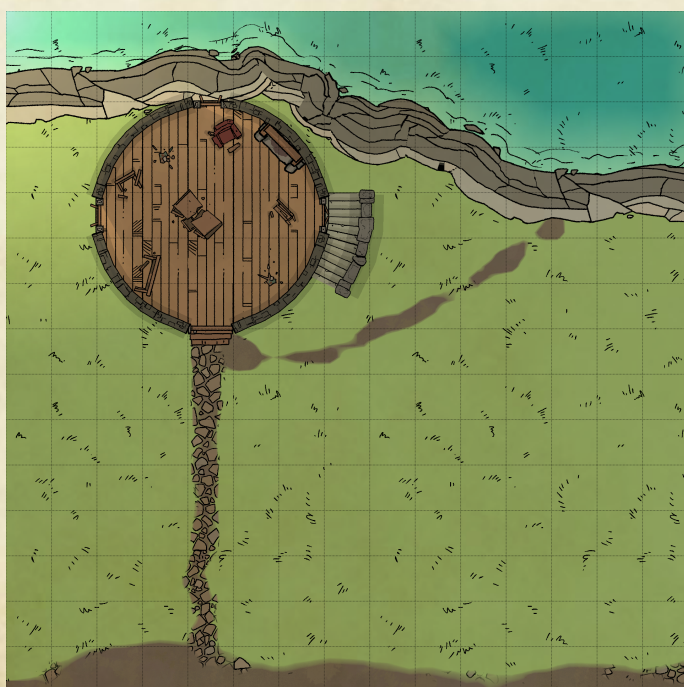
The tower is divided into three main levels and a map accompanies each level.

Ceilings. Ceilings are 10 feet high unless otherwise noted.

Doors/Trapdoors. Doors are made of wood reinforced with iron bands. They have simple locks. Picking a lock requires a successful DC 15 Dexterity check with proficiency in thief's tools. It takes a successful DC 15 Strength check to break down a door.

Light. The characters will reach the tower during the daytime, unless they are held up by their own machinations, so all areas are well lit.

Walls. Walls are built with smooth limestone blocks.

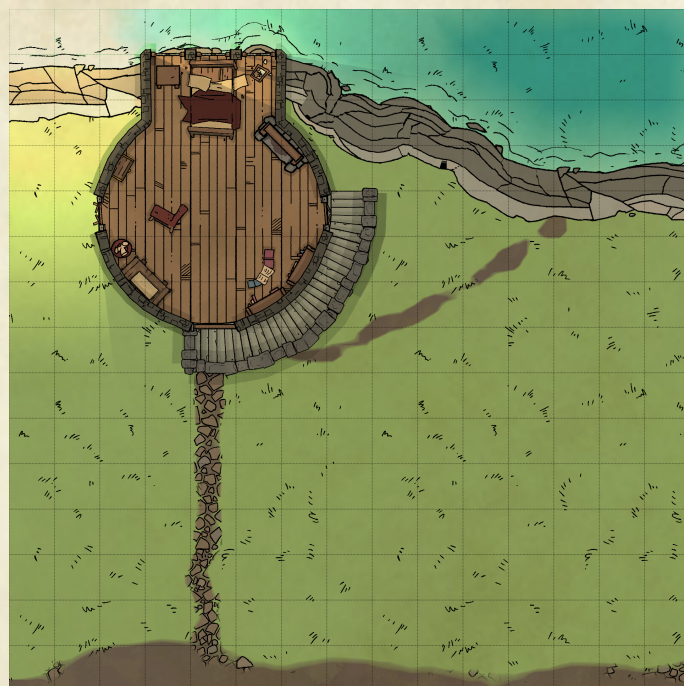


GROUND FLOOR - LABORATORY

This area is Wesorin's workroom and laboratory. The gnolls have turned the place over and broken or stolen most of the contents.

ENCOUNTER: WITHERLING.

Rroc Dustmug, the pack's shaman and leader, has used the components to perform an evil ritual and raise a witherling (use the **mummy** stat block), a powerful undead creature to strengthen his pack. The witherling has been left here with simple instructions, kill any non-gnoll that enters.



WESORIN'S QUARTERS AND STUDY

This area is where Wesorin sleeps and is also home to his library, a collection of some two hundred books on magic, nature and history. A ladder on the eastern wall leads up to a trap door in the ceiling.

TRAPPED FLOOR.

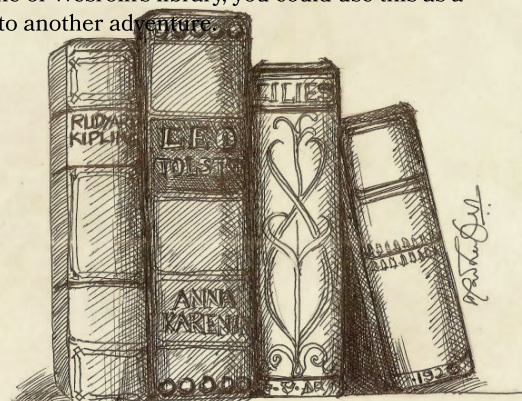
A chest sits against the wall of the tower. This is where the characters will find the spell scroll they've been sent to find, but it also the trigger of a nasty trap. The gnolls noticed the trap and left the chest alone.

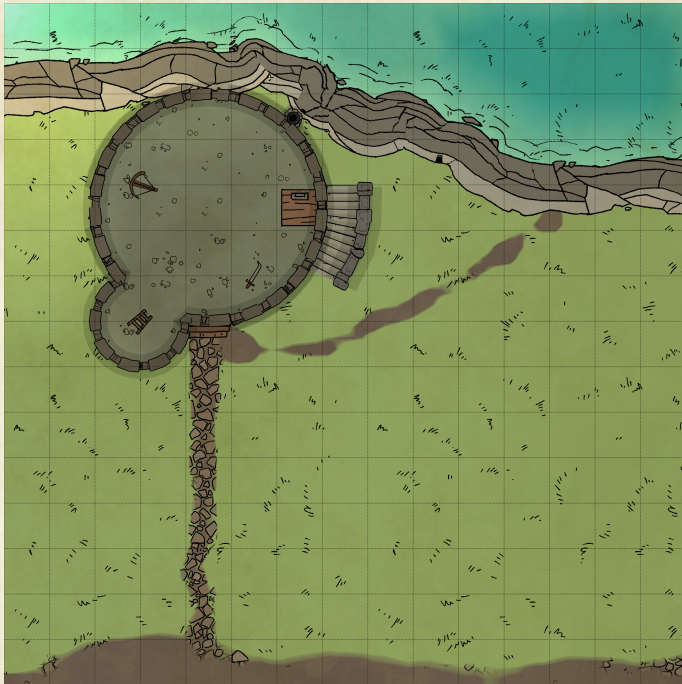
Noticing the copper wiring that links the chest to the floor boards requires a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check. Once discovered, disarming the traps requires a successful DC 15 Dexterity check with proficiency in thief's tools.

Opening or moving the chest triggers the trap and sends lightning racing across the entire floor. Any creature standing on this floor of the tower takes 11 (2d10) lightning damage. The trap will only trigger once, before needing to be reset and recharged.

TREASURE

Within the chest are *spell scrolls of remove curse, invisibility and shield*, and a potion of healing. The characters might also want to take some of Wesorin's library, you could use this as a means to link into another adventure.





MAIN ROOF

The main roof, now lashed with strong rainfall is a small, circular space with no cover from the elements. To the south-west a secondary tower juts out and above the main tower. A short ladder, leading to a trapdoor grants access to this secondary tower. This trapdoor is locked.

ENCOUNTER: RROC'S GUARDS.

Two **gnoll** guards keep watch over three villagers that his pack took from Affeldorf (use the **commoner** stat block). The gnolls are under orders to attack any non-gnoll and will fight to the death.

SECONDARY TOWER

This second tower overlooks the roof and gives a character three-quarters cover from range attacks directed from below.

ENCOUNTER: RROC DUSTMUG.

Dustmug (CE male gnoll **druid**) is performing a ritual on the corpse of a gnoll, to create another witherling, using the life force of another villager (**commoner**). If one of his guards is killed, or the captives begin escaping, Rroc will join the combat, attacking from cover.

ADVENTURE CONCLUSION

With heart, soul and steel the adventurers have dealt with Rroc Dustmug, rescued the remaining villagers and returned with the spell scroll to Affeldorf. There, under Wesorin's guidance, Cara will cast the spell and remove the curse from Wesorin. With the wizard's magic restored and their shaman killed, the gnolls offer little threat to the village. The characters have earned their promised reward.



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