



FISHING FOR GODS IN STRADE'S GALLOWES

What will you do with your new cult in this swampy, fish-filled adventure?



THEMES AND TONE

Fishing for Gods in Strade's Gallows draws inspiration from several literary, visual, and musical works. When running this module, you can further understand the atmosphere conveyed by becoming acquainted with these works by other artists:

BOOKS & LITERATURE

Midnight in the Garden of Good and Evil by John Berendt
Charlie and the Chocolate Factory by Roald Dahl
As I Lay Dying by William Faulkner
It by Stephen King
Joyland by Stephen King
Beloved by Toni Morrison
The Oath by Frank Peretti
The Fall of the House of Usher by Edgar Allan Poe
Gone with the Wind by Margaret Mitchell

FILM & TELEVISION

Wes Craven's *A Nightmare on Elm Street* (1984)
Walt Disney's *The Princess and the Frog* (2009)
Walt Disney's *Hocus Pocus* (1993)
HBO's *True Blood* (2008-2014)

MUSIC

"Hoist that Rag" by Tom Waits
"Hadestown" by Anais Mitchell
"Blood on my Name" by the Brothers Bright
"Drink the Water" by Justin Cross
"Oh Death" by Jen Titus
"Scaretale" by Nightwish
"Oh Shenandoah" by Anonymous (folk song)
"Seven Devils" by Florence and the Machine

Additionally, an NPC monster (Rosalyann, the Dirge of a Thousand Weepings) sings throughout the module. She sings with a choir of trapped souls, and songs in the style of sacred harp are perfect to represent her songs. If you'd like to include music in your experience, look online for any chorus rendition of sacred harp songs.

"IDUMEA" also known as "AND AM I BORN TO DIE" is a wonderful example. The lyrics are included in the appendices, and there are several renditions of the song on YouTube and Soundcloud.



FISHING FOR GODS IN STRADE'S GALLOWES

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“A medical shipment to the swampy town of Strade’s Gallows takes a turn for the eccentric when the party happens across enigmatic fish-men who begin to worship them as gods. Can the party solve the mystery of Strade’s Gallows’s ailment, or will their new disciples botch it all up?”

“Fishing for Gods in Strade’s Gallows” is a **Dungeons and Dragons 5E** module designed for 3-5 players at levels 2-3. This module features NPC dynamics where cordial manners and a polite smile matter just as much as sword-swinging prowess. PC’s should be expected to be at level 3 by the end of this module. This adventure has sandbox style gameplay and may take 5-10 hours to complete depending on side quest completion.

This is not an official Wizards of the Coast product.

This module is free to download and share.

For questions or concerns, email insomniacsink@gmail.com

Visit Remley Farr’s website at www.insomniacsink.com for more info!



Read this to the Players

“You useless waste of a whore’s maternity leave!” a voice booms from outside the tavern.

You turn from your seats at Gilda’s Gulps, the only tavern with a decent mead brew. The destitute tavern is quiet, typically accompanied by wanderers seeking a meal, a room, or a bed partner after a hard day’s travel.

So what in the nine hells is all of this screaming about?

The tavern doors fly open, and a cloak-clad gnome dripping with mud and water stumbles in. Behind him, an elderly elf with a crate tucked under his arm stomps through the doors, his face contorted in hate. A wooden peg where the elf’s right leg should be rattles against the floor with every step.

“People will die!” the elf shouts at the gnome. “And you can only think of bugs?”

“Then you deliver it!” the gnome argues back.

The elf kicks the gnome with his peg leg. “I’d make it farther than you, but not far enough. Some scout you are.” The elf then raises his voice so that the rest of the tavern can hear him. “Five hundred gold payment to any courier—”

The tavern occupants erupt in enthusiasm, hands shooting into the air and followed by a chorus of “Me! Me! Me! I’ll do it.” The elf is taken aback by the onslaught of volunteers.

“Delivery to Strade’s Gallows,” the elf says.

The droves of volunteers drop their hands, removing themselves from consideration.

The elf sighs, then hobbles past the gnome and up to the bar. He orders a glass of wine and sets the crate on a barstool next to him. The gnome scampers to a dark corner of the bar and hides his face behind a menu.

What do you do?

For the Dungeon Master

The party has a few questions mulling in their heads now. Who is this old elf? Who is this bumbling gnome? What is Strade's Gallows, and what are the elf and gnome fighting about?

Questioning bar patrons about Strade's Gallows reveals that it's a prosperous town deep in the Candle Marsh. By foot, it can only be reached by traversing the Splinter Road, a particularly dangerous trek due to the wildlife.

The elf is Kamalla Streams, a grizzled wood elf horticulturalist who is in his last century of life, give or take a few decades. He's not difficult to talk to, but he has a condescending manner to any non-elf. He lives in a hermitage on the outskirts of the Candle Marsh, his home for the past two hundred years.

The gnome is Tipper, and that's all the information he'll divulge about his name. Having just been humiliated by an old man, Tipper is hanging low in the corner, and nobody will get any information out of him without using "unconventional" means.

Streams is worried because his crate is loaded with samples of rosewhistle, a purple plant used for medicine—and Strade's Gallows is in dire need of medicine, according to a letter that Streams received from Strade's Gallows' priest, Master Li Soto.

The 500 gold payment is awaiting anyone willing to take the crate to Strade's Gallows—payable on delivery. If the party volunteers to take Streams' parcel, he'll do everything he can to make their trip easier, such as equipping them with rations and paying their lodging at Gilda's Gulps for the night. He's too old to make the trip, and if anyone asks about his peg leg, Streams warns them that "Sometimes, you don't know if you're kicking a turtle in the rump or in the snout." He's fed up with Tipper because Tipper backed out on the adventure after being bitten by a mosquito.

The crate of rosewhistle is roughly 15 pounds, and there should be a party member designated to carry the parcel. The delivery address on the create says, "MASTER LI SOTO, TEMPLE OF BOSNIR, STRADE'S GALLOWES, CANDLE MARSH."

The Splinter Road

The Splinter Road starts off easygoing. The first day shouldn't cause any problems, possibly luring the party into a false sense of security, especially since Tipper abandoned the job only because of a mosquito bite.

A party traveling at a brisk pace should reach Strade's Gallows in three to four days. After day one, however, the Splinter Road becomes much harder to navigate.

No longer made of gravel, the Splinter Road transitions into a boardwalk without handrails, and it continues in this fashion until it reaches Strade's Gallows. Flies buzz at the party's face,

and wild storks, pheasants, frogs, and turtles aren't uncommon sights. Camping on the boardwalk is easy, since its width can fit four people walking side-by-side with ease.

Like any adventure, a trek through the marsh wouldn't be the same without the PC's being attacked. As a DM, you may want to throw stirges, giant frogs, or swarms of insects at the party (look for their entries in the *Monster Manual*). After all, those people at Gilda's Gulps wouldn't turn down a 500 gold delivery if there wasn't danger in the Candle Marsh. So use random encounters if you'd like, just keep the *upcoming* encounter in mind before you start chipping hit points off of your players.

The Kuo-Toa and the Terrible Floopdoogle

At some point on the Splinter Road's boardwalk, have the party make a Wisdom (Perception) check DC 10. Anyone who passes hears a loud screaming off in the marshland. An exceptionally good check recognizes the screaming as inhuman.

Unknown to the party, they are hearing the blubbery, panicked, undercommon screams of a kuo-toa (*Monster Manual*, pg. 198). The kuo-toa in question is fleeing from danger, and eventually bursts through the marsh grass.

As a DM, feel free to have fun with this scene. Does the party see a zigzagging movement in the marsh grass accompanying the strange, screaming noise? Maybe the kuo-toa pops its head out of the grass every time it screams? Begin this encounter with a sense of dread, then a sense of befuddlement, because this encounter is sure to end with a combination of both.

The loincloth-clad kuo-toa, in its moment of fear, will see the party and climb up the boardwalk, running to them for help.

Not long after the kuo-toa bursts from the marsh, there's a loud bellow, and a gigantic alligator monster with lobster claws, bipedal legs, and a feathered headdress emerges from the marsh, its hungry eyes set on the screaming kuo-toa.

If you've read the kuo-toa *Monster Manual* entry, you'll learn that kuo-toa have a bad habit of worshipping random items/people/animals as their deities. The kuo-toa tribe in the Candle Marsh believes a monstrous alligator to be its god, dubbing the creature "The Terrible Floopdoogle." Since kuo-toa's deific beliefs manifest into reality, the worshipped alligator has mutated into an aberration.

After encountering the adventurers, the Terrible Floopdoogle issues a verbal challenge in undercommon and attacks, climbing up the boardwalk if it hasn't done so already. Having new "godlike" powers, The Terrible

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Floppoogoo is arrogant and boisterous, fighting until its last rattling breath.

The Terrible Floppoogoo will charge the strongest-looking player. Have all players make Charisma (Intimidate) checks, the player rolling the highest being the "greatest threat" in the Terrible Floppoogoo's eyes. This scaly, crime against nature attacks with its bite, then follows up with its rake ability to cause as much damage as possible.

Once slain, the Terrible Floppoogoo wheezes in defeat and drops. After his death, several kuo-toa will pop their heads out of the marsh, ogling in idiot wonder at their dead god and the party who slew it.

The emerging kuo-toa show no animosity toward the party—in fact, they will do the complete opposite. With their former Floppoogoo destroyed, they will choose a PC as their new Floppoogoo to worship: specifically, the PC who delivered the killing blow to the Terrible Floppoogoo.

This is your chance to go no-holds-barred crazy as a DM!

The kuo-toa can do a number of things you see appropriate: bow to their new PC Floppoogoo, bring it food (mostly live shellfish or bugs), and even hurt their own bodies (or each other) as displays of fealty. The kuo-toa can only speak undercommon, and it's extremely simple undercommon at best, equivalent to "cave man speech."

If the party decides to shoo the kuo-toa away or threaten them with violence (or even kill some of them), the kuo-toa are used to that kind of stuff. Their method of thought would be, "Maybe this new Floppoogoo is an angry Floppoogoo and should be feared, just like the last one!" Wherever the party goes in the marsh, there are at least a few kuo-toa tagging along out of sight, chanting up wild prayers and praises (having a loud "WHARGARBL!" echo in the background every five minutes or so).

The PC Floppoogoo will eventually take on physical and mental characteristics of "godly" magnitude,

similar to how the Terrible Floppoogoo was a mutated alligator. Any party member who passes an Intelligence (Religion) check DC 20 realizes that one of their party members is affected by kuo-toa magic.

Consult the Floppoogoo Magnitude chart in the Terrible Floppoogoo's stat box to see how the Floppoogoo PC progresses. Changes on Day 1 manifest immediately after slaying the Terrible Floppoogoo.

Being separated from the kuo-toa for too long will cause any changes obtained on the Floppoogoo Magnitude chart to revert. The kuo-toa will never leave the Candle Marsh, and even if they do, they will most likely get killed off by other settlers, animals, or acts of DM. Consider being more than 10 miles away from the kuo-toa as the limit for the Floppoogoo powers to progress, eventually making the PC Floppoogoo revert to normal (follow the Floppoogoo Magnitude chart in reverse).

Now that you have a well-baited hook for the party, it's time to reel them into the heart of this harrowing tale.



About Strade's Gallows

Strade's Gallows has one bragging right that no other settlement can claim: it's the only township to survive in the Candle Marsh.

The patrons at Gilda's Gulps know a little about the town—enough to satiate any basic questions the party may have. But only the residents of Strade's Gallows know the deep details about their town. Kamalla Streams is the only one who's truly familiar with the history of Strade's Gallows, considering his time spent in the area.

A hundred years before the first house was erected for Strade's Gallows, there was Fort Strade. Named after a famous general, Fort Strade was stationed along the River Shine, which is the primary river leading out of the Candle Marsh. Unfortunately, the fort was too heavy and began to sink. As the tip-tops of the fort poked out of the swamp, only the upper torches and braziers could be seen, thus earning the swamp's name: Candle Marsh.

The fort's descent into the murks provided an unseen benefit: all the land above the fort was now sturdy enough to build a settlement on. As time passed, huts and houses emerged along the chunk of swampland that used to be Fort Strade. Soon enough, a bountiful supply of goldfin brim were spotted, and by properly breeding and harvesting the fish, early settlers' pockets were soon brimming with... well, brim!

The goldfin brim are valuable for two main reasons: for starters, they taste pleasant. Secondly, the fish's pectoral fins have enough gold particles to produce 1gp when smelted.

The Politics of Strade's Gallows

Residents in Strade's Gallows favor hard work and a managed household above all else. There are a few new faces that show up every year—people migrating there to strike it rich with the goldfin—but most people in the town were born there and have deep family ties to the location.

Fishermen are at the top of the social hierarchy. Specifically, a ruling class called the Casters is at the top of the social hierarchy. The general appearance of the town and fashion resembles an American Gilded Age Era (1870-1890) farming town, minus the gunpowder and steam technology.

The Casters

Few can dispute the power of the Casters, especially now that it's under the rule of Chairman Mart Gary, a human whose smile is as rare as an adamantium statue. He's been in rule for a little over three years.

Unlike previous Chairmen, Mart Gary obtained his rank

through support of the local workers. Whereas most Chairmen bought favor among other Casters, Gary sat with the working men and asked them what they wanted. The answer was clear: safety for their children.

A childless man, Gary's pull for a town that prioritized the youth came as a southpaw strike against other candidates. Nobody could argue with him, especially after some children began disappearing around town under the former Chairman's rule.

Results of Gary's rule immediately showed.

Gary's first task was installing a town guard. Previous defense measures were taken up by private security, but after calling in Fortin Harra, a muscled half-orc sorcerer from a different country, the streets immediately became safer.

Correlio Family

Hayden Correlio Sr. was the Chairman before Mart Gary. Many claim that the human's ripening age of 80 is what caused his downfall. His family is the richest in Strade's Gallows, owning vast amounts of property and their own gated residency.

His grandson, Hayden Correlio III, is now the figurehead of the Correlio family since Hayden Correlio Jr. is dead. The family keeps up their appearances, but they're quick to reestablish their good name among town. Almost every male member of their family has a seat on the Casters.

Gus Sand

The Secretary of the Casters is Gus Sand, a human widower whose children disappeared seven years ago after a deal gone sour with the Demon Hag, Tashtiba. With no family left, this middle-aged man dedicated his life to work, establishing a wealthy household. A guiding light to all working class, Sand was almost unanimously elected Secretary of the Casters when he decided to run, and he championed strong support for Mart Gary's election as Chairman.

Sand is still a troubled man, his dedicated work hours unable to fill the hole left by his missing daughters.

Sonfer's Preparatory

Led by an old halfling couple, Sonfer and Malova Tall, the Preparatory School is the best education anyone can get, and for the citizens of Strade's Gallows, the *only* education anyone can get.

If there's one way to get out of Strade's Gallows, education through the school is a surefire method. Not graduating from Sonfer's Prep usually means a life of

working the fishing nurseries.

Even though the Talls are halflings, they cast shadows that nearly engulf all of Strade's Gallows. Nobody can outwit them. Because of the Talls' snooty attitude, most other halflings in Strade's Gallows keep their noses in the air as well, causing a bit of racial tension between halflings and non-halflings.

Brawler Boys

Signs pointing to a guild for "the bestest fighters of all time!" decorate Strade's Gallows like crows that refuse to scatter. Once a prominent organization, the Brawler Boys now meets in secret—after all, nobody wants Tashtiba the Demon Hag to get you, even if she's already dead!

Any adventurer is likely to think the Brawler Boys is a legitimate fighting guild. In actuality, it's made up of little boys who want to playfight with each other. Their idol is Fortin Harra, even though he's a spellcaster. They are led by the half-elf, Pod Cinderbloom, the self-styled Gladiator Supreme, and they are "at war" with the Magic Matrons.

Magic Matrons

Just as there are crude signs advertising the Brawler Boys, there are pretty, decorated, sparkly signs advertising for the Magic Matrons.

The Magic Matrons play a lot of make believe, especially since it's composed of little girls dressing up like wizards. It's half-elf "leader" is the Super Pretty Mage, Maggie Cinderbloom (Pod Cinderbloom's twin sister), and their idol is Fortin Harra, even though he's a burly fighter.

The "mages guild" meets at the Cinderbloom pent house, which is the highest point in Strade's Gallows, though they prefer it to call it a wizard's tower. The Magic Matrons is mostly a place for the daughters of the bigwigs to meet and gossip about others.

Temple to Bosnir

Overseen by the evangelical human cleric, Master Li Soto, the newly erected Temple to Bosnir is a reliquary built to the demigod of commerce and labor, Bosnir.

Most citizens of Strade's Gallows utilize household shrines and idols for their worship, though recently, the Correlio family set aside a small piece of property for a proper temple.

Master Soto is not a longtime resident of Strade's Gallows. He moved there a couple of months after hearing requests for a priest. He awaits the shipment of rosewhistle in the party's possession.

Many followers of Bosnir have scriptures from his holy texts inscribed on their tools. Master Soto, however, has scriptures

tattooed onto his skin. Bosnir's scriptures are mostly phrases of motivation, similar to the sayings of Confucius or excerpts from *Poor Richard's Almanac*.

The Watch

Established three years ago by Chairman Mart Gary, the Watch is the first official police force of Strade's Gallows, and even though it's made up of only a handful of individuals, they make their presence known. Constable Fortin Harra is their leader.

Since their installment, Fortin Harra has shut down nearly all access points to the dangerous sewers, as well as stationing guards at all gates in and out of the city.

The Watch is extremely protective of their jurisdiction. The members don't like the idea of someone else stealing their glory, *especially* a group of wandering adventurers. As long as there is misfortune, the Watch is seen as heroes. These NPC's will be character foils for the party, skulking to undermine their efforts.

Could the Watch be behind the source of Strade's Gallows ailment? The members of the Watch are as follows:

- Constable Fortin Harra
- Edgar Halfwhistle
- Lank
- Dart Slipfoot

Check the appendix for the Watch's stats, as the party will engage them in combat throughout the adventure.

The Smiling Jester

A carnival-themed place, the Smiling Jester was the reason any outside entertainment came through town. Freak shows, bands, and magicians played their trade at the Smiling Jester on several occasions, and the citizens of Strade's Gallows, tired of the stale atmosphere, would flock to the Smiling Jester for the dazzling spectacles.

The Smiling Jester also hosted the annual Harvest Festival, a celebration that was full of merriment. The Smiling Jester would welcome entertainers from miles around to come perform.

A once proud establishment, the Smiling Jester was seized of all property after Fortin Hara and the Watch discovered that the business was funding a human trafficking ring. The Smiling Jester is now a condemned building.

Nobody has been able to find Baxter, the self-entitled Ringmaster of the Smiling Jester. He's still at large, and people whisper that the source of Strade's Gallows ailments may be due to his meddling.

Tashtiba the Demon Hag

A resident of the Candle Marsh before Fort Strade's first stone was placed, Tashtiba was a withered hag who the Strade's Gallows citizens revered from a great distance.

Except for during the Harvest Festival, when Tashtiba wheeled her carts of freakish abominations into town to show off at the Smiling Jester, the hag was *never* allowed in the city, which was fine for her. She preferred her hovel deep in the marsh.

Tashtiba plied her trade as a last resort for desperate people: saving sick spouses, blessing bountiful harvests, and cursing enemies were her specialties—all with a price, of course.

The Demon Hag was quite fond of the Smiling Jester, seeing it as a wonderful source of debauchery. Rumors pervade that Ringmaster Baxter's early success came from Tashtiba's unsolicited blessings.

Tashtiba met her end after asking for Gus Sand's "three most prized possessions" in exchange for giving Sand a position on the Casters. Sand assumed the three most prized possessions were his three best boats, but when he shook hands on the agreement, he returned home to find his three daughters missing.

Gus Sand retaliated, storming into her hovel with a raiding party of several men, smashing her experiments and slaying the freaks of nature at her disposal. Strade's Gallows hanged her from a tree, losing several men in the process, including Hayden Correlio Jr.

Rumor has it that, though dead, the Demon Hag's influence still looms over Strade's Gallows, and it may be the cause of Strade's Gallow's ailments.

Gravedigger Fever

Strade's Gallows' sickness is called the Gravedigger Fever, and it affects children. So far, no adults have shown any symptoms. Children have been sleepwalking at night, being drawn outdoors, only to start digging in the dirt. This has caused parents to lock their children in their rooms during the night.

Such precautions, however, didn't happen immediately.

A few households in the Urban District of Strade's Gallows have already lost their children, typically due to them running into the marsh or crawling into the sewers. Several of the children have been found digging in gardens or pillaging garden sheds for shovels.

When parents asked their children what was wrong, the children say that they hear singing, and then wake from their trances. Now the parents wonder what happens if they, too, succumb to the fever that beckons its victims to dig their own graves?

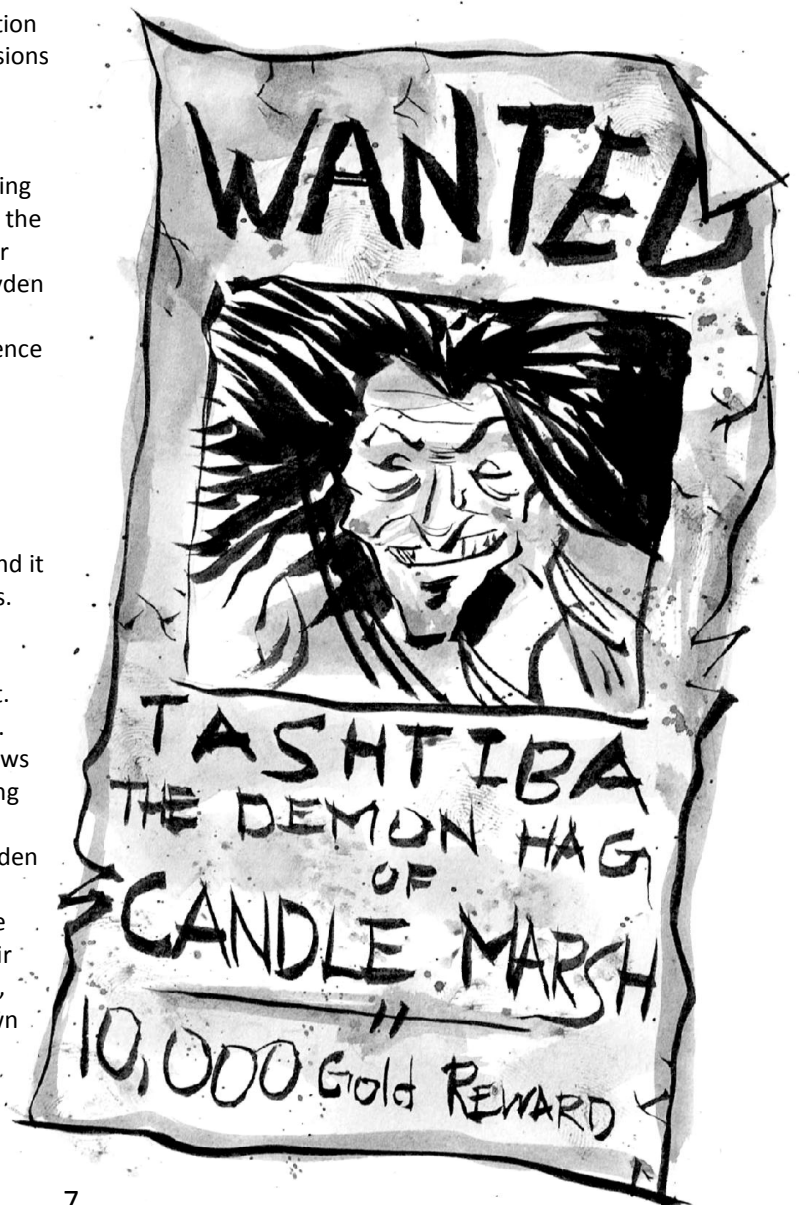
Wrapping Up

Now that you've glimpsed Strade's Gallows' backstory, it's time to sink your teeth into this module's true meat. An adventure isn't an adventure without conflict, and conflict isn't entertaining unless the DM has PC's to torment.

So where does the party come in?

The rosewhistle delivery is hopefully going to save the town from the Gravedigger Fever, or at least halt the effects. Master Soto speaks of a recipe that can stay the effects of the fever, but he needs the rosewhistle.

Yet that would be too easy...



Strade's Gallows, Genteel District (Areas 1-14)

Unless something horribly unexpected happens with the party, they'll enter Strade's Gallows from the north side. The map for this location is in the appendices.

1. Path to Splinter Road

The wet marsh gives way to hard dirt, and moss-covered trees flank you on either side. A well-painted sign reads, "WELCOME TO STRADE'S GALLOWES—SIGN IN AT TOWN HALL—PREPARE ALL BELONGINGS FOR INSPECTION."

The party might use this time to palm anything they might consider "illegal." A successful Intelligence (history) check DC 15 reveals the following:

- Any nonmagical weapon is allowed.
- Magical items must be declared.
- Magic users must declare that they are magically attuned and also declare their field of magic (and possibly provide a demonstration).
- All visitors must sign in.

2. Main Gate

A cobblestone wall roughly ten feet high lies before you. It stretches all the way to the River Shine to your right. The other end of the wall disappears into the trees. In the center of the wall is a portcullis.

A guard sits at a wooden desk in front of the gate. If he sees the party, he'll wave them down and ask their business. If they tell him they have the package for Master Soto, he'll signal for the portcullis to open, then usher the party into the Customs Dock (Area 5).

It's possible that the party will want to sneak into Strade's Gallows and bypass the gate. If the guard doesn't see them, they can sneak around the gate through the trees. They might be caught, though, as a group of strange adventurers walking about town is sure to attract attention, especially once word spreads that they're the couriers for the rosewhistle shipment.

3. Caretaker's Lodging

Inside this walled lodging is a small cabin next to a pond. The shrubs and trees are well trimmed. The pond has a small brook that leads underneath the wall and into the marsh.

The town hall caretaker lives in the cabin. He owns a canoe, which he uses to go on strolls through the brook. The brook itself leads into the Candle Marsh, and the PC's may stumble across it during their travels down the Splinter Road.

If the PC's try to sneak past the main gate in Area 2, the caretaker might catch them. If he does, he will alert the Watch.

The cabin itself has a single living room and two bedrooms on either side. It was originally meant for an entire staff to be housed, but the caretaker is the only one who lives there now.

4. Town Hall

A two-storied, white building with a shingled roof sits in a circle of well-trimmed trees. A cast-iron fence separates this building from the area inside the cobblestone wall.

The Chairman of the Casters, Mart Gary, lives here with his wife. Sneaking into this place without permission is a crime, and the party will be arrested if they do so.

The interior of Town Hall is a pristine, two-storied, plantation-style house with the first floor consisting of meeting rooms, offices, dining hall, kitchen, foyer, etc. The second floor houses the bedrooms and living amenities for the ruling Chairman.

When the party passes the first portcullis of the main gate, Gary's wife, Rita Gary, will be sitting at a window in the town hall. A Wisdom (Perception) check DC 15 notices the elderly, sharp-faced woman staring at the party. She won't hide if they see her. After all, she's the Chairman's wife, and it's her job to keep tabs on new people.

5. Customs Dock

A series of docks sticks out between two cobblestone walls. A paved road connects the portcullis behind you to another portcullis in front of you. A bronze sign on the fence to the left of you reads "STRADE'S GALLOWES TOWN HALL."

The customs dock is a mandatory checkpoint for anyone entering Strade's Gallows by foot or boat. A couple other guards are stationed inside, and a member of the Watch, Dart Slipfoot, will approach the party.

Dart is a middle-aged half-elf with a pet cougar, Whisper (Use the panther entry from the *Monster Manual*, pg. 333). He's quiet, preferring other guards to do the speaking for him. He inspects the party's belongings with zero interest of preserving their goods, dumping out bags and dropping items all over the ground. Whisper sniffs everything, alerting him for any odd items.

Once Dart finds the rosewhistle, he seizes it. The Watch, in its desire for power, doesn't want a group of travelers to show up in town with the supposed cure for the Gravedigger Fever.

There's a chance that a scuffle might break out, especially since Dart doesn't have the 500 gold payment on his person (it's at the temple). Before anything truly bad

happens, have Rita Gary appear at the Town Hall fence and shout, "Stop this madness at once!" Her stern command should make Dart and Whisper behave.

Let Rita take command of the situation. She's a snarky old woman, but she knows of the party's importance. Once she's done making introductions and apologies, she commands for the second gate to open, allowing the party access.

Standing on the other side of the gate, however, is Constable Fortin Harra. Let Fortin Harra show his authority by telling Dart to back down, politely thanking Rita for intervening, then insisting that he escorts the party to the temple. Rita will oblige.

Harra wants the party in and out as fast as possible, but he's tactical with his words: feigning interest, showing false congeniality, and buddying up to the party are his weapons. He wants to discredit these adventurers, possibly digging out any criminal history they might have so he can lock them up.

6. Docks and Entrance

Several private docks line the river coast. A walled-in residential area looms in front of you. The cobblestone path leading from the sally port gate splits: one direction leading off to houses in the north, the other leading riverside. This is definitely the richer side of town.

Fortin Harra will lead the party along the lower path near the river. Before he does, he steps towards the four houses near area 7, whistling as though calling an animal.

After Harra whistles, a goblin wearing a Watch uniform bounds out from one of the houses. The goblin dashes up to Harra and sits in front of him like a dog.

The goblin is Lank, the third member of the Watch. He's a dimwitted goblin who is massively strong, and he's ever-obedient to the members of the Watch, serving as the brute in times of need. He only speaks goblin, but Harra speaks goblin as well.

Harra is using Lank as a display of authority, showing off the power at his disposal. He's aiming to make the party uncomfortable, especially if Lank trails along behind the party. Lank is not a rare sight among the town, and several townsfolk treat him like a neighborhood pet. Lank will follow Harra and the party on their tour through Strade's Gallows.

7. Watch Housing

Four modestly-sized houses sit in a row, each of them only a few years old. A sign in front of them reads "PROPERTY OF THE WATCH."

These four houses are where the four Watch members live. They all look the same, more or less, though Lank's house is much more disheveled in appearance than the others.

Should the party sneak into one of the houses, they'll find a

map of Strade's Gallows with two X's marked in the following places:

- Cinderbloom Tower
- The Smiling Jester

The map reveals that the Watch is planning a mission into the tunnels of Fort Strade and that the marked locations are known entryways.

8. Correlio Estates

A gigantic wall encircles this property. A nameplate reading "CORRELIO ESTATES" is plastered to a guarded gate.

Fortin Harra points out the Correlio Estates as he takes the party through town, mentioning that they're the richest family.

The gate to the Correlio Estates is guarded every hour, especially since the Gravedigger Fever. The cobblestone wall is over twenty feet high with spikes at the top. Fortin Harra mentions that there's a gala tonight at the Correlio's ballroom, but "you should be out of town by then." If the party questions about the gala, Harra says it's an act of charity by the Correlios to offer some form of stress relief during these times.

The boats stationed at the docks are mostly Correlio owned, and there are a few men unloading and loading boats as the party passes by.

9. Halfwhistle's House

A stern, two-storied house sits here. A storage shed is off to the side, and the sign on the house reads "HALFWHISTLE."

The human Vice Chairman of the Casters, Coleman Halfwhistle, lives here. His house usually has several kids playing outside, but his swathe of children are kept inside since the Gravedigger Fever.

The storage shed is full of furniture that Halfwhistle bought from the vacant property.

10. Vacant Property

A sign in front of this two-storied house designates it as being for sale. The property owner is the city of Strade's Gallows.

The family of this house fled out of fear for their children when the Gravedigger Fever started. Their house and property are now for sale at a cost of 30,000 gold pieces.

11. Sand's Property

This single-storied house used to be a bright center of town, but has recently faded into staleness. A tombstone reading "MARGOT SAND" sits in the yard. A sign in front reads "SAND."

Gus Sand lives here with neither wife nor children. The house used to be painted in bright colors and full of people coming by to socialize with his beautiful daughters. Since Tashtiba took his daughters from him, Gus spends most of his time locked away in his house or working down at the docks. Many people lower their heads or take their hats off when passing by his property, the Watch included.

He has been allowed to live in Genteel District property after being elected as Secretary. He lost his daughters to Tashtiba. The tombstone marks a grave buried for his middle daughter, Margot Sand.

Approaching the tombstone prompts a Wisdom check DC 20. On a success, the PC hears "Sing for her..." as if sent by a *message* spell.

12. Sonfer's Preparatory School

A sturdy building stands at the edge of the Correlio Estate. A well-made sign designates the building as "SONFER'S PREPARATORY SCHOOL." Another sign, recently erected, says, "TEMPORARILY CANCELLED." There's a lodging next to it labeled as belonging to Sonfer Tall.

The school is closed due to the safety concerns of Gravedigger Fever, and the Talls are enjoying their time off. They're still being paid, but the elderly halflings make use of their time sitting on their porch or perusing through town.

When Fortin Harra escorts the party past the school, Sonfer and Malova are sitting in their rocking chairs on the porch, and they'll approach the party, prodding them with questions. Play the Talls like inquisitive old folks who don't care how much authority Fortin Harra has—he's still a young know-it-all to them.

Sonfer especially wants to know more about the party: who their parents are, where they came from, etc. Sonfer is one of the only people in Strade's Gallows who doubts the morality of the Watch, seeing them as pigheaded bullies. Harra keeps his mouth shut during most of this.

When the Talls are done having their fun, Fortin Harra should be ecstatic to leave the Talls' property, ushering the party onward.

13. Genteel District Residencies

Five plantation-style houses sit around a giant well.

The well is boarded up to prevent children from crawling into it. If anyone needs to use the well, they have to remove the boards.

Most people who live here are ship owners who don't do any manual labor. Going down the well leads to a small area with 120 gp in it (people tossing coins in for good luck).

14. Belle District Stables

This gigantic barn towers over the other houses.

This barn services the Genteel District residents. They keep their horses and other pets in here for safe keeping.

There's a secret cellar door in the stable that opens into a long, winding tunnel. A railroad-style track follows this tunnel, and any party member following the track comes to an open chasm (this track is used to escape Fort Strade later in the module).

Rendezvous

After crossing a bridge, the party will leave the Genteel District and step into the Urban District, which is the primary life-force of Strade's Gallows.

Standing before them at the end of the bridge is the Temple to Bosnir. It is a pristine location. Fortin Harra will leave the party here, telling them to get on with their business.

When the party enters, Master Soto will usher the party into a cellar for "the real business."

Master Soto will tell the party the truth of their arrival: the rosewhistle is a hoax, and the reason for the order was because Master Soto needed to attract a group of outsiders to dig up the "real problem" with Strade's Gallows. He still pays the party their due, then offers an extra 2,000 gold if they can stop the Gravedigger Fever.

Keep in mind that Master Soto is an outsider. He's only lived in Strade's Gallows for a few months. However, he knows that outsiders can finagle certain information away from people that locals can't. Master Soto has the following hypotheses:

The Watch may be behind the Gravedigger Fever, possibly creating a crisis to keep themselves in power. He also believes that Tashtiba the Demon Hag might not be dead, but lurking somewhere in the area and slowly coming back for vengeance.

Master Soto then asks the party to snoop around. In the meantime, he will use the rosewhistle to create a tonic that will temporarily suppress the Gravedigger Fever.

He offers the following recommendations:

- **Correlio's Gala:** "I have two invitations to the Correlio's Gala tonight. Feel free to use them, but I suggest a male and female pairing—couples fit in better at these things. If you don't have a man or woman, there are plenty of youth in town who would kill to go to this event. Keep your eyes wide and your smiles wider."
- **Matrons and Boys:** "Look for the Magic Matrons or the Brawler Boys. You never know what these kids

have seen that the parents haven't."

- **The Watch:** "Don't get wrapped up in these guys. They don't like anyone stealing their limelight, but their musician, Edgar Halfwhistle, drinks down at the Cypress Creek Pub every night. Maybe you can dig out some information from him."

The party will then be allowed to begin their sleuthing or take a rest. Master Soto can house them in the temple.

The Truth Behind Strade's Gallows

Before reading into the party's potential spelunking results, it's important to already know the truth behind Strade's Gallows. You are the DM, after all.

The source of the Gravedigger Fever traces back to Gus Sand's revenge against Tashtiba.

The Raid on Tashtiba's Hovel

When Gus Sand raided Tashtiba's hovel, killing the witch wasn't his primary goal. Like any father, the determined man was after his three kidnapped daughters.

But Tashtiba's influence had already transpired over the poor girls.

Rosalynn, Shae, and Margot Sand met the end of their humanity at the tendrils of Tashtiba's magic, the old hag transforming the three girls into mind-rotted hags for her own personal vanity.

When Tashtiba was halfway through the incantations with Shae Sand, Gus and his raiding party barged into the hovel. Caught in the act, Tashtiba attacked the mob with magic, killing several Strade's Gallows citizens.

Tashtiba then unleashed her abominations: creatures of myth and legend, grotesques with a hundred mouths and a hundred eyes, and even a monstrous, lobster-clawed alligator, the largest that anyone had ever seen.

But Strade's Gallows came in throngs, all able-bodied men wielding crossbows and swords and other weapons. They killed Tashtiba's abominations, and the monsters that survived were sent fleeing into the Candle Marsh.

When Gus Sand discovered his daughters, he was too late. They were in a daze, the curse of Tashtiba's hex still fizzling, but when Rosalyn Sand opened her withered eyes and looked upon her father, Gus saw that the foul creature before him was no longer the sweet daughter he raised, but a corrupted, evil fount of hate.

Rosalynn lunged at Gus Sand, her emaciated lips cackling, and Gus grappled with the newborn hag, lifting her into the air and flinging her into the gaping mouths of a gibbering moulder. The monster devoured the shrieking hag, then slinked into the marsh, moans of terror echoing in its wake.

Stunned by his actions, Gus Sand's humanity seeped out of him: these weren't his children anymore. He had just thrown one to her doom. People who participated in the raid said that, upon seeing Rosalynn Sand snatched up by Tashtiba's pet, Gus Sand's mind tipped.

Gus stepped back into the hovel, a bloody, discarded mace in his hand. Tashtiba was pinned to the ground behind him, her hollow laughter taunting Gus.

The raiding party of Strade's Gallows simply waited, knowing it was only proper that Gus should kill the two other fledgling hags.

They heard Gus scream.

They heard Gus curse.

Then they saw Gus stumble out of the hovel, Margot Sand cradled in his arms, her withered body limp and lifeless.

They didn't need to ask him what happened to his third daughter, Shae.

With Gus Sand still cradling Margot's body, the rest of the Strade's Gallows men ran a noose up a tree, and Ringmaster Baxter himself led the execution with brilliant fanfare.

Tashtiba died silently, her body twitching. Every man had a hand gripped on her lynching rope.

When they returned to Strade's Gallows, Gus built Margot's casket himself, then buried her within a week. A statue of the three girls was erected in the center of town, the names of the men who died inscribed on a bronze plate with them.

Nobody would forget the three girls and brave men who overthrew Tashtiba seven years ago, and if the party asks townspeople about the raid, the people will recant this tale.

Here's the truth: Tashtiba is dead. People swear over campfires that she's alive, but the truth of the matter is that Gus Sand and his angry mob did, in fact, hang the hag until death. Her direct influence is gone, and none of Strade's Gallows' ailments are from her posthumous meddling.

But that doesn't mean that Strade's Gallows is without a hag.

Or three!

Shae

Shae Sand, the youngest and most inquisitive of the sisters, didn't undergo the full transformation into a hag. Tashtiba didn't finish the incantation, but Shae still felt the effects.

Half of her body wilted into the form of a hundred-year-old woman, yet the other half of her body stayed youthful and pristine. Even her face is half-warped, one buggy eye contrasting with her angelic, normal one.

Gus Sand knew that a part of Shae still existed, and instead of killing her, he let her escape into the marsh

through the back of Tashtiba's hovel.

He hasn't seen her since.

During the seven years since her halted transformation, Shae Sand has roamed the marshes, eating frogs, bugs, and snakes. She frequents Tashtiba's hovel, gleaming what she can of the Demon Hag's demolished sanctum.

Every day she battles the evil influence within her.

Sometimes she is driven to rages of bloodlust—other days, she remembers what it's like to stare lovingly into the petals of a blooming tallowblossom, satiating her nostalgia for the life before her father's mistake.

Now in her early twenties, Shae the Half-Hag haunts the Candle Marsh, tuning the balance between her girlish upbringing and demented transformation. For years, she kept her dark side at bay.

Until she heard Rosalynn's song.

Rosalynn

Strade's Gallows believed that Rosalynn Sand could truly become a legendary performer.

The sweetest singer in the land, Rosalynn Sand outshined everyone with her melodic voice at the Harvest Festivals. As Gus Sand's oldest daughter, she had already begun to draw the eyes of several potential suitors.

After Tashtiba transformed her into an evil hag, Rosalynn tried to kill her father. In a panic, Gus threw her at one of Tashtiba's pets, a gibbering moulder (*Monster Manual*, pg. 157). The creature devoured her, then fled into the marsh.

The magic within Rosalynn, however, was too powerful for the creature to handle. Rather than being added into the moulder's numerous choir of babbling faces, Rosalynn took control of the creature, her disfigured torso rising from the moulder's mass of gaping maws.

Rosalynn now lurks in the sewer network of Strade's Gallows, deep in the heart of Fort Strade, claiming her title as the Dirge of a Thousand Weepings. She's spent her time in the depths devouring rats and other foul creatures, sometimes coming near the surface to entice a wandering child with her song (until the Watch was instated). Eventually, she was trapped deep in Fort Strade by an unknown source.

For three years, the Dirge of a Thousand Weepings has been caged in her catacombs, brooding in isolation. Occasionally, a kuo-toa wanders into her cell, providing a delicious snack and an addition to her choir. But a few days before the Gravedigger Fever began, she heard a whisper in her head.

Rosalynn answered the whisper by opening her mouths and singing, the carnal act of black magic so precise that only the Strade's Gallows children and other hags would hear.

Her soothing lullaby rose out of the sewers of Fort Strade, beckoning the children to come to her. She is the source of the

Gravedigger Fever, and even Shae the Half-Hag can't avoid the call from the Dirge of a Thousand Weepings.

But, as previously stated, Rosalynn didn't start singing on a whim. Somebody is whispering the commands to her.

Margot

The middle child of the Sand sisters, Margot was the most hot-tempered. Always vying for attention, Margot caused plenty of mischief among the town. She constantly played Rosalynn and Shae against each other, making the sisters fight.

So after Rosalynn was thrown to the gibbering moulder, Margot lunged at her father, cackling with glee. Gus reeled on the abomination, clobbering her with a mace. After telling Shae to flee, Gus Sand cradled Margot's deformed body in his arms and left with her.

Gus Sand buried Margot in the front yard of his new house in the Genteel District, wrapping her body in cold iron chains at the request of the local priest. Almost everyone showed up for the funeral.

But Margot didn't stay dead for long.

Her unnatural fey healing powers kept her at death's door, repairing the damage from the mace wound. When Margot awoke, she found herself buried six feet in the earth and fettered with chains.

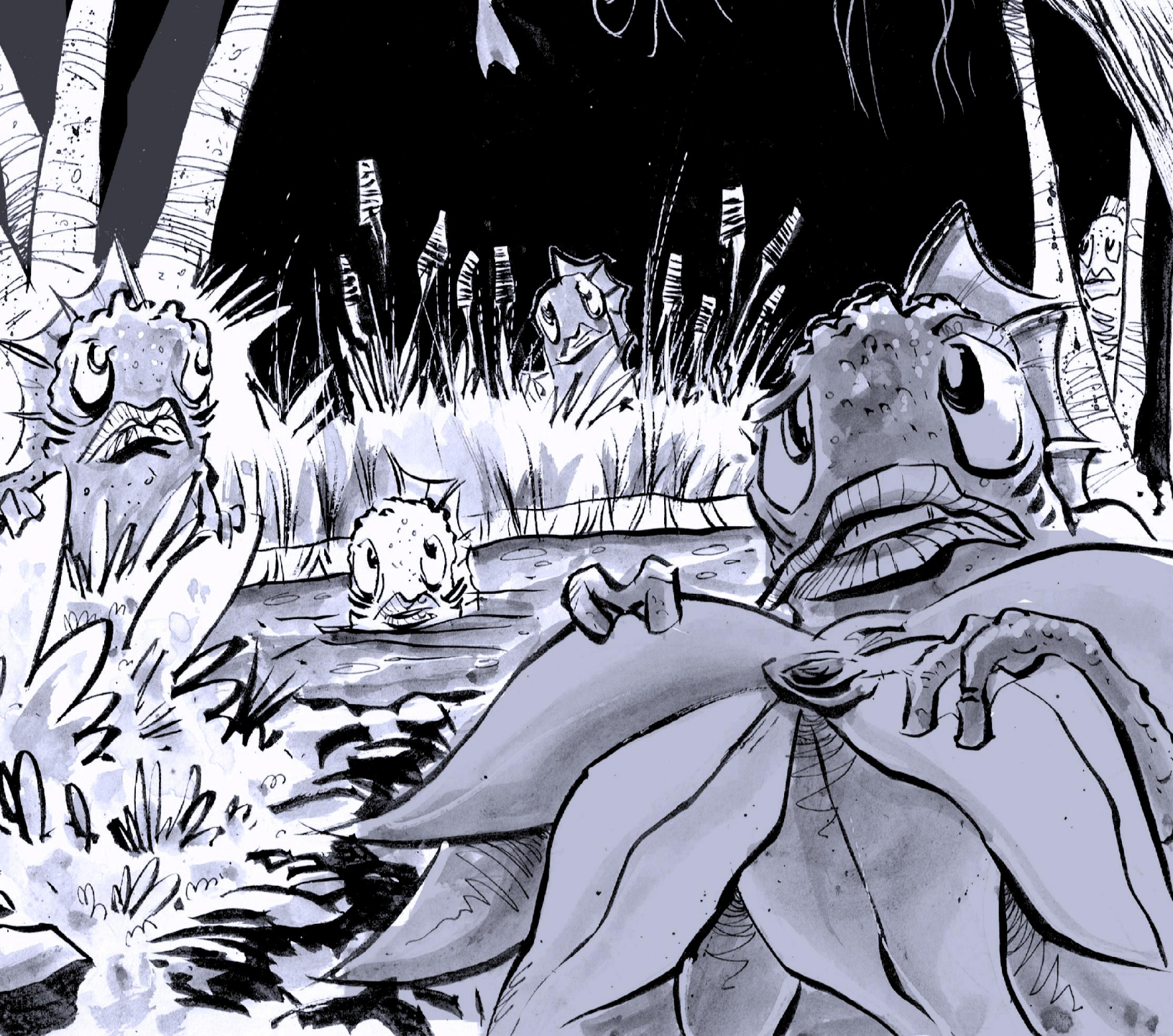
Margot, now the Fey Fettered, has stayed beneath Gus Sand's house in the Genteel District for seven years. As time passed, Margot's powers matured, fermenting in her insanity until she sensed that Rosalynn and Shae were still alive. Margot reached out with her thoughts and whispered to Rosalynn, asking her to sing. Party members who hear the voice near Margot's grave are catching reverberations of Margot's conversation with Rosalynn. Margot wants Rosalynn to sing, luring Shae to Strade's Gallows to free the sisters, allowing them to form a hag coven—the New Coven, and they would be more powerful than Tashtiba ever was!

The Gravedigger Fever was just an added bonus.

The Amazing Tooploogdo

Ringmaster Baxter was never involved in a kidnapping ring, so when the Watch raided his business with threats of execution, Baxter fled through a trap door. He never liked Fortin Hara, often calling the half-orc out in public. Tashtiba aside, Strade's Gallows had a low crime rate, but the Watch seemed to be creating arrest warrants for crimes that never happened, anything to look like heroes to the town and keep their mercenary contract in check.

Knowing that the Watch had warped Strade's Gallows into thinking him a criminal, Baxter fled into the depths of



Fort Strade. He happened upon a tribe of kuo-toa (a different tribe than the one the party encounters), who nearly killed him, but after scaring them away with displays of parlor tricks, the fish-men began to grovel before him, calling him the “Amazing Tooploogdo.”

The kuo-toa took Baxter to their haven, feeding him and housing him, treating the “magic” man as a god. Baxter eventually began to transform, becoming a hunched over, lobster-clawed, skittering half-human with delusions of grandeur. With a group of followers at his beckoning, Baxter began plotting his vengeance against the Watch. Using the team of kuo-toa, he corralled and imprisoned Rosalynn Sand, recognizing the gibbering mouther as one of Tashtiba’s freaks.

Since then, Baxter has been rebuilding the Smiling Jester beneath Strade’s Gallows with scraps from his old location. His kuo-toa support him unanimously, stealing items from town, even finding old advertising signs from Tashtiba’s former freak show.

And ever since Rosalynn began to sing, even a few children have shown up to his carnival.

Now he *had* to obtain more attractions. The children needed to be entertained!

More would come, and The Amazing Tooploogdo would be there for them.

Strade's Gallows, Urban District (Areas 15-27)

After Master Soto indulges the party with his information, the party must decide where to go in Strade's Gallows and who to question. The party will, unknown to them, have a limited amount of time to discover the truth behind the Gravedigger Fever and do something about it.

Each day, Rosalynn's singing becomes more prominent. On the fourth day after the party's arrival, Rosalynn's singing will overpower Shae Sand unless the party kills Shae or Rosalynn.

Read through the locations and descriptions below, using them as a reference in game if you need to remember points of interest. There are side quests listed later on, many of which take place in these locations.

15. Bridge to the Genteel District

A bridge wide enough to fit four carriages side-by-side stretches over a wide stream.

This bridge connects the Genteel District to the Urban district. The party will have crossed it with Fortin Harra on the way to the temple.

16. Temple to Bosnir

Two cobblestone buildings are connected by a breezeway, and a statue of a divine figure with a balancing scale for wings stands out front.

The temple can be a base of operations for the players. Master Soto will have no qualm housing and feeding the party during their time at Strade's Gallows, though he has no access to healing potions or healing spells.

The temple has an unusual number of people coming in and out of it because of the Gravedigger Fever. Master Soto will spend much of his time communicating with followers and delivering sermons.

17. Main Docks

Boats and fishermen run along a series of docks, each one bustling with the day's work. Several of the boats carry sparkling catches of golden fish.

This is the main goldfin dock for Strade's Gallows. There are several dock hands working here that were part of the raid on Tashtiba's hovel, and the party might be able to scoop some information out of the workers if some coin is offered. The party can also find out lots of information regarding Strade's Gallows' economy and goldfin harvest.

18. Housing Half

A series of multi-storied dwellings are crammed together in this hodgepodge of living space.

This is the district where most of the middle and lower class people reside. There are clotheslines strung between buildings and plenty of people meandering around.

19. Logging Dock

Piles of lumber sit at this dock, and a tall watchtower protrudes from an extension in the water.

Strade's Gallows' second most popular trade is logging. The swamplands provide plenty of timber, and the men lugging around the giant trunks might let the party know where the lumber yards are.

The watchtower is an old battlement from decades ago. For now, it's used to signal ships going up and down the River Shine. However, a ballista with several units of ammunition still rests in the upper ledges. It hasn't been fired in a long time, but it still works.

20. Brawler Boys Clubhouse

Several signs reading variations of "BRAWLER BOYS FIGHTER'S GUILD" and "NO MAGES ALLOWED" are scattered around a massive growth of bushes.

Inside the bushes is a clearing. This is where Pod Cinderbloom's Brawler Boys club has its meetings. The club is nothing but a bunch of children playing make-believe with sticks and wooden shields. The Brawler Boys consider any male characters to be friendly "fighters," and any female characters to be enemy "mages." They welcome roughhousing and general "boy stuff."

A male character that shows off proficient fighting prowess is sure to please the boys and win favor. They are easily impressed, especially since most people in town ignore them.

21. Cinderbloom Tower

A multi-storied, stone tower juts out of the ground. A brass plate on the house reads "CINDERBLOOM" and a glitzy sign beneath it reads, in curly writing, "HOME OF THE MAGIC MATRONS: NO FIGHTERS ALLOWED." A thick, wicker basket attached to a pulley sits near the Magic Matrons sign.

Even though Cinderbloom tower is in the Urban District, the half-elf Cinderbloom family is considered upper class. Their tower is Fort Strade's tallest lookout point, and it still juts out above the ground even after the fort sank decades ago.

The Cinderblooms are used to people inquiring about

the Magic Matrons, so no thought is given to people investigating the wicker basket, which is used by the girls in the Magic Matrons to raise members up to their clubhouse in the pent house. They won't raise any male characters, but they'll let any female character come see them. The interior of the penthouse is very girly, the girls using toy wands and crudely sewn costumes to be "mages."

A female PC casting spells is sure to dazzle the girls, winning favor from them. They are ignored by Strade's Gallows citizens just as much as the Brawler Boys, so the girls will crave any attention from adults.

22. Wares Road

A wide, cobblestone road separates the Urban District into two halves. This street is lined with venders hocking their wares from stands. A large causeway stretches over a western swath of Wares Road.

Wares Road is the main street in Strade's Gallows. It's not uncommon to see oxen hauling logs on carts through the street to the docks. This is the busiest section of Strade's Gallows.

The causeway stretching over the street is used by the upper class in case they want to get from one side of the road to the other to avoid foot and horse traffic.

In a central part of Ware's Road, a statue to Margot, Rosalynn, and Shae Sand is erected. The memorial is immaculately clean, and there are offerings scattered around it. Upon the pedestal is a bronze plaque with several names inscribed: the men who died in the raid on Tashtiba's hovel. One of the names is Hayden Correlio Jr.

23. Business Half

Occupying the southern half of Strade's Gallows lies a large assortment of taverns, shops, and merchantmen.

Amid the sprawl of businesses, the party will come across people of all shapes and sizes. There are swanky taverns for those with money to squander, and there are modest ones for those needing every penny. The Cypress Creek tavern is in this district, located in the upper class area.

The party can find any shop they're looking for: blacksmiths, tanners, etc, although magic isn't entirely supported in the town—especially after the dilemma with Tashtiba. Instead, reagents and potions are sold at doctors' offices and pharmacies.

24. Fair Grounds

Several small buildings surround this area, but this part of town looks to be purposefully kept clear of development.

The fair grounds are where the Harvest Festival was always held.

There haven't been any plans for this year's Harvest Festival because of the Gravedigger Fever.

25. The Smiling Jester

This ramshackle, wooden building lies on a patch of dry ground in the middle of the stream. A rickety bridge connects it to the mainland.

No signs exist of The Smiling Jester because The Amazing Tooploogdo has snatched them all up with kuo-toa. What remains of this building is an empty shell, the decorations all scavenged.

Exploring this place reveals a secret entrance to Fort Strade.

26. Path to the Lumber Yard

This path is crisscrossed with wheel ruts, and it leads eastward, over a bridge and into the woods. Several carts line the sides. A newly erected "DANGER: WILD ANIMALS" sign sits in the middle of the bridge.

The wheel ruts are from oxen-pulled carts laden with lumber. Following this path takes the party to the lumber yard. There have been rumors of bear attacks, which is why the sign is posted.

The party can choose to go down the path if they want, which leads a mile or so into the woods before coming into an open field.

27. The Old Hag Road

This overgrown path leads southward. A large, locked fence blocks anyone from entering the path. A few trinkets are scattered around the base of the fence.

This path leads to Tashtiba's hovel. The gate was set up by the Watch a few years ago as a precaution. Nobody has been down this road since then. A party member can pick the lock with a Dexterity (Sleight of Hand) check DC 15 to gain access, or just climb over it.

The trinkets scattered around the fence are notes and baubles with Bosnir scripture inscribed upon them. There is no magic within them—they are merely items left by townsfolk in an attempt to ward off evil. An Intelligence (Religion) check DC 10 reveals this to be the reason.

If the party expresses interest in going down the path, Fortin Harra will have a member of the Watch unlock the gate and let them through with the intent of the party being devoured by swamp creatures.

SIDE QUEST: CORRELIO'S GALA

The party can nominate a member or two to represent them at the Correlio family's party in the Genteel District. The party can use this as a chance to converse with several upper class citizens, hopefully obtaining information for their investigations.

Obtaining a Date

It's not classy to show up without a date. The party can either pair up a male and female character from their roster, or they can search town for a suitable date. Most upper class members have already been invited, but perusing Wares Road or the taverns at the Business Half should find one or two young men or women willing to visit the Correlio Estates.

Proper Etiquette

Fine wine, elegant dancing, and strolls around the courtyard are iconic elements of this party. A PC gifted in mannerly conduct and conversation will excel much more than a PC whose primary problem-solving method involves applying axes to locked doors. The PC's will run into trouble if they're not gifted in etiquette, though if the PC's date is a Strade's Gallows citizen, the citizen will be more than helpful in telling the PC what to do.

Attendees

The following notable NPC's will be attending the gala:

- **The Correlios:** Hayden Correlio III and his family, including Hayden Correlio Sr. (the former Chairman) will be there, welcoming everyone.
- **The Cinderblooms:** The half-elf family will be there. Pod and Maggie Cinderbloom will be outside, playing with Lank, pretending to be "mages and fighters."
- **The Halfwhistles:** Vice Chairman Coleman Halfwhistle, his wife, and his near endless horde of children will be there. The kids are playing outside, and the parents will be using their precious time away from their children to catch up on gossip.
- **The Garys:** Mart and Rita Gary will attend. Rita will show favor to the party if the party treated her politely at the encounter near Town Hall. Mart Gary will open up to any PC who shares his taste in the party being "boring" and "useless."
- **The Talls:** Sonfer and Malova will be typical "uncouth old folks" at the party. They admire mischief.
- **Gus Sand:** Usually staying out of the way, Gus Sand will feign polite interest in any discussion. It's possible that the party can get him to open up about his past.
- **Fortin Harra:** He will scope the party out, finding

surprise in the PC's attendance. He will actively try to sabotage the PC's time, utilizing his *mage hand* and *greater invisibility* spells to cause ruckus (tripping the PC, causing him/her to spill wine, etc.)

- **Lank:** Lank spends his time outside, playing with the children and pretending to be a monster.

Gossip

If the attending PC's don't make fools of themselves, they can find out quite a lot about Strade's Gallows. Feel free to roleplay the NPC's however you see fit, but you can roll 1d12 on the Gossip Table or choose at your leisure which information is leaked, and expand on the choices however you see fit, leading the PC's into conversations. Feel free to add your own gossips as well.

Gossip Table	
1	"The kids keep saying that Tashtiba's watching them from the south. I wish they'd stop."
2	"I'm still not used to a party without at least one song from Rosalynn Sand..."
3	"If the kids could stop playfighting for one minute! It's those damn clubhouses of theirs..."
4	"We're fortunate that the Watch is here. Who knew so many underhanded activities were going on until they arrived?"
5	"I'm ready for the Smiling Jester location to go up for sale. I'm more ready for that bastard, Ringmaster Baxter, to be apprehended..."
6	"Little Shae Sand was always so quiet. You hardly noticed she existed. Her father was so protective of her. Such a daddy's girl..."
7	"I know Tashtiba was hanged, but has anyone seen her body? Last time I visited her hovel, the tree we hanged her from was bare—noose and all."
8	"Poor Margot Sand. She was always ignored at these events. I wish I could tell her one last time that we appreciated her... even though she could be a terror..."
9	"If Edgar Halfwhistle would stay away from the Cypress Creek... he's such a nice chap until he gets to drinking."
10	"I like the Watch, but that Dart Slipfoot... he always looks like he's up to no good, especially with that panther around."
11	"Shame about that Widow Tandy trial. She deserves it, though. Murdering her three husbands..."
12	"I've never heard of bears causing a disturbance around here. They usually avoid the loggers. Still, those animals need to be cleared out..."

SIDE QUEST: THE BLACK WIDOW

The party might hear rumors about the Widow Tandy, a woman at the jailhouse who supposedly killed her husband. Several townsfolk are divided upon her innocence or guilt. The party can garnish town favor by providing evidence of her innocence.

Obtaining the Quest

There are several ways that the party can obtain this quest. Town gossip is one way, but the party could meet Widow Tandy in person: the Watch might arrest certain party members, throwing them in jail for a day. The party members can meet Widow Tandy behind bars and sympathize with her story.

Widow Tandy's Story

Widow Tandy, a halfling, has been married three times. All three men have been halfling workers in the lumber yard. However, within a few months after being married to her, they began taking ill. Eventually, the husbands would die, and the town doctors couldn't find a cause of death.

Childless, Widow Tandy was always a draw for suitors: they wouldn't have to raise children that weren't their own, and Widow Tandy was quite attractive as well. The Watch, however, became suspicious after her third husband died. They locked her up after giving her an unbalanced trial, finding her guilty.

Widow Tandy has never had a violent past, and several townsfolk believe she's a congenial woman. It shocks people that she would want to kill her husbands, but gossip is poison, and several people now doubt her innocence.

Investigating the Story

If the party chooses to pursue the story, they can ask around town to see what people think. Townsfolk's opinions will vary, some siding with her, others siding against her. Here are ways that the party can discover clues to prove her innocence:

- **The Watch's Housing:** The Watch has zero evidence to prove her guilt. Prodding through any of the Watch's residencies finds nothing against her.
- **The Logging Camp:** All of Widow Tandy's husbands worked in the logging camp. Several of the workers knew her husbands, and most of them will be antagonistic towards Widow Tandy. If prodded for any evidence that might prove Widow Tandy's innocence, one of the men will say her first husband was bitten on the boot by a snake, but that was a month or so before his death, "And that still doesn't explain how the others died. She did it!"
- **Court Records:** Perusing through the public records at

Town Hall will show that Widow Tandy's husbands had no sign of malady: no scars or diseases—they just died. The records hint that the husbands might have died from use of magic.

- **Widow Tandy's House:** Searching the now vacant house (which is in the Housing Half) shows that there is no sign of a struggle. It's also painfully obvious that she lived in a poor household. However, investigating the most recent husband's work clothes reveals a clue: in the sole of a work boot is a snake's fang. The fang was embedded in the boot when the first husband was bitten.

Final Verdict

Based on some of the evidence, the party can come to the following conclusion: Widow Tandy's first husband was bitten on the boot by a venomous snake. The snake's fang was unknowingly embedded in the bottom of the boot, slowly poisoning the first husband with each step he took until he died of sickness. The boots were used by Widow Tandy's later husbands, the same fang poking into their feet until they died. The slow application of venom is the reason no visible cause of death is visible.

The Widow Tandy Executed

If the party can't prove her innocence (or doesn't know that the trial's going on at all), Widow Tandy will be hanged in the old Fair Grounds location at noon on the third day. The Watch will be praised for helping to unearth "yet another vile corruption in this town," and the party can witness the hanging.

The Widow Tandy Freed

Freeing the Widow Tandy with the evidence will give the party good reputation among the town, especially since the Watch was so quick to condemn her. Several members of the Casters will feel embarrassed that they jumped so quickly to a false conclusion, stating that they might need to reign in the Watch's power.

Award 400 XP divided evenly among the party members for successfully proving Widow Tandy's innocence. If the party can still rescue her (breaking her out, freeing her during the hanging, etc.), then award them less XP, but Strade's Gallows will take resentment if they find out the party freed a "guilty" prisoner—maybe even send the Watch after them.

SIDE QUEST: BOYS VS. GIRLS

The Brawler Boys and the Magic Matrons are at it again, even in the face of the Gravedigger Fever. No sickness, however unnatural, can stop the lifelong rivalry between boys and girls. By playing along with the kids' antics, the party can dig up more information about the town, including a secret entrance to Fort Strade.

Obtaining the Quest

The party can be hooked on this quest by a number of ways: the Brawler Boys and Magic Matrons have signs posted all over the town. Also, Pod and Maggie Cinderbloom will be at the Correlio's Gala, so the party can meet them there and be invited "to our secret club." If the party is composed of mixed genders, encourage the party to attend both club meetings.

Initiation

The party can find the Brawler Boys at their hideout near Cinderbloom Tower. The Magic Matrons can be found at the penthouse in Cinderbloom Tower. The party members can be "initiated" by performing interesting feats: the male PC's performing feats of strength for the Brawler Boys, and the female PC's performing magic tricks (or stunts disguised as magic tricks) for the girls.

The kids will mostly playfight among themselves, pretending to be training for the fight against Tashtiba. Their parents killed the hag once, so "it's up to use to finish her off!" The kids will tell the party that she's not really dead since they've seen her on the outskirts of Strade's Gallows near the Old Hag Road.

The Battle at the Jester

Whenever a PC "joins" either the Brawler Boys or the Magic Matrons, they'll find that the clubs have a turf war: several locations in Strade's Gallows have been "claimed" by the kids, but one area that's off limits is finally up for grabs: the old Smiling Jester.

The parents don't let the kids go near the Smiling Jester since it was shut down for human trafficking. It's been condemned ever since, but the rival "gangs" now want to claim the territory. The day after the party members become "initiated," there will be a battle at the Smiling Jester in the afternoon ("Because our parents don't let us stay out too late.") The Brawler Boys will hoist up their swords (sticks), and the Magic Matrons will prepare their spells (rocks), ready to go after each other.

The Rumble

The "gangs" will approach the Smiling Jester in the most dramatic way possible. Stony expressions, armor made of kitchen utensils, robes made of curtains—it's the ultimate game of make believe. With the PC's accompanying these kids in full-blown adventuring gear, it's sure to create an amusing sight.

The Smiling Jester is a large, pub-style locale in the middle of a small island. When the rival gangs see each other, Pod or Maggie will tell their champion PC's to taunt the other gang. The PC's can use this moment to rabble rouse their gang, leading into a charge.

The kids on the opposing gang will avoid the enemy player characters at all costs because "OH GOD OH GOD THEY HAVE REAL WEAPONS!" If the fight is one sided, such as all of the PC's being allied with one club, the other club will immediately break and run. The rival gangs will encourage the PC's to fight each other if there are players representing both sides.

The kids will scream and cry at the slightest wound: being hit by a rock or getting a stubbed toe is enough to illicit an immediate "I quit! I quit! You killed me!" If the PC's engage each other and start slinging real spells and weapons, the kids will stop and stare in wonder, cheering their champions on.

Turf War Decided

There's a number of ways to decide who wins. Have fun with this bit, since it will be extremely funny if the players go along and fight with their gangs of underlings. No kids will get seriously hurt, mostly bumps and scratches, but any player who actively hurts a child will receive HUGE retribution from the town.

There's also a chance that your players are lame and will try to stop the kids from fighting. That's fine. If they choose this path, accept that you have an unexciting group of players and move on with the module.

A New Entrance

At some point during the rumble, the party stumbles across a hidden door to Fort Strade. It could be a cellar door that breaks under their step, or a device inside the pub's wall that opens a secret passage when turned. It could also be as simple as kids finding the passage and falling in, needing the party to come in and rescue them.

The party can use this entrance to sneak into Fort Strade.

SIDE QUEST: BEAR TROUBLE

The logging camp has been on high alert since a wild bear attacked one of the workers. Nobody has been hurt, but the logging has been running slow since workers are anxious. Some of the workers are posted as guards, carrying crossbows. The Watch hasn't done anything to find the rogue bear. The party can solve the bear problem for reputation bonuses.

Obtaining the Quest

It will be easy to hear about this event. The bear's interference has put a hamper on Strade's Gallows' logging. Smalltalk around town or at the Correlio's Gala will tip off that something's amok with the logging.

Tracking the Bear

The party can use Wisdom (Survival) checks or magical spells to find the bear. The bear in question is a large she-bear that lives in a cave a couple of miles east of the logging camp. The party can find her sleeping in the cave, but too much noise will wake her up. Bringing back proof of her death will let the loggers go back to work, as well as discredit the Watch for their lack of effort in culling the bear problem. Use the statistics for the brown bear (*Monster Manual*, pg. 319).

More to the Story

If the party ventures deeper into the she-bear's cave, they'll come across an interesting sight. There are three bear cubs in the back, all of them shot in the head with an arrow. The party can deduce that the she-bear's animosity comes from her cubs being killed.

By investigating the arrows, the party will discover that the fletching on the arrows and the quality of the shafts match the arrows used by Dart Slipfoot. Also, examining the tracks outside of the cave reveal both bear and panther tracks, hinting that Whisper was used to track the bear.

Applying this information, the party realizes that Dart Slipfoot killed the bear cubs, enraging the she-bear so that she would attack the loggers, therefore causing a crisis for the Watch to solve at a later time.

If the party discovers this deeper plot, award them a 200 XP bonus divided evenly among them.

SIDE QUEST: THE CYPRESS CREEK

Edgar Windhowler is a member of the Watch who frequents the Cypress Creek pub. By buddying up to him, the party can get him to spill certain information about Strade's Gallows and the Watch.

Center of Attention

Edgar Windhowler will be at the pub every night. He's a rowdy halfling, usually surrounded by several women. He's quick-witted and handsome. If he sees the party, he'll try to poke fun at them with insults, playing songs on his lute to mock them.

Brains or Brawn

The party can attempt jabs at Windhowler socially, trying to cut him with words, but Windhowler will topple even the most gifted PC's. He's small, so a well-placed punch in the face or a broken lute over his head will get him to dummy up. Also, a member of the party can engage with his drunken stupor, buying him drinks and pretending to be someone else. Whether by coercion or inebriation, Windhowler will spill some of the following information:

- **Tashtiba's Hovel:** A storyteller at heart, Windhowler will divulge the details of the attack on Tashtiba's hovel. He wasn't present during the event (he was hired three years ago, and the attack was seven years ago), but he can tell the story with great detail. He also mentions that the kids think Tashtiba has returned from the dead.
- **The Widow Tandy:** Windhowler will talk about how the Watch has successfully caught a black widow, and that she'll be hanged soon.
- **The Gravedigger Fever:** Windhowler has no idea why the Gravedigger Fever exists. He says that the children believe that Tashtiba is still alive at her hovel, but Windhowler thinks that the source of the problem lies within Fort Strade.
- **The Smiling Jester:** Windhowler trash talks Ringmater Baxter, calling him a pervert. Let this lead to a morality conflict, since Windhowler will most likely have a woman or two leaning on him during his spiels. He takes pride that the Watch turned Ringmaster Baxter away, but he wishes "that we had actually caught the vile man!"

Into the Marsh

Questioning the residents and completing side quests leads to rumors of Tashtiba's return. Many children say that she's been meandering around the entrance to Old Hag Road.

This isn't Tashtiba, but Shae. She keeps hearing Rosalynn's song and is drawn towards town to free her oldest sister. Her humanity, however, holds her back.

The players will have to prepare for a voyage to Tashtiba's hovel, a journey that can take the better part of a day and will require access to the Old Hag Road (see area 27).

The Interloper

The Old Hag Road is overgrown and patchy. The ten mile trek will give the party great difficulty, especially if there isn't a ranger in the party. Fortin Harra will offer the party some potions for their troubles, but the potions are fake, being nothing more than scented and colored water.

Fortin Harra, now more agitated at the PC's than ever, has also sent a member of the Watch to dispatch the party. Choose either Lank, Dart, or Edgar. Here is how each of the three can "entice" random encounters for the party's journey:

- **Lank:** He isn't afraid to go into the wild, and he can cause uproar with the wildlife, scattering wild animals or leading them towards the party.
- **Dart:** He is well-suited with travelling the marshes, and he can entice animals and wildlife into attacking the party. Whisper can be deadly as well.
- **Edgar:** He can use his bardic magic to torment the party on the road to the hovel, as well as frighten animals towards the party.

When the party returns from the hovel, they won't have any random encounters affecting them since the antagonizing member of the Watch should (most likely) meet his end at the hovel.

Tashtiba's Hovel

Shae lives at the old hovel, which is now covered in beautiful wildflowers and gardens. When Tashtiba lived there, the hovel was fetid and unkempt—now it looks like an oasis of life.

A successful Intelligence (Arcane or Religion) check DC 15 shows that hags are quite skilled at luring people to their doom with illusions and pretense, so the party might be suspicious about this place. Truth is, Shae has no intention of hurting the party, choosing to hide instead of engaging them.

However, if the party has made it this far, then the member of the Watch chosen to torment them will attack the party directly.

The fight itself will take place in a mass of vegetation and bushes, the chosen Watch member hiding in the shrubbery and attacking with spells/bows/ambushes. If you feel the need for a villainous monologue about how the Watch doesn't want the party to upset the Watch's work in Strade's Gallows, feel free to include it.

There's a chance that the party will be completely obliterated. If the fight is going too far against the party, Shae will intervene, attacking the member of the Watch with her innate hexes and spells. If the party dispatches the member of the Watch without her intervention, have Shae question them from the bushes, staying out of sight until she feels comfortable enough to reveal herself.



The Half-Hag

Shae the Halfhag is in a constant battle between her inner demons. She desires to be righteous, but she gives into her evil hag desires occasionally. Because of this, she's skittish and avoids confrontation, but after hearing Rosalynn's singing, she feels drawn to Strade's Gallows.

Shae will see the party as a chance to reconnect with her humanity, offering to take them into Tashtiba's hovel for tea or treatment, letting them stay the night if they wish. She will tell them what she knows about the raid on Tashtiba's hovel:

- Tashtiba was killed by the mob.
- Shae herself was spared by her father because Tashtiba was only halfway done transforming her.
- Rosalynn was thrown into the mouth of a monster, but Shae can hear Rosalynn's songs (stress that the songs started around the same time as the

Gravedigger Fever) and that the song entices her to seek Rosalynn out beneath Strade's Gallows.

- NOTE: Shae believes Margot is dead (killed by Gus Sand during the raid). She does not know that Margot is enticing Rosalynn to sing.

If the party doesn't ask Shae to come with them, she will insist, but she'll need a disguise if she enters Strade's Gallows. A giant cloak or a spell to disguise her should do fine. Otherwise, she'll stay on the outskirts until the party decides it's safe for her to come into town.

Shae is also well-acquainted with the kuo-toa. She shows no hostility towards them, nor do the kuo-toa despise her. She's actually quite fond of them, offering to play with them or help them if they are in trouble.

The party might end up killing Shae. If this happens, don't fret too much. After all, if she's dead, then that instantly means that her sisters can't form the New Coven. However, the party will lose a valuable ally. If she's attacked, she will fully commit to her hag powers to keep the party at bay, then run to Strade's Gallows to find Rosalynn.

Returning to Strade's Gallows

The party should have no problems on the road back to Strade's Gallows if Shae is with them. As a half-hag, she is adept at keeping the wildlife at bay. Once the party returns, they'll have

a larger problem to deal with.

While the party was away, Fortin Harra and the remaining members of the Watch entered Fort Strade. Fortin Harra's motivations are simple: have the PC's get killed on their way to Tashtiba's hovel while the Watch goes into Fort Strade and eradicates the source of the Gravedigger Fever, emerging as heroes.

The Watch entered Fort Strade through the Cinderbloom Tower. The Cinderblooms will forbid anyone else from entering their tower, but if the party is in favor with Pod or Maggie Cinderbloom, the kids will speak on behalf of the party, convincing their parents to change their minds. The parents might also change their minds if the party has discredited the Watch.

It's highly unlikely that anyone in Strade's Gallows will believe that a member of the Watch attacked the party unless the party has built up rep within the town.

If the party doesn't enter Fort Strade through Cinderbloom Tower, then they can enter Fort Strade through the Smiling Jester.

The Watch will not come back from Fort Strade! Use this to further entice the party to go after them.



Entering Fort Strade

There are two ways to enter Fort Strade. The party might find both entrances or only one. Regardless, Fort Strade is a bit of a maze, and the party could enter one way and come out the other, missing their objective. Don't be surprised if this happens. Worst case scenario, the party can see this as "mapping out" the territory, and it might take a couple of days (including rest) to find the Watch and Rosalynn.

There *is* a way to make their trek easier, though.

If the party sneaks Shae into town and gets her into Fort Strade, she works like a compass, following the sound of Rosalynn's voice. Also, if the party can convince a child to come down with them (Pod or Maggie Cinderbloom being prime examples), then the child can hear Rosalynn's voice and point the party in the right direction.

Remember that Fort Strade is an old fort that sank into the marsh. The party will come across collapsed hallways, rickety structure, and ruins that haven't been explored in decades. There is no natural light in Fort Strade unless noted otherwise.

For now, we'll explore Fort Strade as if entering through Cinderbloom Tower.

Fort Strade, Cinderbloom Entrance (Areas 28-34)

Deep beneath Cinderbloom Tower is a wine cellar. There's a trapdoor on the floor which leads to a descending spiral staircase. The party will descend this staircase and come to Fort Strade's jailhouse.

28. Spiral Staircase

The staircase descends for several steps. Upon reaching the bottom, you find a dirty, concrete floor with several hallways branching off in different directions.

The party is in the jailhouse of Fort Strade. It's largely intact, except for a few places.

29. Solitary Cells

Several prison cells line the area. Their bars are rusted from decades of humid air.

The solitary cells are still locked, but any medium amount of damage dealt to the bars is enough to break them. In each cell has at least one bed.

There aren't any skeletons or bodies in the cells, but one cell has a dead kuo-toa. Close inspection shows that it's a kuo-toa with different tribal patterns than the kuo-toa that are allied with the Floopdoogle. This kuo-toa is one of the Tooploogdo's

scouts, already killed by the Watch. An Intelligence (Investigation) check DC 15 gives a clue as to how it was killed (one of Dart's arrows, Lank tearing it apart, etc.)

Another cell has a loose chunk of concrete noticeable by a Wisdom (Perception) check DC 15. Examining the loose chunk reveals a hidden compartment created by one of the prisoners containing:

- 2 daggers
- 1 crowbar
- 1 miner's pick
- 1 shovel
- A letter detailing a means of escape if "they don't ship us out because of how this ratty excuse of a brig is getting swallowed by the ground. It's that damned hag woman. I can hear her at night, haunting my dreams."

It can be assumed that the prisoners were transferred before their escape plan began, but the tools can be used to better explore the fort.

30. General Population Cell — 1

Beds and other belongings scatter the area, and a pile of rubble from a collapsed wall dominates the northern half of this cell. An observation wall juts out of the eastern side. Several dead kuo-toa bodies are thrown around the room.

This is where prisoners were kept in mass quantities. Like the solitary cells, there aren't any remaining prisoners. checking underneath one of the beds reveals a cowering kuo-toa. This kuo-toa is part of the Floopdoogle's group, unlike the dead ones, which are part of Tooploogdo's. If found, he will run to the party's Floopdoogle in praise. If questioned, he will say (in undercommon) the following information:

- He was captured by the Amazing Tooploogdo.
- A group of "big nasties" killed the Amazing Tooploogdo's kuo-toa.
- The Amazing Tooploogdo is an evil deity who has a pet monster.

The "big nasties" are the Watch, who eradicated Tooploogdo's kuo-toa upon entering the room, but missed the prisoner because he hid. After telling the party's Floopdoogle his information, the kuo-toa will exclaim "Free! Terrible Floopdoogle has made free!" Then run up the spiral staircase into Cinderbloom Tower. A Wisdom (Perception) check DC 20 reveals lots of screaming from the Cinderbloom family and cries of "Kill it! Kill it!" ending with a cry of pain from the kuo-toa.

The pile of rubble in the north end of the cell is from a cave in. Examining the rubble with an Intelligence (Investigate) check DC 10 reveals that the rubble is new, possibly from an event caused by the Watch. If the party

spends a few hours digging away at the rubble with tools, they can dislodge the barrier. Dislodging it reveals a tunnel that leads to the southern entrance of Hideaway Tunnel (area 65).

31. General Population Cell — 2

This room is filled with knee-deep water. Moldy, swollen mattresses float on the surface. There's a hole in the east wall of the room allowing water to seep in.

If the party enters from the south door, then the water in this room will rush out, knocking prone anyone who fails a Strength (Athletics) check DC 10. If the party enters from the hole in the eastern side, then this doesn't happen.

This is a prison cell just like the one in area 30, although a hole in the wall has allowed water to seep in. This place has been flooded for quite some time.

Searching the water reveals a myconid sprout (*Monster Manual* page. 230) growing out of the floor. Agitating the sprout causes it to activate its distress spores, causing the myconids in area 34 to perceive the party as intruders. If the party opens the south door, then the myconid sprout becomes detached during the surge of water and slams into any party members at the door, activating its distress spores.

32. Observatory Hall

This hall separates the two halves of the prison. There are two smaller halls that split off into the general population dorms, allowing soldiers to observe the prisoners through slats in the wall.

The end of the main hallway has rubble to one side that belongs to the same cave in from the first general population room. Any party member choosing to look through the slats in the observatory halls can see into the general population rooms.

33. Collapsed Room

What appears to have once been a series of hallways is now crumbled to ruin. Chunks of rock and debris clog the area, and only small tunnels exist in the dilapidated formation.

This used to be an interior part of Fort Strade's walls until it fell into ruin. The southern area of the room descends into a still patch of water. The north part, however, has a door set up with "DON'T LET THE CHILDREN IN" crudely painted on it. An emblem of the Smiling Jester is drawn on it as well.

The door won't budge because there is a pile of rocks behind it. Tearing down the door reveals the rocks, and after an hour of digging, the party can clear the rubble away. The tunnel behind it leads to the boarded up passage of Caravel Junction (area 60).

34. Myconid Grotto

Water has flooded this area of Fort Strade, and there are several areas where chunks of the ceiling have caved in. A tunnel leads eastward, and it looks as if a wall has fallen down between this room and a storage room.

The western side of this room contains some old crates and barrels floating in the water. Investigating these crates and barrels causes a plume of myconid spores to explode out of them, forcing anyone nearby to make a Constitution save DC11 or be stunned for one minute. This will also alarm a pack of three myconid adults (*Monster Manual* pg. 232) who will emerge from the southeast side of the water to attack.

The myconids will leave the party alone as long as the party doesn't harm them, but messing with the crates or agitating the myconid sprout in area 31 will make the myconids aggressive.

The myconids are huddled at the southeast section of the cave because there is a dead body there, pinned under the rocks. They are transforming it into a spore servant (*Monster Manual* pg. 232). If the party can approach the corpse (the myconid adults must be dealt with), they will find it barely animated by the myconids. If party members are under the effect of the myconid sprout's or adults' rapport spores, they can communicate with the corpse telepathically.

Communicating with the corpse reveals that it's a child who got lost in the tunnels after hearing Rosalynn's song. He warns the party that there is a nest of kuo-toa in the fort, and that the creature leading them is "Ringmaster Baxter, but he's different now..."

The spore servant will die after giving the party the information, its broken tether to the myconids causing its life force to drain out.

The tunnel on the eastern side connects with the tunnel in area 42.

Fort Strade, Smiling Jester Entrance (Areas 35-45)

Beneath the Smiling Jester is a stepladder leading down a dark tunnel. The party might come across this entrance during the Boys vs. Girls side quest or by their own investigation.

35. Baxter's Cavern

The cavern is enormous and filled with water. Rock outcroppings connected by a crude bridge lead to an intact shack. Torches that haven't burned in years surround the shack. Behind the shack, another crude bridge leads off.

FISHING FOR GODS IN STRADE'S GALLOWES

The bridges connecting the outcroppings are sturdy, and the torches can be lit, filling the cavern with light. Any party member that goes into the water discovers that it's only five feet deep. Also, a successful Intelligence (Investigation) check DC 15 notices a pile of discarded manacles in the water.

The manacles were false evidence that the Watch planted on Baxter to make it appear like he was kidnapping people and forcing them to work for his brothel.

36. Brothel, Entry

You notice several melted candles, lacey decorations, and ornamental vases—all scattered. There is a "lounge" feel to this room, as if it were supposed to be glamorous.

This is the sitting room for the brothel that Baxter was secretly running. In its heyday, there were beautiful rugs and paintings on the walls, but now it's gone to ruin after the Watch raided it years ago.

37. Brothel, Bar

A serving bar sits in one area of this room, and there are several broken sofas and chairs strewn about.

This place was also ransacked by the Watch. If any party member steps behind the bar, they will find that there are several bottles of fine liquor still intact, worth about 80gp altogether.

38. Brothel, Rooms 1-6

A hallway has a number of rooms around it, each one numbered 1 - 6.

These are the rooms where Baxter would set up his clients. Each room has a bed with fine linens and a fireplace. The party can find a few gold pieces in some of the rooms, leftover from the women who worked there.

In one room, there's a diary resting on top of a fireplace. The cover on it is charred, but the book is largely unharmed. The diary belongs to a woman named Evannah Correlio, and the first page reads the following:

Baxter has been very kind to me and the others. He's gentle, and his pay is adequate. I owe my life to him. He took me in after my parents threw me out. All because I loved someone before we rang the wedding bells.

Spending more time perusing the diary catches the following notable passages:

... My Todrick didn't show up again. Every

Tuesday and Thursday—he promised—yet here I am, alone in my room. I promised him I would only be his, but if he misses his days, Mr. Baxter will insist I take other clients...

... There's a new man. Jasse is his name. His face makes me forget Todrick. I don't want to be Todrick's anymore, and the way Jasse speaks to me... you'd think I was a queen...

... Jasse came back. He speaks words that I can't resist. I never knew I'd fall for such a poet! The man's a sorcerer with words!...

... It's him. I swear it! For a moment, when I looked into Jasse's eyes, I saw that half-orc. I know that glare. Constable Harra has narrowed his gaze at me that way before at father's galas, like a coyote watching a rabbit. If it's him... using some kind of trick... I have to tell Mr. Baxter that the Watch is onto him!

Fortin Harra was seeing women at the brothel while under the effects of a *disguise self* spell, as well as using charms to affect the women's minds. The party should be able to piece together that the Watch raided Baxter's brothel to protect Fortin Harra's name as well as reinstate themselves as a position of power.

39. Brothel, Room 7

This room is extravagant with billowy curtains, a gigantic bed, lace pillows, and sheets. A silver tea set sits on a platter. A fireplace with a kettle and a stockpile of wood sits to one side.

This room is only accessible from outside the brothel. It was Baxter's "deluxe" room. The party can easily use this room as a resting ground if they need to recuperate

The silver tea set is worth 20 gold, and there's a box of tea bags with the platter as well. A successful Intelligence (Nature) check DC 15 recognizes the leaves in the tea as a natural contraceptive.

Anyone removing the covers or sitting on the bed is in for a nasty surprise, because there's a poisonous snake (*Monster Manual*, pg. 334) hidden within the sheets that will bite the first PC to bother it.

40. Officer's Hall

Moldy paintings and coats of arms bedeck this hallway. This appears to be a regal area. Even though the walls have held up, there are still areas where the ground is pushing

through, and the eastern edge is completely smashed.

This is a hallway in the officer's banquet hall. The paintings and coats of arms decorating the wall have long since gone to ruin, but the party can deduce from the remains that this area is an officer's quarter.

41. Officer's Spice Pantry

A cupboard and empty shelves bedeck this room. There is an aromatic residue in the air.

The cupboard is empty except for a 2 pound bag of salt that's stashed in the back. A successful Intelligence (Nature) check DC 20 lets the party know that kuo-toa don't like salt, and they'll avoid contact with it at all costs.

If the party's Floopdoogle touches the salt, it will burn the skin (no damage unless the contact is prolonged).

42. Officer's Dinnerware Closet

Several cabinets and hutches are broken in this room since the wall has crumbled down. There are a few broken plates and bowls, as well as flatware scattered around.

This is where the plates and dining utensils were stored. Close inspection of the flatware shows that it is made of silver, worth roughly 10 gold pieces in total.

The path to the west descends into waist-deep water, connecting with the myconid grotto (area 34).

43. Officer's Supply Closet

This room is empty except for a dead, dried up kuo-toa in the corner. There are scratches on the door.

The door to the supply closet is locked, so the party won't know what's in this room unless they can finagle the lock open using a pick: Dexterity (Sleight of Hand) check DC 15; or by smashing it open: Strength (Athletics) check DC 20.

The kuo-toa died by getting locked in the closet by accident. Examining it shows that its tribal markings belong to the Tooploogdo's tribe.

44. Officer's Banquet Hall

Four long tables with chairs sit in the center of this gigantic room. A hearth lies to the western wall, and the northeast corner is covered in a strange, foul-smelling, green algae.

The algae is seeping in from area 45. An Intelligence (Nature) check DC 15 reveals that the algae is a product of myconid territory. Treat the algae as rough terrain, and any myconid moving across the algae has its speed doubled.

There are two myconid adults (*Monster Manual* pg. 232)

sleeping underneath the algae. They can be spotted with a Wisdom (Perception) check DC 15. Disturbing them doesn't necessarily lead to hostility, as the myconids will ignore the players if they're woken up, but any attempt to physically contact them will be met with agitation. A party who doesn't see the myconids risks stepping on them, causing a fight.

45. Myconid Reliquary

Algae covers this room, even creeping up some of the cavern walls. A few plants have begun to grow in here, and there's a thick scent of peat moss lingering in the air. In the center of a room is a stone statue of a warrior. His palm is open, and a bright gemstone rests in it, casting faint light across the room.

The gemstone in the statue's hand is a Gem of Brightness (*Dungeon Master's Guide*, pg. 171) with 15 charges remaining. The heat and dim light from the gem has catalyzed the growth of myconid spores, leading to algae production.

Approaching the gem causes a release of rapport spores from the algae (read any myconid entry in the *Monster Manual* to see how rapport spores work), and the party will hear a telepathic threat telling them to leave the gemstone alone. If the party ignores the threat, a myconid sovereign (*Monster Manual*, pg. 232) will rise from the algae and fight the party over the gem.

The myconid sovereign knows a little bit about Fort Strade, but it knows nothing about the Watch's whereabouts. If the party can make a successful Charisma (Persuasion) check DC 15 while negotiating with the sovereign, it will let the party know the following information if questioned:

- A creature known as the Tooploogdo has been seen in the fort, and he arrived roughly three years ago.
- A few children have been seen wandering around, but the myconids haven't bothered them. The children seemed drawn by a spell.
- Some kuo-toa have been seen dragging human signs and paraphernalia around the cave, possibly under order of the Tooploogdo.
- The sovereign tells the party about their current location in Fort Strade, saying it's where "men in uniform would sit and plan, until the marsh brought the fort down to my people."
- A nasty creature with hundreds of eyes and mouths and voices used to roam the fort until the Tooploogdo showed up. Since then, none of the myconids have seen it.
- A hag named Tashtiba kept the sovereign as a pet in her menagerie until she was slain. The sovereign has been down in Fort Strade ever since.

It's possible that the party can come to an agreement with the sovereign. Myconids need organic matter to procreate,

and if the party can bring dead life forms (such as kuo-toa) to the algae room, then the sovereign can grant safe passage to the party in any area controlled by myconids. The sovereign might even allow a couple of myconid adults to tag along with the party as an escort.

Fort Strade, Soldiers' Dorms (Areas 46-55)

Two dorm rooms connected by a kitchen have suffered several decades of pressure. The two hallways leading to this location are almost completely collapsed, but if the party can avoid the vicious quaggoth (*Monster Manual*, pg. 256), there's a chance to obtain a huge loot haul.

46. Crashed Hallway, North

The walls in this hallway have collapsed under pressure. Dirt and rock scatter the area, but there's still a passage leading out. One section of the hallway is intact, made noticeable by a reinforced door with "ARMORY 1" painted on it.

The westward path connects to area 56 in Caravel Junction. The door to the armory is reinforced and locked, and it can be opened with a Dexterity (Sleight of Hand) check DC 20, or an Strength (Athletics) check DC 25.

A Wisdom (Perception) check DC 15 near the door hears the sound of a child whimpering.

47. Armory 1

This place is a fetid mess, obviously the storage room for a wild creature. There are bones and random trinkets scattered around, as well as several overturned weapon racks. In a cage in the corner, a child is curled up in fear.

The child will call for help the moment the PC's open the door. There's a high chance, however, that the quaggoth in area 49 will hear the commotion and approach the party.

If the party rescues the kid, they can return the kid home for town favor. The weapon racks are empty, having been scavenged long ago.

48. Dilapidated Dorms

This is a gigantic day room that has suffered lots of damage from cave ins. The dorms to the right are smashed to pieces from encroaching rocks and dirt.

The party has entered one of the day rooms for the soldiers who used to man the fort. An Intelligence (Investigation) or Wisdom (Survival) check DC 10 notices large, beastly footprints all over the floor. If a player succeeds the check by a large margin, then

the player recognizes the footprints as belonging to a quaggoth.

Exploring the wrecked bedrooms finds splinters of bedding and crumbled wall. Anything that might have been valuable is buried by the debris.

49. Dorm Kitchen

Any stoves or ovens are scattered to ruin. Shelves and pieces of wood are thrown all over the room. There seems to be an odd bed made of refuse in one area of this destroyed kitchen.

This is the sleeping area of the quaggoth. Assume he is sleeping in the refuse when the party arrives, but if the party causes too much commotion, they'll wake him.

This quaggoth, if threatened, will challenge the party in undercommon. If the party communicates with him, they might work out a deal: kill the myconid sovereign in area 45, and he will let them pass unharmed.

If the party slays the quaggoth, they'll find that he's carrying a ring of keys. With these keys, the party has access to any locked door within Fort Strade.

50. Intact Dorms

This gigantic day room seems perfectly intact. There are a few tables scattered around, and a series of dorms line the eastern wall.

These dorms belonged to the soldiers who manned the fort. There are quaggoth footprints on the floor, just like in area 48.

51. Intact Rooms

These rooms have two beds in each of them.

These are the bedrooms where the soldiers slept, two to a room. There isn't much left in them.

52. Smashed Rooms

Opening these doors reveals that they were destroyed by a cave in. Whatever was left of them is now smashed beyond recognition.

The party can dig all they want through the rubble. They won't find anything of importance.

53. Trap Room

This room is intact and has two beds in it.

Any party member entering this room needs to make a Dexterity save DC 10 to avoid the walls caving in. A PC who

fails the save is trapped under debris, taking 2d10 bludgeoning damage. The trapped PC will continue to take 1d10 bludgeoning damage every minute until the debris is removed.

54. Collapsed Hallway, South

This hallway has suffered the pressure of decades beneath the ground. Chunks of rock and gravel push through the sides. There's a reinforced door with "ARMORY 2" painted on it along the south wall, and a passage leads off to the west.

Following the west passage leads to the Myconid Reliquary (area 45).

The door to the armory is locked, though a small-based party member can squeeze through the debris along the south wall if they don't want to try unlocking it. The door can be opened with a Dexterity (Sleight of Hand) check DC 20, or a Strength (Athletics) check DC 25.

55. Armory 2

There is a damaged wall on the western side, but for the most part, this armory is intact. Some weapon and armor racks line the walls.

The weapons and armor are still in good shape. The party can find the following:

- Simple Ranged Weapons
 - 2 light crossbows
 - 1 light shortbow
- Martial Melee Weapons
 - 1 battleaxe
 - 2 flails
 - 2 glaives
 - 4 longswords
 - 4 shortswords
- Martial Ranged Weapons
 - 4 heavy crossbows
 - 3 longbows
- Ammunition
 - 60 arrows
 - 60 bolts
- Armor
 - 3 chain shirts
 - 1 chain mail
 - 1 breastplate
 - 2 shields

In addition to these weapons, there is a finely decorated case inlaid with runes. Anyone who can read Draconic recognizes an inscription, "FOR MY KINDRED SCHOLAR, GERALD, WHO FOUND AN OLD WOMAN'S HEART. YOUR LOVE FOREVER, ALICE." However, anyone who can read Sylvan sees the inscription differently. To them, the inscription says, "FOR MY

SPITEFUL RAKE, GERALD, WHO SHATTERED AN OLD WOMAN'S HEART. YOU'RE MINE FOREVER, TASHTIBA."

Opening the case reveals a quarterstaff as white as milk, with green swirls cascading through it. This is a sentient magical item named Gerald the Hatestick. Consult the appendices at the end of this module for details about Gerald.

Fort Strade, Caravel Junction (Areas 56-60)

This is a section in Fort Strade where several paths meet up. The party may enter Caravel Junction from any entrance, so be prepared.

The basic layout of Caravel Junction involves two spaces joined by an old ship lodged in the rock. The eastern half is dry ground with a collapsed horse stable in the northeast. The western half is much lower in elevation and full of water. The boat in the middle is level with the eastern cavern in terms of elevation.

56. Forward Cavern

An open cavern fills the area. A path leads off southeast, and a boarded up tunnel sits in the northeast. To the west, the forward section of a ship juts out of the rock. A gangplank leads up to it. Faded letters on the ship read, "SAILOR'S MISTRESS."

The southeast passage is a tunnel that connects with area 46 in the dorms. The boards at the tunnel in the northeast can be removed, allowing access to the old stable. The boat can be boarded or disembarked using the gangplank if the party doesn't want to climb the sides.

Approaching the boarded up tunnel in the northeast reveals that there is a message written on it in undercommon, "TOOPLOGDO BANISHED ZONE."

57. Old Stable

This personal stable has collapsed, though the roof is being held up by wooden beams. The hitching posts are still there, and several dead kuo-toa are tied to them.

These are kuo-toa that have been "banished." In short, banishment means being trapped in a boarded up room until death by starvation.

The party can examine the bodies. The bodies bear the tribal markings of the Tooplogdo kuo-toa, but each one has a different "crime" carved into its skin, written in poor undercommon.

- Corpse 1: EGG SWAPPER

- Corpse 2: MATE DEVOURER
- Corpse 3: TOOPLOOGDO BLASPHEMER
- Corpse 4: UGLY
- Corpse 5: KIN-KILLER

The party can use these corpses and crimes to glean into the kuo-toa society.

58. Sailor's Mistress

This old trading caravel is wedged in the wall. It looks several decades old.

The only way to get from the Forward Cavern (area 56) to the Aft Cavern (area 59) is by going through the Sailor's Mistress. There is too much rubble on deck, so the party will have to go below deck.

The entry on the eastern half is through a set of doors in between a pair of stairs. This leads the party below decks. Entering through the western half is through the open hole in the bottom of the ship.

Since the Sailor's Mistress's eastern half is touching land whereas the western half is dangling 20 feet above the water, to cross from the eastern half to the western one is as simple as going through the doors and leaping into the water from the open hole. Trying to reach the open hole from the water, however, will require more ingenuity from the party.

Inside the Sailor's Mistress is a sturdy dinghy with oars that can be dropped into the water. The dinghy has enough room for six medium-sized creatures. The party can shove the dinghy through the hole and into the water below.

59. Quipper Pool

This large pool dominates the cavern. The water follows a tunnel to the west, but there's land to the southern side that leads to a barricaded tunnel. A ship juts out of the stone wall near the ceiling, its broken, open hull resting twenty feet above the water.

Quipper Pool is about ten feet deep. The western path leads to the top of the waterfall in area 62.

A party member examining the water can make a Wisdom (Perception) check DC 13 to notice swarms of quippers swimming around in the water. These quipper swarms function just like the textbook entry (*Monster Manual*, pg. 238) except that they do 2d4 piercing damage instead of the listed damage. Treat every water space in this room as being occupied by a quipper swarm that never moves, and no matter how much damage is dealt to the swarms, they don't die.

Essentially, the party's going to have to swim through the water as fast as possible or else risk taking 2d4 piercing damage every turn. The only way to avoid this is to use the dinghy inside the Sailor's Mistress or to come up with a crazy plan. Ingenuity such as building a raft out of scrap lumber, casting lightning

spells into the water to stun the fish, or throwing a fleshy corpse to "distract" the quippers shouldn't go unrewarded.

The party dealing with this encounter is sure to bring lots of laughs if things go poorly.

60. Boarded Up Passage

This tunnel is blocked up with piles of rock and lumber.

Removing the debris opens up a passage that connects this room to the Collapsed Room (area 33).

The debris was piled up here to prevent children from walking into the quipper pool.

Fort Strade, Kuo-Toa Haven (Areas 61-64)

The kuo-toa under Tooploogdo's rule live in this cavern. They reside in thatch dwellings just beneath the surface of the water. The Watch had a gigantic fight in here, killing several kuo-toa, but they were eventually overrun and captured. The kuo-toa inside are still recuperating their losses.

61. Haven Cavern

This gigantic cavern reeks of fish and plantlife. A waterfall trickles through a set of steel doors in the eastern wall, and a net is laid out beneath it, possibly to strain the water for fish. Beneath the water, you can barely see the top of thatch houses that are anchored to the walls. There are two levers, one on the eastern side near the waterfall, the other on the western side near the wall. A set of stairs leads to a tunnel in the north. A path leads off to the south, and the dirt around it is covered in divots, blood, and blackened streaks.

There are roughly 10 kuo-toa scattered around this room, and they'll fight the party as soon as they see them.

The steel doors atop the waterfall can be opened by pulling the eastern lever. If the doors are opened, water pours forth, as well as several swarms of quippers. The quippers will be caught in the net. Following the waterfall meets up with the western waterway in Quipper Pool (area 59).

The party might enter the cavern through the waterfall. If so, they will be blocked by the doors at the top of the waterfall. However, there's another lever behind the doors that the party can use to open them.

Opening the waterfall doors and removing the net causes the quippers to pour into the kuo-toa's water, causing lots of mayhem as the quippers attack in swarm. Also, if the party opens the waterfall doors while they are at the top, any party member falling over the waterfall and

landing in the net will cause the net to fall away (riding down the waterfall in the dinghy from the Sailor's Mistress works as well... and will be insanely cool).

While near the western side, a party member can make a Wisdom (Perception) check DC 10 to notice a set of doors beneath the waterline. This door can be opened by pulling the western lever, allowing access into the Egg Room (area 64).

The Watch had their fight along the southern entrance, which is pockmarked with signs of a fight. Following the southern path brings the party to the northern entrance of Hideaway Tunnel (area 71).

62. Crates and Cages

Several kuo-toa shiver in cages. They're piled up with crates and barrels.

Inspecting the kuo-toa in the cages shows that they're from the Floopdoogle's tribe. Freeing them with the party's Floopdoogle nearby will encourage them to fight alongside the party.

The crates and barrels contain several stolen goods from Strade's Gallows: spices, fruits, vegetables, barley, and the like.

63. Egg Room

Pebble-sized eggs bedeck the walls and several rocks in this small cavern. It's obviously a breeding ground.

The party has to swim underneath a small dip in order to emerge in this room. If the quippers are released from the waterfall, they will swarm in here and devour all of the eggs.

64. Tooploogdo Offerings

An ornate rug is covered with several gifts, suggesting this is a crudely made altar of sorts.

These are gifts gathered by the kuo-toa for Tooploogdo. Searching through them finds the following items:

- 2 bottles of wine.
- 1 signpost from The Smiling Jester
- 1 lute
- 50 pieces of gold
- 1 glass bottle of water adorned with runes.

The items are nothing overly spectacular, except for the glass bottle of water. Anyone who can read draconic can read the runes, recognizing the inscription as "TASHTIBA'S HOME BREW." An Intelligence (Arcane) check DC 15 recognizes this as a Water Wyrd Bottle (check the appendices for information about this magic item)

Fort Strade, Hideaway Tunnel (Areas 65-72)

This area was traversed by the Watch and is stationed between the Kuo-Toa Haven and the Cinderbloom Entrance. Most of the area is untouched with no sign of a struggle. The Watch simply walked through.

65. Strade's Laboratory, Outside

Rubble pockmarks this old, cobblestone building, and dirt encases it like a tomb. Only the front doorway is visible, the rest engulfed by the rock. A sign in front reads "STRADE LABORATORY."

The Fort Strade laboratory was where several research experiments were carried out. It's mostly in ruin, but the party can enter it and explore if they want. The door isn't locked.

Any party member who passes a Wisdom (Perception) check DC 20 while passing this building hears children whimpering from inside.

66. Strade's Laboratory, Inside

The room creaks from years of being under pressure, but the sturdy beams lining the walls and ceiling give no sign of collapse. Rubble fills the area, and a gigantic boulder blocks what would have been the main hallway.

The party will find nothing but shattered furniture and piles of rubble in the bottom floor; however, there is a staircase near the south wall that will lead to the upper floor.

67. Strade's Laboratory, Upper Floor

The floor creaks with every step as you traverse this area, and piles of debris fill the nooks and crannies. A busted door lies to the northwest wall, and a wide hole from a gigantic boulder lies to the northeast.

The upper floor is in worse disarray than the one beneath it, but there is more to be found up here. The door to the northwest leads to an alchemy lab, where the party can find:

- 2 Alchemy kits
- 1 Herbology kit

The hole from the boulder in the northeast provides a surprise to anyone inspecting it: the top of the boulder is level with the flooring, so the party can walk across it and shimmy into a gap between the boulder and the flooring, taking them into Strade's Laboratory, Testing Chamber.

68. Strade's Laboratory, Testing Chamber

Odd plants and flowers cover the area, and wonderful smells fill your nose. Vines with grapes and all sorts of wild fruit bedeck the walls and ceiling. A glowing gemstone

shines like the sun as it rests in one of three sconces, the other two being empty. Old lab tables are scattered around the room. A giant patch of wild rosewhistle grows in the center.

Unless startled by the party, there will be three children sleeping in the patch of rosewhistle because the rare flower, even in its natural form, halts the effects of Gravedigger Fever, and the children sleep around it to be safe.

The children have been here for a month—they were the first kids to be affected by the fever. They survived by eating the fruits in the testing chamber. They will happily look to the party for help, but they may be wary. The children tried to get the Watch to help them earlier, but the Watch ignored them.

The glowing gemstone is another Gem of Brightness with 15 charges remaining. An Intelligence (Arcana) check DC 15 reveals the sconce holding the Gem of Brightness is a special device used in crafting Gems of Brightness, and that the two other empty sconces indicate that two other gems must exist. The gem's vibrant light is the source of the plants' bountiful growth.

Perusing the lab uncovers several books, mostly dealing with botanical experiments. An Intelligence (Investigate) check DC 15 reveals several letters from Kamalla Streams, hinting that he was a correspondent with the lab. One of the books is white with green spirals adorning it, the pages gilded on the edge. The name "GERALD" is stamped on it, and any mage in the party will identify it as a wizard's spellbook.

The spellbook belongs to Gerald and contains the following spells written in draconic:

- *Create Food and Water*
- *Entangle*
- *Plant Growth*
- *Purify Food and Drink*
- *Speak with Plants*

If the party possesses Gerald the Hatestick during this part of the adventure, then Gerald will be delighted to "educate" the party about how he spent night after night in this lab, working with plants. He will take *extreme* delight in a party member who shows interest in his spellbook.

The party can rest here if they decide, and if they eat any of the savory fruit, they'll recover quicker (a long rest taking only half the time). Wizards in the party can use this time to copy some spells from Gerald's spellbook into their own, as Gerald's old spell-writing materials are stored in here as well.

69. Dregalia's Horde

A series of fallen rocks hide a small collection of chests and a pile of gold. Draconic writing is carved into the stony walls behind it.

This pile of loot belongs to Dregalia, an adult black dragon who died decades ago during a cave in. The draconic writing on the

wall reads, "TASHTIBA BEWARE, DREGALIA RISES." As far as dragon hoards go, the loot is quite sparse, but the party can find the following items by digging through the chests and gold:

- 200 gold pieces.
- 4 bolts of silken cloth (worth 20 gp each).
- 1 brass dragon egg. (worth 1000 gp or more).

The brass dragon egg will draw the party's interest, as an Intelligence (Arcana or Nature) check DC 14 reveals that the egg is still alive! It will not hatch during this module, but the egg can provide a good plot hook for another adventure.

70. Dregalia's Doom

A dragon skeleton lies smashed by a cave in, stalactites piercing its now fleshless body.

This is the corpse of Dregalia, one of Tashtiba's rivals from decades ago. The female black dragon and Tashtiba waged an underground war with each other in Fort Strade after Dregalia stole a brass dragon egg from Tashtiba's collection of treasures. Tashtiba, in the end, won after causing a cave in that killed Dregalia. The war between Dregalia and Tashtiba is unknown in Strade's Gallow. It was largely conducted in secret.

Inspecting the dragon's skeleton reveals a note pinned to its skull that reads:

*A dragon born, a dragon died,
A dreg in name and deed.
When stealing from the Demon Hag,
A tombstone you will need.*

—Tashtiba

Unfortunately for the party, the note is actually a *glyph of warding* placed by Tashtiba. It stores an *animate objects* spell that will trigger upon reading the note. The spell targets Dregalia's skull, causing it to detach from the skeleton and attack the party (use the stats for a medium animated object to determine the skull's stats.)

71. General Strade's Monument

A pool of tepid water rests in the room. Broken fragments of a marble statue poke through the surface. This water looks like it hasn't been disturbed in a while. A path leads northward.

There's nothing too eye-catching about the water, though if the party goes into it, they may notice the entrance to Dregalia's Brood (area 72).

The marble statue is of General Strade, and the severed sculpture of General Strade's head is still intact, lying on the bottom of the pool. Returning it to Strade's Gallowes will win

more of the town's favor. Following the northern path will lead the party to the southern side of the Kuo-Toa Haven (area 61)

72. Dregalia's Brood

Hidden away in a small nook is a nest. Three black, glistening dragon eggs rest untouched in the middle.

These are Dregalia's unhatched children. Since her death, they have fossilized. They will not hatch, but each of them can fetch 500 gp easily.



Fort Strade, the New Smiling Jester (Areas 73-83)

Fort Strade's underground maze comes to an end in this gigantic, open area. This is where Ringmaster Baxter, now the Amazing Tooploogdo, has reestablished the Smiling Jester. Once the party enters, they'll see a sign advertising the Smiling Jester, and loud, off-key carnival music fills the air. Several attractions litter the area, such as game booths, cages with creatures inside, and a gigantic roller coaster. The attractions are manned by withered, dead-eyed kuo-toa dressed in clown suits.

The kuo-toa will not attack anyone in here. They are here for "fun," after all. The Amazing Tooploogdo has brainwashed them into his servants. They will perform all of their tasks in steadfast deadpan.

73. Information Booth

You enter a gigantic cavern full of festive lights. Scratchy carnival music plays as if from nowhere, and ratty carnival attractions litter the ground. The western half of this cavern, however, is a gigantic drop off, descending into depths unseen. A roller coaster track surrounds the room, and a gigantic sign reading "THE SMILING JESTER" stands near the entrance. A kuo-toa dressed as a clown sits at an information booth near the sign, his eyes pale and vacant.

The party can visit the information booth, and the kuo-toa working it will show them a list of all the potential activities in the new Smiling Jester:

- Dunk-a-Toa
- Fill-a-Toa
- Whack-a-Toa
- Edgar Windhowler, the Fool
- Lank, the Strongman
- Dart Slipfoot, the Lion Tamer
- Fortin Harra, the Magician
- Cat & Mouse Rollercoaster
- The Freak Show
- Wheel of Chance

NOTE: Depending on which member of the Watch was dispatched in the skirmish along the Old Hag Road to Tashtiba's, one of the four Watch members won't be listed.

74. Game: Dunk-a-Toa

Two kuo-toa man this game. One sits in a chair suspended over a pool of grimy water. The other stands near a bullseye. A sign reads, "DUNK-A-TOA."

Any party member can pay the kuo-toa near the bullseye 1 gp for a chance to throw a rock at the bullseye (AC 10). If the party member hits the bullseye, the kuo-toa in the chair will fall into the pool of water.

75. Game: Fill-a-Toa

Three crossbows affixed with tubing are attached to three mounts. Roughly twenty feet away from the crossbows are three open-mouthed kuo-toa. A fourth kuo-toa stands near the sign, which reads "FILL-A-TOA."

Each party member can pay the kuo-toa near the sign 1 gp to play the game. The crossbows shoot a stream of water, and by aiming the crossbows at one of the kuo-toa, the player can shoot water into the kuo-toa's open mouths. The first participant to make his or her kuo-toa puke up the water is the winner. Have the participating party members make a ranged attack roll without proficiency. The highest roll wins

the game.

76. Game: Whack-a-Toa

Five kuo-toa man this game. Four sit on tiny stools at the end of three lanes. The fourth stands near a sign reading, "WHACK-A-TOA."

Any party member can pay the kuo-toa near the sign 1 gp for a chance to throw a rock at one of the kuo-toa on the stools. Knocking one off the stool wins the game. Beating an AC 10 is a hit, but not strong enough to win. Beating an AC 15 is a hit that knocks the kuo-toa off the stool.

77. Attraction: Edgar Windhowler, the Fool

Edgar Windhowler stands on this cobbled-together wooden stage, his lute in hand. A kuo-toa stands at the base near a sign that reads, "WINDHOWLER, THE FOOL."

Edgar has been brainwashed by Tooploogdo, his mind now a slave to the kuo-toa deity. He's decorated in a jester's cap and curly, jingle bell shoes. Paying the kuo-toa at the stage 1 gp makes Edgar tell a joke, "What chokes a hundred hungry mouths?" If the party doesn't answer or guesses wrong, he'll answer, "A sandwich!" Paying again makes him repeat the joke.

A player who doesn't understand the punch line can make a Wisdom (Insight) check DC 20 to analyze the punchline, noting that "sandwich" sounds like "Sand Witch," possibly referring to Shae and her sisters (their last names being Sand). The hundred hungry mouths refer to the gibbering moulder.

NOTE: If Edgar Windhowler was killed/didn't make it into Fort Strade (such as attacking the party at Tashtiba's hovel), this attraction is empty and has a "PARDON OUR CONSTRUCTION" sign.

78. Attraction: Lank, the Strongman

An iron cage rests here, and Lank sits inside. He's wearing a singlet, and there are several heavy objects inside the cage. A kuo-toa stands near a sign that reads, "LANK, THE STRONGMAN."

Like Edgar, Lank has also been brainwashed by Tooploogdo. Paying the kuo-toa 1 gp will make Lank pile up the heavy objects in his cage and lift them over his head.

NOTE: If Lank was killed/didn't make it into Fort Strade (such as attacking the party at Tashtiba's hovel), this attraction is empty and has a "PARDON OUR CONSTRUCTION" sign.

79. Attraction: Dart Slipfoot, the Lion Tamer

An iron cage houses Dart, who is wearing furs and carrying a whip. Whisper is in there as well. They both look starved and malnourished. A kuo-toa stands outside the cage near a

sign that reads, "DART SLIPFOOT, THE LION TAMER."

Paying the kuo-toa 1 gp will make Dart crack his whip, forcing Whisper to do tricks. As with the others, they are slaves to Tooploogdo's enchantments.

NOTE: If Dart and Whisper were killed/didn't make it into Fort Strade (such as attacking the party at Tashtiba's hovel), this attraction is empty and has a "PARDON OUR CONSTRUCTION" sign.

80. Attraction: Fortin Harra, the Magician

Fortin Harra is chained near a gigantic roller coaster. He's clad in a magician's top hat, white gloves, and a bowtie. The powerful mage is but a fraction of his former self in presence. A kuo-toa stands near a sign that reads, "FORTIN HARRA, THE MAGICIAN."

Paying the kuo-toa 1 gold piece will make Fortin Harra cast *mage hand* and *dancing lights*, creating dazzling spectacles. However, during this display, he will cast *message*, sending a secret to one of the party members. A member of the party hears, "Ringmaster Baxter has been transformed by the kuo-toa—we thought we got rid of him, but he hid down here. He's gone mad..."

He won't say anything else for fear of being caught.

81. Attraction: Cat and Mouse

A gigantic, wooden display of a mean cat with a wide, hungry mouth hangs over a roller coaster track that leads underground. A beat up, steel roller-coaster cart shaped like a mouse rests beneath it. The track stretches all over the caver, hanging perilously over a bottomless pit to the west and winding through tunnels. A kuo-toa stands near the ride, a sign next to it reading, "CAT AND MOUSE."

Paying the kuo-toa 1 gp will allow the party member to sit in the cart. Other party members can pay to hop in as well. The kuo-toa will pull a lever, and the cart will fly down the tracks, zipping through tunnels and caves before coming back to its resting place.

82. Attraction: Freak Show

A stone set of double doors nearly engulfs the northern side of the makeshift carnival. The doors are covered with dirty carnival signs, most likely dug out from the marsh. Several of them have advertisements along the lines of "TASHTIBA'S CAVALCADE OF FREAKS!" or "THE DEMON HAG PRESENTS HER NEWEST BEAST FROM THE ABYSS!"

The signs are Tashtiba's old advertising displays for her freak shows during the Harvest Festival. The kuo-toa under

Tooploogdo have been collecting them over the years. Party members can identify the following “attractions” by examining the dirty signs up close:

- “THE ALLIGATOR GOD”
- “THE GIBBERING MOUTHER”
- “MUSHROOM MEN FROM THE UNDERDARK”
- “THE BEASTLY QUAGGOTH”
- “CARNIVORE FISH, ABLE TO PICK A CORPSE CLEAN IN TEN SECONDS”
- “UNBORN HEIR TO THE BRASS DRAGON, KROSH”
- “THE WATER MAN”

There are several other attractions listed, since Tashtiba churned through several oddities over the decades, and many of her creatures died in the assault on her hovel. However, the party might deduce that several of the obstacles they’ve dealt with were some of Tashtiba’s freaks that fled into Fort Strade after her demise.

The stone doors don’t open, and there’s no apparent mechanism to open them. Only magic can open the door. An Intelligence (Investigation) or Wisdom (Survival) check DC 10 reveals several small, child-shaped footprints leading up to the door, as if children have entered it.

Shae or any children with the party can hear singing behind the door.

83. The Wheel of Chance

Near the northern wall is a giant drapery covering an exhibit. A kuo-toa stands nearby, the sign next to it saying, “THE WHEEL OF CHANCE.”

The kuo-toa accepts no pay to play the game, and if the party approaches, it will instead whip the sheet away, revealing a new exhibit: a massive, spinning wheel rapidly whirling as carnival music kicks into overdrive.

There are four paintings, of which only three will be on the Wheel of Chance. Each painting represents a member of the Watch, one of the four being removed to represent the Watch member that died while ambushing the party at Tashtiba’s hovel:

- Jester’s cap — Edgar Windhowler
- Whip and stool — Dart Slipfoot and Whisper
- Pair of dumbbells — Lank
- Magic wand — Fortin Harra

Whenever the wheel stops spinning, an arrow at the top of the device will be pointing at one of the pictures. Whichever picture it points to is the member of the Watch that the party will have to fight. Have a party member roll a d3 to determine which picture the wheel lands on.

Carnival Brawl

One of the Watch will be released from constraints after the Wheel of Chance makes its decision. This member will be driven by Floopdoogle’s commands, attacking the party in appropriate ways. If the chosen attacker has any spell slots, they are all restored. Check the appendices for stats regarding the different members of the Watch.

There are several ways that this fight could go: Edgar Windhowler will use charms and enchantments to lure the party into danger; Lank will lob gigantic objects at the party from afar and try to knock them out in melee; Dart Slipfoot will attack from a distance with a bow while Whisper engages up close; and Fortin Harra will take advantage of his *greater invisibility* to catch the party unawares.

There are several ways that either the Watch or the party can use the environment against each other:

- Smashing/overturning the Dunk-a-Toa pool will cause mildewy water to spill out, forcing a Dexterity (Acrobatics) check DC 10 to prevent falling prone when moving through the affected terrain.
- Charming the kuo-toa clowns with spells to attack/or using them as human shields.
- Shooting water with the Fill-a-Toa crossbows. Anyone struck by the water must make a Strength (Acrobatics) check DC 15 to prevent being knocked backwards 20 feet.
- Activating the Cat and Mouse roller coaster and riding it around on its track while attacking from a distance.

Several members of the Watch benefit by certain tactics or by using the environment in different ways. Fortin Harra, for example, could cast *greater invisibility*, activate the Cat and Mouse’s lever, hop into the cart, then flip the lever back to normal from afar with *mage hand*, letting him throw out *magic missiles* from a safe distance. Another example: Lank could throw a member of the party into the Cat and Mouse cart, then flip the lever to send the party member down the track. When the party member is far away, he could rip the lever out, forcing the now stranded party member to run back to the fight on a precarious ledge of roller coaster tracks.

The member of the Watch will NOT, however, release the other members of the Watch (that’s not part of Tooploogdo’s game).

When the member of the Watch is defeated, all of the remaining kuo-toa will clap their hands in a lazy, rehearsed manner, and the Amazing Tooploogdo will step forth.

Second God

The Amazing Tooploogdo will emerge after the party plays the Wheel of Chance, clapping his hands profusely and shouting accolades of praise for the party’s show.

Being a chosen god of the kuo-toa, Ringmaster Baxter has undergone several transformations: his eyes elongate into stalks, and a crustacean carapace bulges underneath a dirty set of coat tails. Two lobster claws grip an ornate walking stick, and a mass of wriggling tentacles push him along where his legs should be. His mouth is a row of razor teeth with catfish whiskers on the side, and a stovepipe hat rests on his head. Overall, he resembles a mass of octopus, lobster, and fish crammed into a ringmaster uniform.

Tooploogdo remembers everything about his life as Ringmaster Baxter—why else would he go through the trouble of rebuilding the Smiling Jester? He hates the Watch, taking delight in their entrapment, and he blames Fortin Harra's inability to "just give into his sinful ways" for the Smiling Jester's downfall. Roleplay Tooploogdo as a mishmash of Willy Wonka and Hannibal Lecter.

Tooploogdo takes interest in two members of the party: the new Floopdoogle and Shae. He sees the Floopdoogle as an equal in "this crazy circus world," and will question the Floopdoogle about his/her experiences as a kuo-toa demigod. With Shae, he offers her a chance to be a part of his collection, "To be with your dear sister."

The party will notice that Tooploogdo is very aloof with his social skills. He laughs at the permanence of death, and he sees nothing wrong with treating the party like old friends after he recently tried to murder them.

Being a demigod does that to people.

Tooploogdo has no regard for his kuo-toa's lives, and would kill one just for personal amusement. He's very much a chaotic evil character, ignorant to other's feelings. To him, everyone is a piece in his game. Life is a gigantic carnival, and everyone's a freak.

Tooploogdo is in a constant disarray of nihilism and construction. Everything that is destroyed can be rebuilt, and everything that is rebuilt can be destroyed. He takes no offense if any of his carnival attractions are wrecked.

There's a chance that the party will outright kill Tooploogdo before he can get any kind of word in. No problem. He deserves it. He's not meant to be a great foe, so any big attack against him is enough to kill him. Doing so will automatically open the door to the freak show.

Also upon Tooploogdo's death, the remaining Watch members are freed, and they will ally with the party. The Watch members will be at exhaustion level 3, however, and their spell slots will be used up.

If further questioned about Rosalynn, Tooploogdo will point to the door with the freak show posters on it. "It's where all the kids go eventually. They love the freak show." And the doors will open.

NOTE: Killing Tooploogdo makes his kuo-toa worship the party member who killed him, turning that party member into a kuo-toa deity: the new Amazing Tooploogdo. Use the

Floopdoogle Magnitude chart in the Floopdoogle entry to check the new Tooploogdo's progress.

The Hooked Demon

The party's final venture within Fort Strade is their dealing with Rosalynn. She lives behind the freak show doors, and she's ready to unleash all of her tricks at the party.

When the doors to the freak show open, the party is treated to a chilling sight.

The freak show doors rumble before you as unseen magic pries them apart. Dirt and dust sprinkle from the ceiling, and low moans fill the air. A creature of despair and grief lurks somewhere within the darkness.

Hundreds of moldy papers billow out of the doors, flying across the carnival before floating to the ground. You snatch some of them up, only to see that the papers are wanted posters for Tashtiba, each one displaying the Demon Hag's gnarled face.

You look up from the poster and see a dried, female corpse with scraggly hair and clawed hands. She dangles from a noose mounted where the doors meet in the middle. A shroud drapes her, and sharp teeth are visible through her lipless jaws. Her head tilts to the side, snapped at the neck. She bears a striking resemblance to the face on the poster in your hands.

Dangling from the corpse's feet is a rotten, wooden sign that says,

***GO FISHING FOR GODS IN STRADE'S
GALLOWS, AND YOU'LL HOOK A DEMON
INSTEAD.***



The dangling corpse is Tashtiba's, and she's one of Tooploogdo's prized possessions. He led the lynching party, so he's very proud to have her corpse.

The corpse isn't enchanted, and unless the party casts *speak with dead* or any other spell that affects dead bodies, it will not come to life or jump at them, though your party might avoid the corpse for fear of any tricks.

The Dirge of a Thousand Weepings

Once the party crosses into the freak show, they cross into Rosalynn's world. Her time spent manifesting her hag powers has allowed her to warp the minds of those around her.

It's time to screw with your players' heads!

When the party steps into her lair, Rosalynn immediately uses her Haunting Echoes lair action to transform the freak show room into a replication from a PC's memory, making it look like a childhood home or personal place of happiness. There is no save for this. The party will step into the pocket dimension after passing under Tashtiba's corpse. Rosalynn will have used her prep time to cast *major image*, conjuring up a figure from the PC's backstory: a mother, an old comrade, a pet, etc. Rosalynn will also cast *merge into stone* on herself and slip into the floor of the fake world. Her plan is to use *major image* to distract the party, then moving underneath as many PC's as possible to whittle away at them with her Song of Rosalynn ability.

This is a chance for you, as a DM, to completely terrorize the party, most notably the PC chosen for the Haunting Echoes world. You can have the *major image* character spit whatever kind of lies. Remember, Rosalynn is sadistic and preys on the childlike psyche of people, so perverting a cherished childhood event of a PC's backstory is right up her alley.

If Rosalynn's ruse is discovered, she'll emerge from the floor and activate her Cerebral Bite ability, further wracking the party with terrible images of their pasts. She'll then engage with her bite attack. The false dimension that Rosalynn creates with Haunting Echoes won't disappear until Rosalynn is slain. If Tooploogdo is still alive, he'll observe the fight from afar, cheering on both the party and Rosalynn.

Keep in mind that Rosalynn is allergic to rosewhistle and will avoid party members who possess it, attacking them only if necessary.

Rosalynn's ultimate goal is to absorb Shae. Shae knows this, and she'll do anything she can to avoid her sister. If Shae is absorbed, Rosalynn regains the use of Cerebral Bite and can cast it as a standard action instead of only once per day. Once Shae is absorbed, Rosalynn will try to escape Fort Strade by running through the tunnels. Any NPC's in her way will avoid her since she'll be casting Cerebral Bite the whole time. If she reaches the surface, she'll charge through Strade's Gallows, terrifying and

eating the mortified citizens until she reaches Margot's grave in the Genteel District.

The party will have a very hard time defeating Rosalynn if she manages to absorb Shae, so it's important that they defend Shae. If Shae is not present with the party during the fight, Rosalynn's goal is simply to kill the party.

Feel free to utilize dialogue with Rosalynn. Does she taunt her sister? Does she spout out dark secrets that she's gleaned from the party? Rosalynn is essentially a teenage gossip with demonic power, and no secret is safe with her. This is a perfect moment to "out" a PC who is hiding secrets from his or her comrades.

If Tooploogdo is still alive at the end of the fight, he'll commend the party for another rousing performance, and then cast a spell that alters the rail track on the Cat and Mouse. The new track leads to a cellar underneath the stable in the Genteel District (area 14), and he'll urge the party to take the roller coaster back to the surface.

Their fight isn't over yet.

The Fey Fettered

If the party destroys Rosalynn, then they've successfully halted Margot's plans of creating the New Coven. However, if Margot hasn't been dealt with, she'll unleash her wrath upon Strade's Gallows.

Margot the Fey Fettered is holed up in her grave. She has several cold iron chains pinning her from when she was buried. She has spent most of her time going mad in her thoughts, reaching out to Rosalynn.

If the party finds Margot while she's still entombed, she will be easy to dispatch and show no resistance. However, if she should break free of her chains, Strade's Gallows is in for a devastating amount of destruction if she isn't eradicated quickly. Margot can be freed in one of two ways:

- Someone frees her willingly.
- Rosalynn is slain, causing Margot's rage to burst forth, freeing her from the grave.

Once freed, Margot will spare nobody who tries to stop her. She's withered and rotten, blinded by the years spent restrained, rusty cold iron chains dangling from her body. She can't move her feet or arms due to the chains, but she can fly, the chains trailing behind her like a mass of iron streamers—the Fettered Fey indeed. Margot will spend her daily use of *control weather* to summon a storm over Strade's Gallows.

If Margot is freed before the party kills Rosalynn, Margot will try to enter Fort Strade and find Rosalynn, slaying any NPC's in her way with ease. If the party enters Fort Strade after Margot does, there will be a plethora of destruction in her wake—all kuo-toa in the fort will be dead, even Tooploogdo. Margot's goal at this point is letting

Rosalynn absorb her. If Rosalynn absorbs Margot, then Rosalynn gains Margot's innate spellcasting ability. The party will have a nearly impossible time defeating Margot/Rosalynn, but if the Watch is still alive and at full force, they may prove a valuable ally in eradicating the sisterly duo. Once Margot/Rosalynn emerges back into Strade's Gallows, they'll go after Shae to complete the New Coven.

If Margot is freed and Rosalynn is slain (the most likely chain of events), Margot swoops around Strade's Gallows, dropping *fireball*, *sleet storm*, and *magic missile* spells on the populace and townscape. The party will hear the commotion from down in Fort Strade, and if Shae is with them, she'll tell the party that she can hear Margot's screams of hate. All of Strade's Gallows will be in a panic.

Tooploogdo's altered roller coaster path will be helpful to the party at this moment since it means they won't have to retrace their steps, but if he's been killed, then the party will have a staggering time returning to the surface.

Margot will be difficult to fight, especially if the party fights her immediately following their battle with Rosalynn. There are ways, however, to make this fight easier if the players use their heads. Here are a few:

- Any surviving members of the Watch, though weak, can provide some sort of assistance if persuaded, even in the form of routing townspeople to safety.
- Margot can be taunted out of the sky using Shae as bait.
- Margot has chains dangling thirty feet in her wake. A physically strong PC can grab the chains and pull her to the ground with a Strength (Athletics) check vs. Margot's Strength (Athletics) check.
- The ballista in the logging dock watchtower is still intact. It has range 1000 ft/3000ft., deals 5d8 piercing damage, and takes one round to reload.
- Cinderbloom Tower's pent house is perfect for friendly spellcasters or ranged weapon users. It provides three-quarters cover as well as a wide view of Strade's Gallows.
- The kuo-toa! The party's Floopdoogle can mobilize the kuo-toa into action, rescuing townsfolk and causing distractions for Margot. If the party has obtained Tooploogdo powers, then there will be even more kuo-toa to put into action.

Once Margot is slain, the conjured storm will disappear. With Margot and Rosalynn both slain, Strade's Gallows will be out of danger, the hags and the Gravedigger fever now gone forever.

Ending the Module

There are several ways that this module can end: some good, some bad, some a mix of both. Here are the most likely

outcomes, as well as ways to handle them in game to the maximum of storytelling effect.

The New Coven

Rosalynn, Margot, and Shae have all converged together into one titanic creature! If Rosalynn absorbs both Shae and Margot, then Strade's Gallows is doomed.

However, this doesn't mean that the adventure immediately ends.

Combined, the hags form a brutal creature: a gargantuan-sized behemoth covered in screaming faces and pleading eyes, three hag torsos emerging from the center of the mass. Shae will be a full hag in this form, completely twisted by the forces of evil.

The New Coven of the Sand sisters will release their most primeval powers, coursing magic throughout Strade's Gallows and Fort Strade. Houses will shake and tremble, several of them falling over. The River Shine will form waves large enough to knock boats over, and the ground beneath people's feet will begin to churn.

The party will have thirty minutes to evacuate Strade's Gallows with as many citizens as possible, taking them down the Spinter Road or Old Hag Road. After thirty minutes, the sky darkens into a thunderstorm centered over Strade's Gallows, and the New Coven's final act in establishing their reign will come to fruition.

Fort Strade will rise from the depths! Roads and houses will crumble to pieces as ancient walls and mildewed battlements erupt out of the ground. The looming fort will continue rising, chunks of the earth clinging to the foundations until the old castle is hovering a thousand feet above the earth. The gaping hole where Fort Strade used to be buried will be filled with water from the River Shine, and throughout the entire spectacle, the three sisters in their New Coven will cackle in victory, their voices echoing for miles.

The Candle Marsh will now be home to the newly resurrected Fort Strade, ruled by the New Coven. Within a few days, the marsh will take on a demonic haze, creatures from the underdark and hellish pits rising up to claim the land. Demons, monsters, and even a young black dragon or two will slowly immigrate into the territory, building up their own fortresses and lairs, all under the shadow of Fort Strade and its three mistresses.

While evacuating the area, the party will have a hard time escorting the townsfolk out of the Candle Marsh, no doubt losing several citizens on the journey. People will be scared, hungry, and lost, providing a solid hook for the party's next adventure. Where do these refugees go?

Even after the party leaves the Candle Marsh and Fort Strade behind, they may return—their failure can build up

inside of them, haunting them for the rest of their adventuring days until they decide to redeem themselves! Fighting through the Candle Marsh and invading Fort Strade will be a great adventure for PC's in the 16-20 level range, coalescing with a final fight against the New Coven.

Schemes Undearthed

Outing the Watch will leave one heck of a mark on the town. By overthrowing the evils beneath Strade's Gallows, the PC's will be more than revered by the populace. There are several ways that the Watch can be discredited, a few listed here:

- Revealing Evannah Correlio's diary, especially if the party can find her to speak out in person (Evannah lives in the Urban District, away from her family).
- Letting the children trapped in Gerald's lab tell how the Watch abandoned them.
- Show proof of the Watch's attack at Tashtiba's hovel.

Strade's Gallows may decide to indict the Watch for abandonment of duty, though it will ultimately be up to the party to decide. Did the surviving members of the Watch help out in the fight with Margot, scraping up what little dignity remained? Does the party take pity on them after seeing the surviving members trapped by Tooploogdo?

Regardless of what happens to the Watch, Chairman Gary will revoke their authority, stating that with the Gravedigger Fever cured and the monsters beneath Strade's Gallows defeated, the town doesn't need the Watch anymore.

Gods Among Fish

Strades Gallows won't ignore the fact that the party's Floopdoogle probably looks like a lobster monster, depending on how long he or she has been affected by the kuo-toa's blessings. Even moreso, the never-ending kuo-toa followers will raise questions among the town.

Even zanier, if the party slew Tooploogdo, then the party member who delivered the killing blow will become the new Tooploogdo, taking on a second following of kuo-toa (and if the Floopdoogle kills Tooploogdo... Floopdooploogdo?) Regardless, as long as the party remains in Strade's Gallows, their kuo-toa-blessed members will stay in the forms of kuo-toa deities, causing a stir among townspeople.

The party may be asked to leave as soon as possible by the Casters—or at least, the Floopdoogle and Tooploogdo in the party may be asked to leave. The Casters don't want another mob to start up, and any Strade's Gallows citizens who have strong ties to the party can only keep the populace at bay for so long.

Also, Shae is a half-hag. People will not overlook that, and her safety could be at risk. If Gus Sand is still alive, he will not

abandon her.

However, there is a way to solve the remaining problems for Shae, the kuo-toa, and Strade's Gallows...

The Graceful Shaedoolp

In the event that Shae makes it to the end of the campaign, the party may be in for a surprise that will shock all of Strade's Gallows and bring the party unequivocal fame.

The kuo-toa like Shae. A lot. She doesn't like to see them hurt, and there will probably be a few moments in the story where she wants to rescue a friendly kuo-toa. Seeing Shae fight and perform valorous deeds will catch the kuo-toa's attention, even the ones who worked for Tooploogdo.

Let the drama build up in Strade's Gallows. The people are in hysterics. They've been through a lot.

But so have the kuo-toa.

To foreshadow the upcoming event, if the party ever walks past the monument to the Sand sisters on Wares Road, have a Floopdoogle kuo-toa walk up to the memorial and show interest in Shae's statue, maybe resting a webbed hand on her cheek. This can prove a funny moment, especially if the party tries to shoo the kuo-toa away or sneak it out of town before people see it and freak out. Several kuo-toa can reappear, all of them interested in the pretty statue (they know who Shae is, since she lives in the marsh with them, so they'll find the statue of "pretty" Shae very intriguing.)

Even better, have this event happen when Shae is with the party, especially if they just brought her into town from the Old Hag Road. Her reaction to the kuo-toa's affectionate display can create a nice touch of drama.

At the end of the module, when the town mob is at its worst, have a throng of kuo-toa barge into the fray, separating Shae from the angry mob. One of the kuo-toa members reaches towards Shae and mutters in undercommon, "Graceful Shaedoolp..." then touches the cursed side of her face. The other kuo-toa all join in on a chant, saying "Graceful, graceful, graceful..."

The cavalcade of fish-men begin to chant, their gurgling voices rising in the humid air. As a chorus, they croak out their words, the somber tone sending chills up your spine.

But something about their voice is calming.

Almost graceful.

Shae the Half-Hag begins to glow: the power within the kuo-toa's deific mob mentality spirals out of their collective minds. Flashes of light explode into embers of dazzling displays, and not even the mad Strade's Gallows citizens can avoid staring at the sparkling magic.

At the peak of the kuo-toa's chant, Shae topples to the

ground, lost in the mass of fish-men. The chanting ceases, and the leading kuo-toa kneels beneath his brethren.

The crouching kuo-toa hoists Shae to her feet, her flaxen hair billowing away from her perfectly smooth face. The withered, hag-like half of her cursed form is no more, the combined power of the kuo-toa having wished the affliction away.

One by one, the kuo-toa begin chanting in unison, hands raised in the air, "Graceful Shaedoolp! Graceful Shaedoolp! Graceful Shaedoolp!" Shae opens her eyes, her tough, hardened visage now replaced by girlish amazement.

The Demon Hag's hold on her is no more.

The kuo-toa have abandoned the Floopdoogle and Tooploogdo, choosing Shae as their new deity. By doing so, they have chosen to use their magic to restore her to the form seen on her statue. She won't develop claws or a carapace, but stay human instead. Also, any party member affected by the Floopdoogle or Tooploogdo effects will be returned to normal after the kuo-toa finish their chant.

This act, triggered by the kuo-toa, will make Strade's Gallows see that the kuo-toa aren't vicious and that Shae is no longer a threat. If Gus Sand is still around, he'll be overwhelmed by happiness. There will be time to grieve for those who died in the recent events, but afterwards, a new Harvest Festival will be thrown.

During the festivities, the party will be seen as heroes, and Shae and the kuo-toa will be allowed full access of Strade's Gallows. Chairman Gary will announce at the festival that Strade's Gallows has chosen to gift the vacant house in the Genteel District to the party, allowing them a permanent residence in the town for their service.

Master Li Soto will give the party the 2,000 gold pieces he promised them, then leave Strade's Gallows since, after all, he's a travelling priest. Shae will take his place in the Temple to Bosnir, and a band of kuo-toa will help keep the temple in good state. Even though Shae is no longer a hag, the magic of the kuo-toa has gifted her with immense power: Shae possesses the abilities of a 4th level human cleric with Nature as her chosen domain. She will earn her keep in Strade's Gallows for years to come as a healer and medicine woman.

Continuing the Adventure

There are several through lines for the party to follow after their deeds in Strade's Gallows.

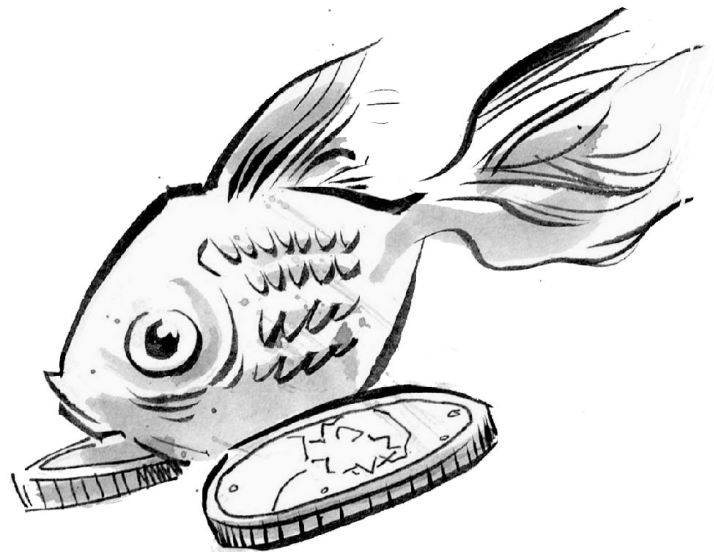
The Splinter Road will no longer be dangerous: the kuo-toa patrol it and tend to its upkeep, allowing Strade's Gallows to open up a trade route by land. The party could receive a commission by Chairman Gary to seek out other towns to trade with, bearing the seal of Strade's Gallows with them wherever they go.

If the party has picked up Gerald the Hatestick, he will request the party to end his curse. He feels like his business is done, what with Tashtiba and the hags being destroyed and all, and he'll request a PC to release his soul into the heavens so that he may be at rest. This is done by breaking the quarterstaff in half. By doing so, Gerald will appear in ghostly form before the party, thanking them for "one last bit of research" before fading away.

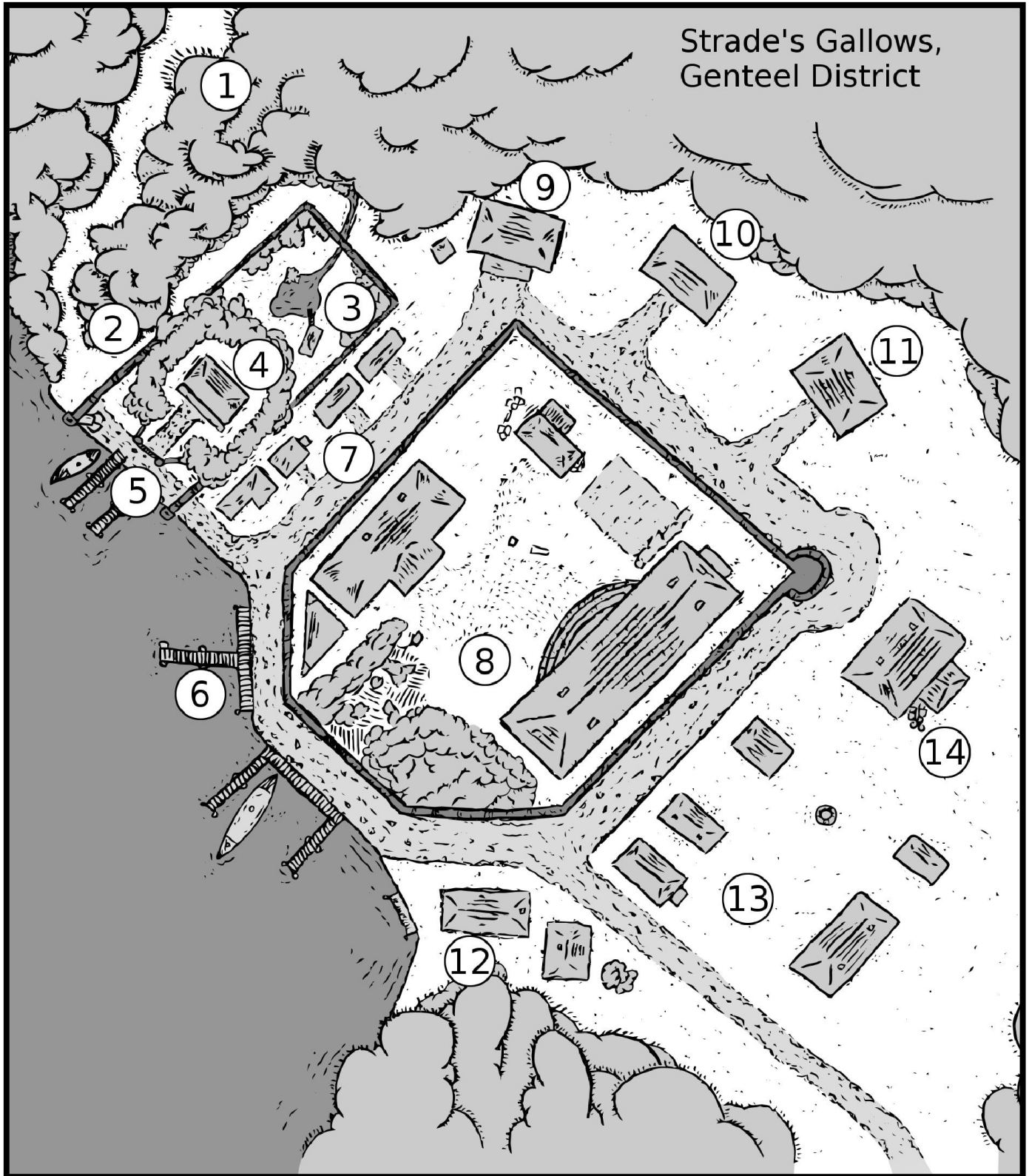
If the party rescued the brass dragon egg, they might decide to return it to its parent. Master Li Soto will have heard of a story regarding a pair of brass dragons who lost their heir after a black dragon attack. Feel free to make up the rest of the story and send the PC's on their way.

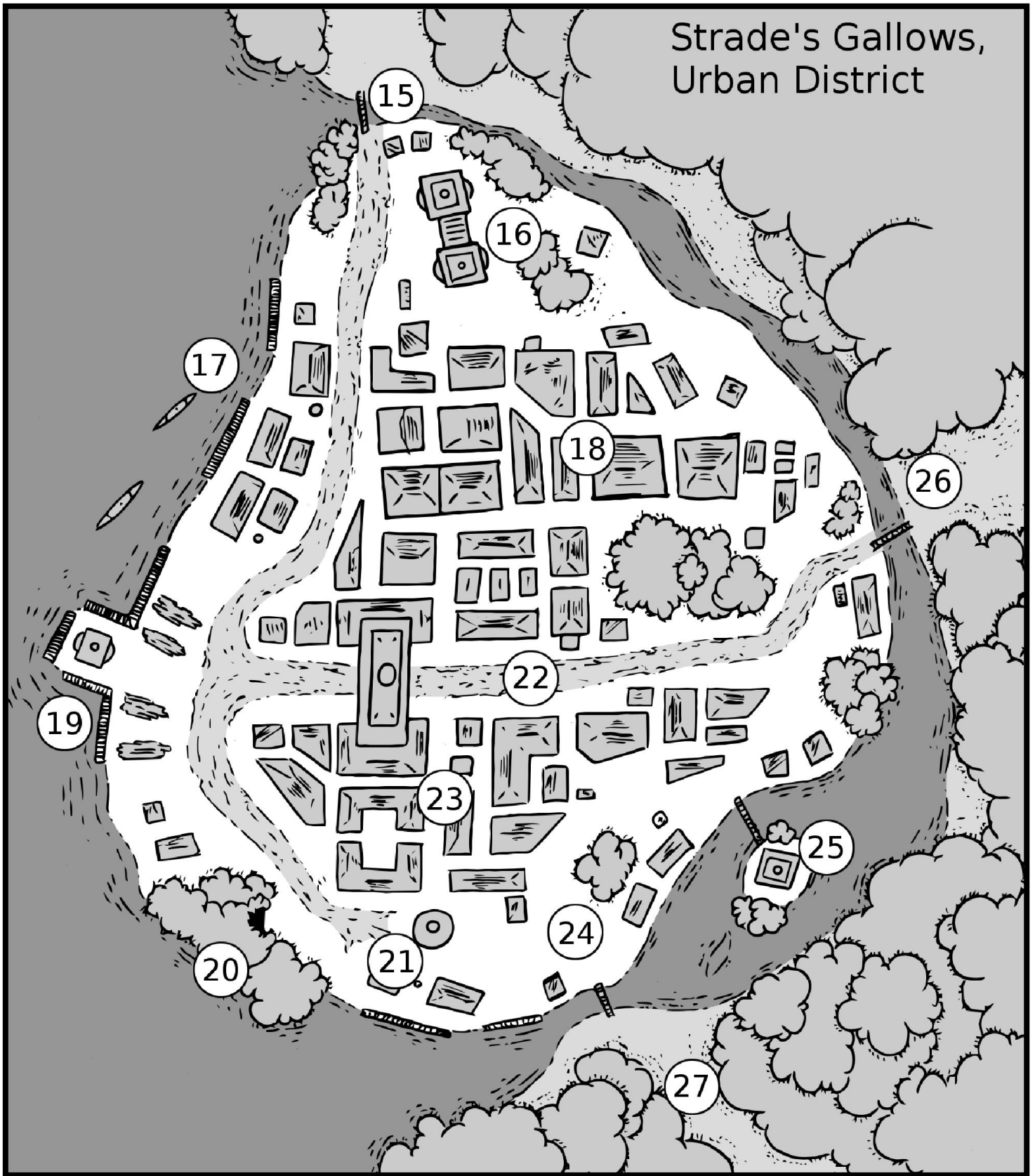
Also, Shae is young, so she just *might* take romantic interest in one of the male PC's, especially one that was kind to her during the adventure. Having a cleric with a mob of zealous fish-followers for a girlfriend/wife must have its advantages.

Right?

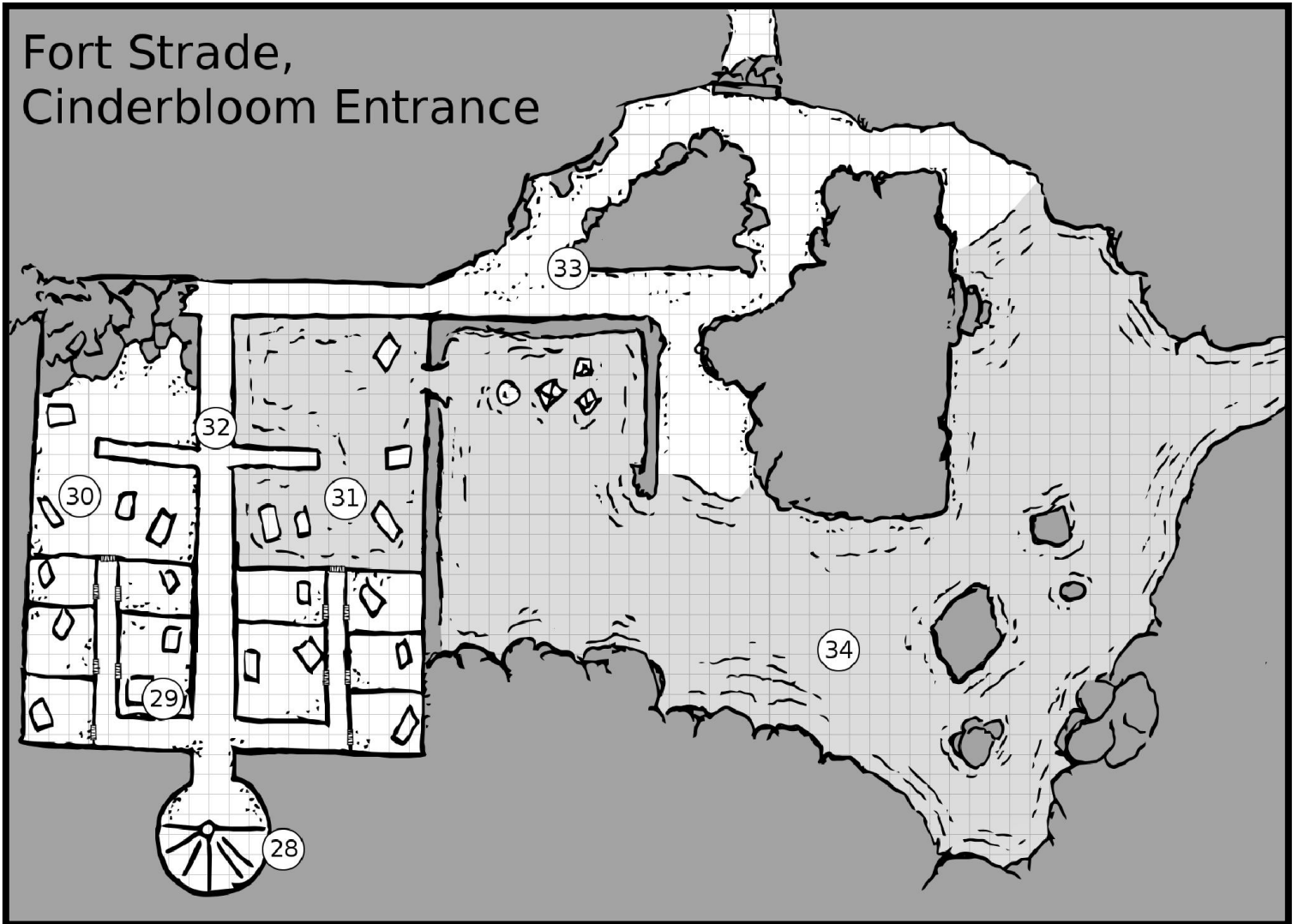


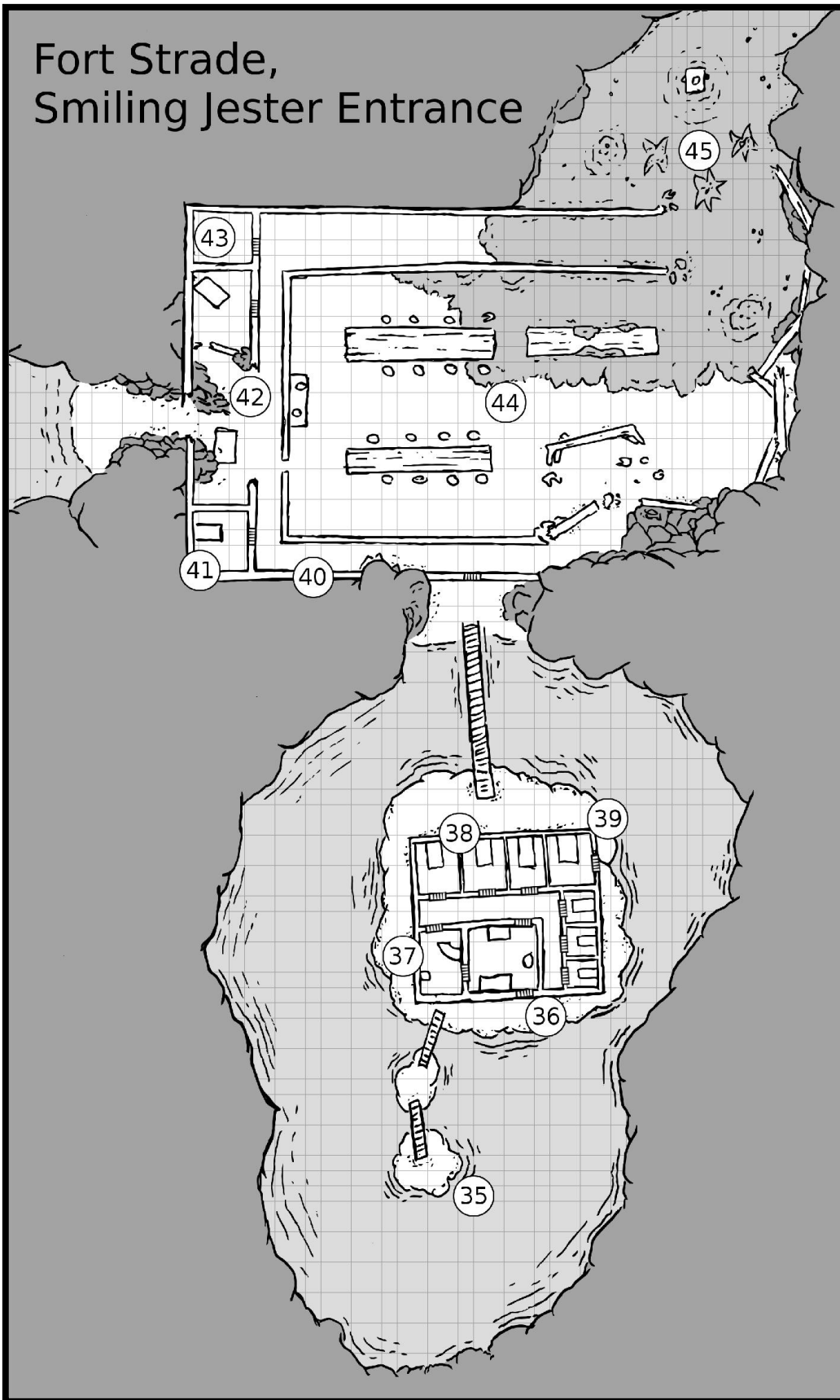
Appendix A: Maps

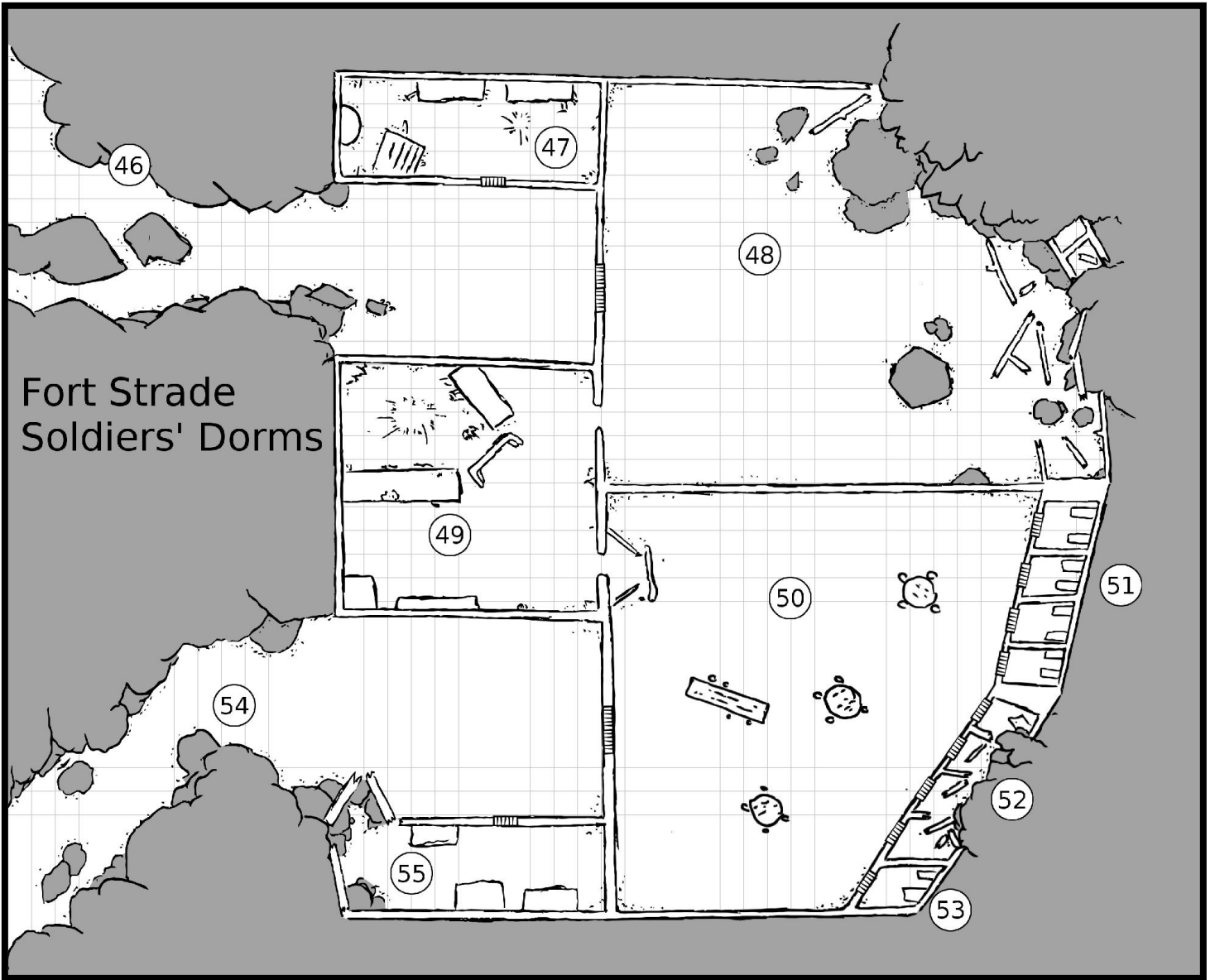


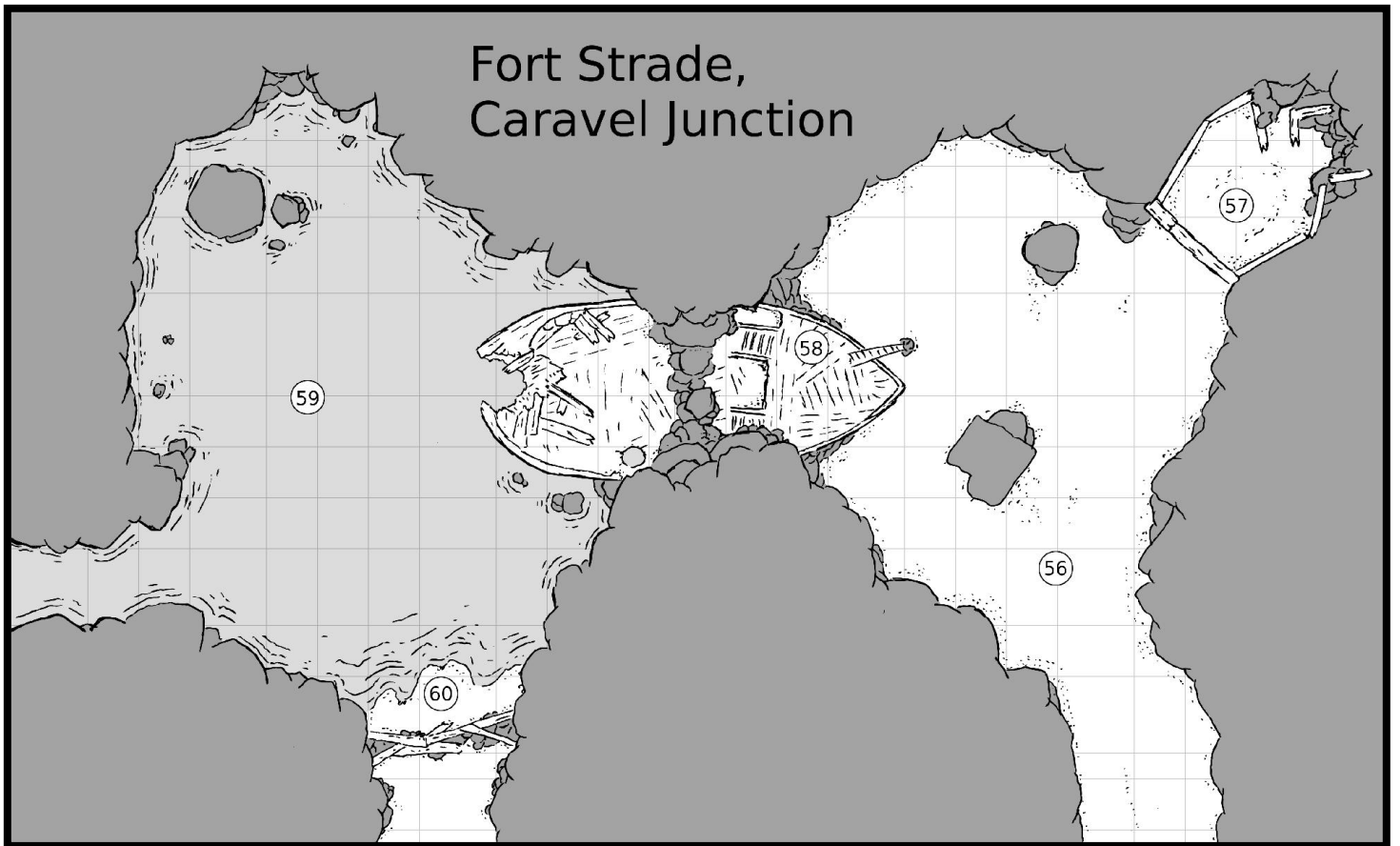


Fort Strade, Cinderbloom Entrance

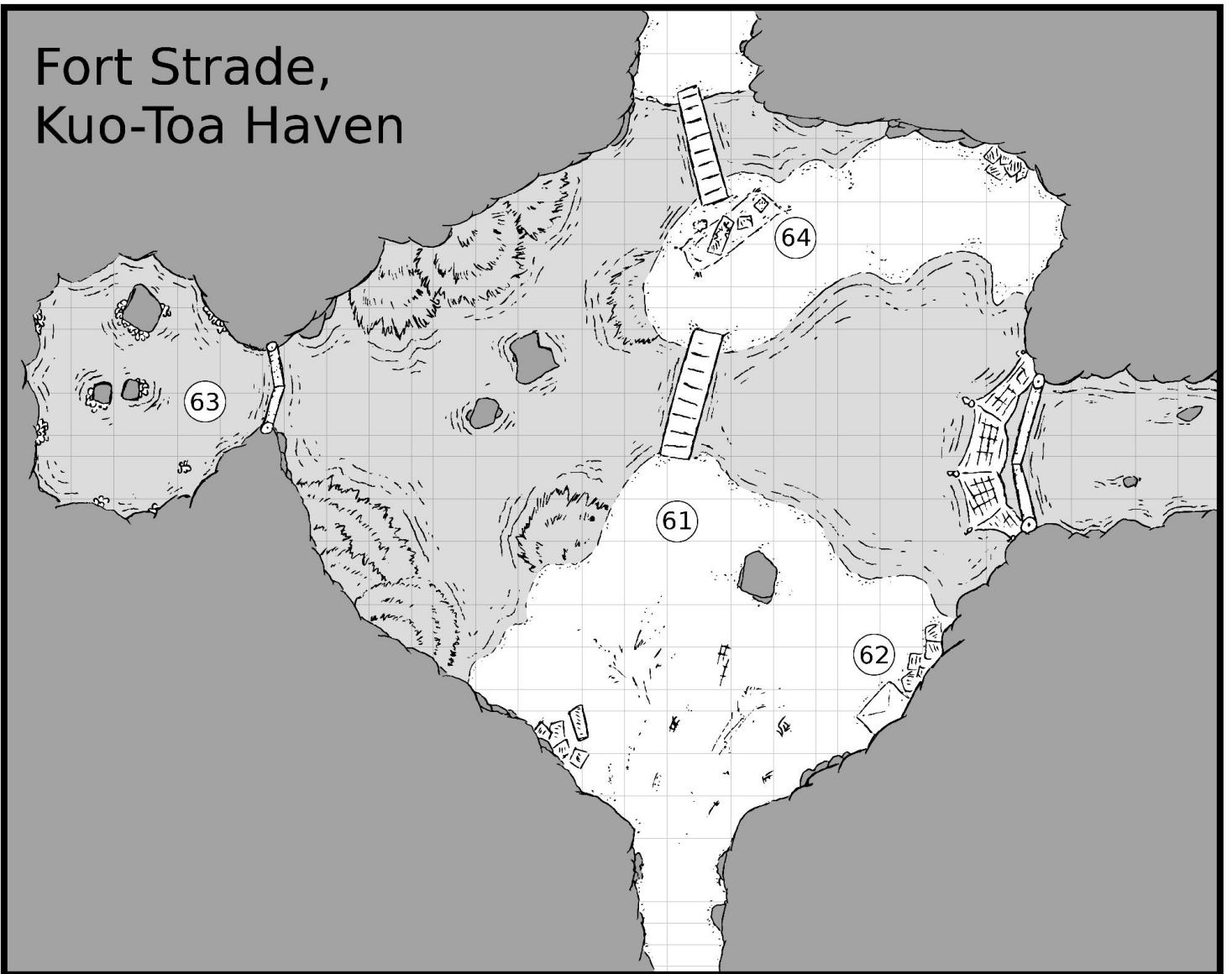


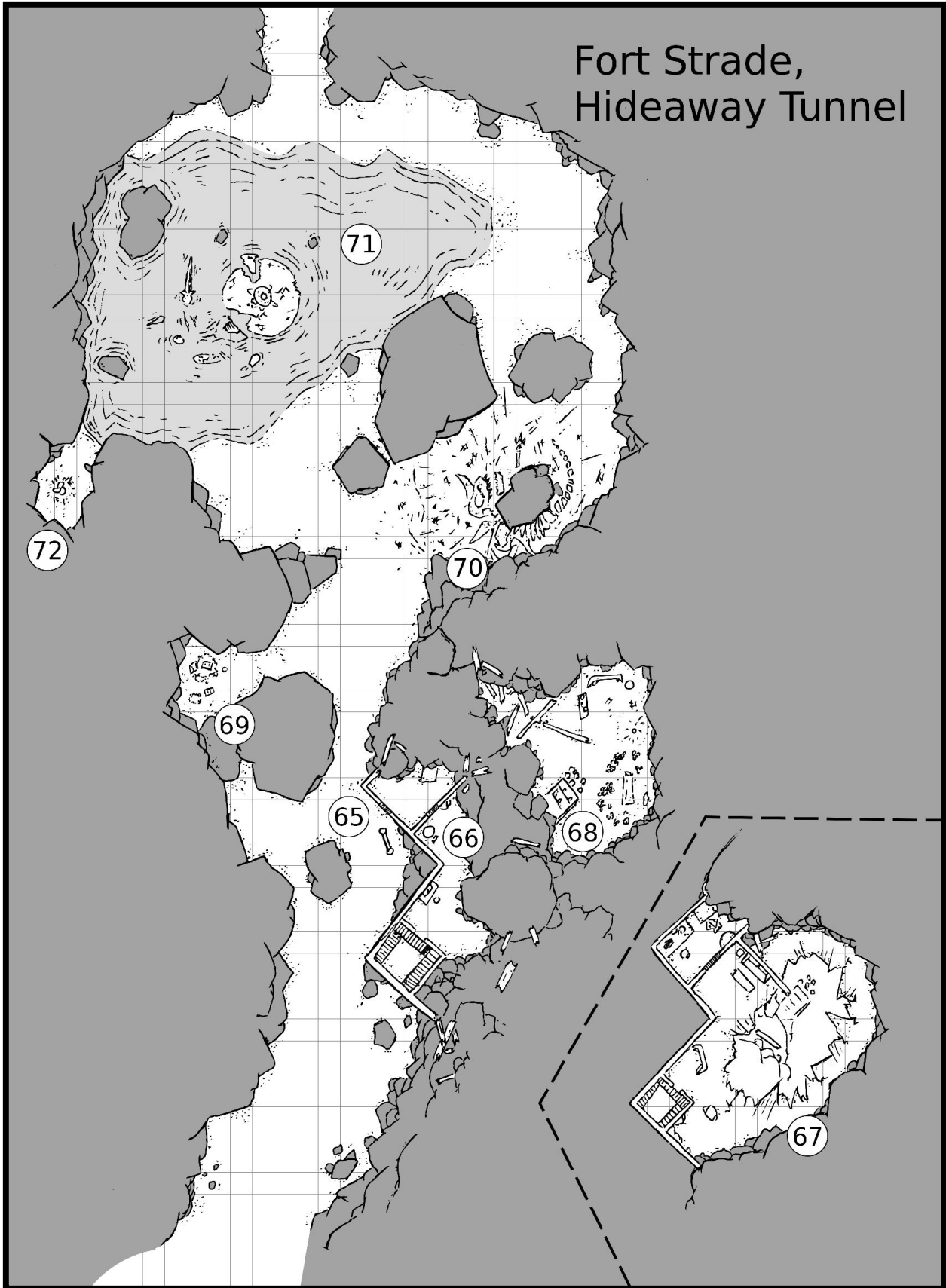


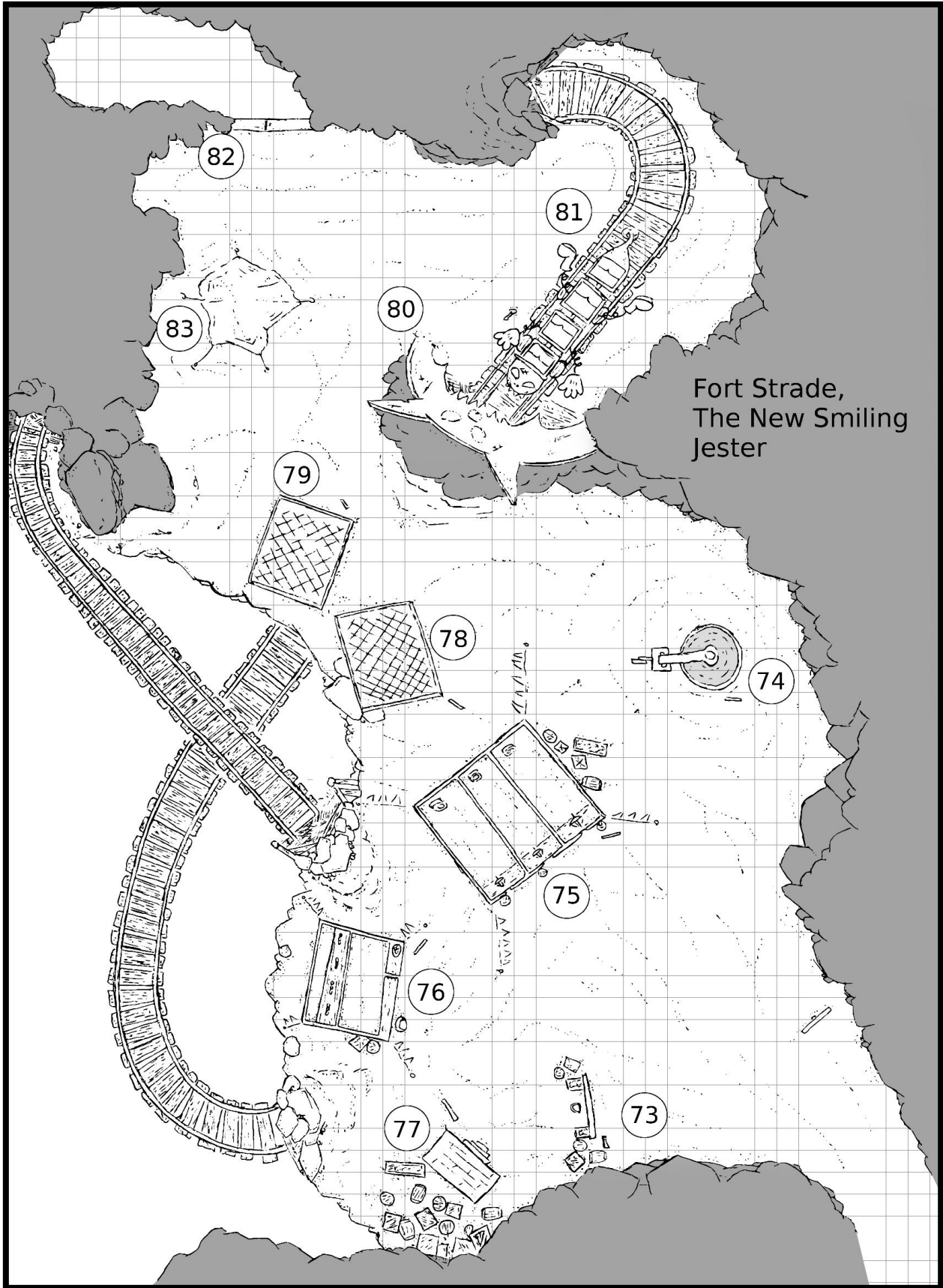




Fort Strade, Kuo-Toa Haven







Appendix B: NPC's

DART SLIPFOOT

Medium Humanoid (half-elf) — CN

AC - 16 (studded leather)

HP - 67 (8d10+8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	16 (+3)	12 (+1)	14 (+2)	15 (+2)	10 (+0)

Saving Throws. Str +4, Dex +6

Skills Animal Handling +5, Deception +3, Investigation +5, Stealth +6, Survival +5

Senses Darkvision 60ft., passive perception 12

Languages Common, Dwarvish, Elvish, and Goblin

Challenge 2 (450 xp)

Fey Ancestry. Has advantage on saving throws against being charmed. Magic can't put Dart to sleep.

Favored Enemy: Humanoids (elves, dwarves, halflings, humans): Dart has advantage on Wisdom (survival) checks to track his favored enemies, as well as on Intelligence checks to recall information about them.

Favored Terrain. Dart isn't hindered at all when traversing through the Candle Marsh, Fort Strade, or Strade's Gallowes.

Spellcasting. Dart is an 8th level spellcaster, his spellcasting ability is Wisdom (spell save DC 15, +5 to hit with spell attacks). He requires material components to cast spells. Dart has the following ranger spells prepared:

- 1st level (4 slots): *alarm, animal friendship, longstrider*
- 2nd level (3 slots): *locate object, pass without trace*

ACTIONS

Extra Attack. Dart can attack twice instead of attacking once during his turn.

Dagger Melee or Ranged Weapon Attack +6 to hit, reach 5ft. or range 20/60 ft., one target. *Hit* 2 (1d4+3) piercing damage.

Longbow Ranged Weapon Attack +8 to hit, range 150/600 ft., one target. *Hit* 8 (1d8+3) piercing damage.

GEAR

Explorer's pack, 2 daggers, longbow, scale mail, spell component pouch, Watch uniform, 200 gp.

EDGAR WINDHOWLER

Small Humanoid (halfling) — CE

AC - 16 (studded leather)

HP - 50 (8d8+8)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	18 (+4)

Saving Throws. Dex +6, Cha +7

Skills Acrobatics +6, Deception +7, Insight +3, Performance

(flute) +10, Persuasion +10, Sleight of Hand +6

Senses passive perception 10

Languages Common, Goblin, and Halfling

Challenge 2 (450 xp)

Brave. Advantage on saving throws against being frightened.

Lucky. When Edgar rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die, using the new roll.

Rakish Demeanor. Advantage on Charisma skill rolls against female characters.

Spellcasting. Edgar is an 8th level spellcaster, his spellcasting ability is Charisma (spell save DC 17, +7 to hit with spell attacks). He requires material components to cast spells. Edgar has the following bard spells prepared:

- Cantrips (at will): *friends, light, mage hand, vicious mockery*
- 1st level (4 slots): *charm person, cure wounds, disguise self, identify, Tasha's hideous laughter*
- 2nd level (3 slots): *blindness/deafness, blur, heat metal, zone of truth*
- 3rd level (3 slots): *fear, hypnotic pattern*
- 4th level (2 slots): *confusion*

ACTIONS

Rapier Melee Weapon Attack +6 to hit, reach 5ft. one target. *Hit* 2 (1d8+3) piercing damage.

GEAR

Entertainer's pack, flute, rapier, spell component pouch, studded leather armor, Watch uniform, 200gp.

FLOOPDOOGLE

Large Aberration — NE

AC — 13 (natural armor)

HP — 38 (4d10+12)

Speed 30ft., **Swim** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	4 (-3)	14 (+2)	14 (+2)

Skills Stealth +4, Persuasion +5

Senses passive Perception 12

Languages Undercommon

Challenge 2 (450 xp)

Hold Breath. The Terrible Floopdoogle can hold its breath for 25 minutes.

Rake. If The Terrible Floopdoogle successfully grapples a creature with its bite attack, it can make one claw attack against it as a bonus action.

Floopdoogle Reincarnate. When The Terrible Floopdoogle is slain, the creature killing it will become the new deity worshipped by the kuo-toa. The creature will begin exhibiting new features, as seen here:

- **Day 1:** Understands undercommon but does not speak it.
- **Day 2:** Skin becomes crustacean-like (+1 AC).
- **Day 3:** Eyes elongate into stalks (+2 on Perception checks).
- **Day 4:** Fully speaks undercommon and skin becomes more crustacean-like (additional +1 AC).
- **Day 5:** Body begins to smell and feel like fish. (disadvantage on all Charisma checks made against "civilized" people.)
- **Day 6:** Can breathe water and air and gains swim 30ft.
- **Day 7:** Hands become like lobster pincers (gains a claws melee weapon attack with d6 slashing damage.) Gains aberration as a creature subtype

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10+3) piercing magical damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Claw. *Melee Weapon Attack* +5 to hit. Reach 5ft., one creature. *Hit:* 7 (1d8+3) slashing damage.

FORTIN HARRA

Medium Humanoid (half-orc) — LE

AC — 15 (scale, shield)

HP — 54 (8d6+16)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Con +5, Cha +6

Skills Deception +6, insight +5, intimidate +6

Languages Common, Goblin, and Orc

Senses darkvision 60 ft., passive Perception 11

Challenge 2 (450 XP)

Relentless Endurance. When reduced to 0 hit points but not killed outright, Fortin drops to 1 hit point instead.

Savage Attacks. When Fortin scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. Fortin is an 8th level spellcaster, his spellcasting ability is Charisma (spell save DC 16, +6 to hit with spell attacks). He requires material components to cast spells. Fortin has the following sorcerer spells prepared:

- Cantrips (at will): *dancing lights, light, mage hand, message, true strike*
- 1st level (4 slots): *detect magic, magic missile, thunderwave*
- 2nd level (3 slots): *detect thoughts, hold person, suggestion*

- 3rd level (3 slots): *blink, dispel magic*
- 4th level (2 slots): *greater invisibility*

ACTIONS

Longsword *Melee or Ranged Weapon Attack* +4 to hit, reach 5ft., one target. *Hit* 5 (1d8+1) slashing damage or 6 (1d10+1) when using two hands.

GEAR

Burglar's pack, caltrops, longsword, scale mail, shield, spell component pouch, Watch uniform, 400gp.

LANCK

Small Humanoid (goblin) — CG

AC - 12 (studded leather)

HP - 90 (8d12+32)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	7 (-2)	8 (-1)	8 (-1)

Saving Throws. Str +5, Con +7

Skills Animal Handling +2, Athletics +5

Senses passive Perception 9

Languages Goblin

Challenge 2 (450 xp)

Feral Instinct. Lank has advantage on initiative rolls.

Frenzy. When raging, Lank can make a single melee weapon attack as a bonus action on each of his turns after the turn he rages on.

Mindless Rage. Lank can't be charmed or frightened while raging.

Nimble Escape. Lank can take the Disengage or Hide action as a bonus action on each of his turns.

Rage (4/day). On Lank's turn, he may enter a rage as a bonus action. Raging lasts for 1 minute, but ends early if Lank is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage gaining the following advantages:

- Advantage on Strength checks and Strength saving throws.
- +2 extra damage on melee weapon attacks.
- Resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. While Lank is not wearing any armor, his armor class equals his 10 + his Dexterity modifier + his Constitution modifier.

ACTIONS

Extra Attack. Lank can attack twice instead of attacking once during his turn.

Battleaxe *Melee Weapon Attack* +6 to hit, reach 5ft. or one target. *Hit* 7 (1d6+3) slashing damage or 8 (1d10+3) slashing damage when using two hands.

GEAR

Battleaxe, explorer's pack, Watch uniform, 100 gp.

MARGOT, THE FEY FETTERED

Medium humanoid (human), fey — NE

AC – 14 (whirling chains)

HP - 83 (10d8+36)

Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14(+2)	12 (+1)	16 (+3)	12 (+1)	18 (+3)

Saving Throws. Dex +6, Wis +4

Skills Acrobatics +6, persuasion +7

Senses blindsight 300 ft., passive Perception 11

Languages common, sylvan

Challenge 3 (450 xp)

Innate Spellcasting. Margot's spellcasting ability is Charisma (spell save DC 13). Margot can innately cast the following spells, requiring no material components:
At will: *bestow curse*, *darkness*, *fear*, *fireball*, *magic missile*, *shatter*, *sleet storm*
1/day each: *control weather*, *insect plague*

Whirling Chains. The mass of chains descending from Margot give her +2 to AC when she's flying.

ACTIONS

Chain Swipe *Melee Weapon Attack.* +4 to hit, reach 30ft., one creature. *10* (2d8+1) bludgeoning damage.

ROSALYNN, THE DIRGE OF A THOUSAND WEEPINGS

Large humanoid (human), aberration, fey — NE

AC - 8

HP - 101 (12d10+36)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-2)	16 (+3)	12 (+1)	16 (+3)	18 (+4)

Saving Throws. Wis +5, Cha +7

Skills Intimidate +7, Perform +7

Senses passive Perception 13

Languages common, sylvan

Challenge 3 (450 xp)

Allergy: Rosewhistle. Rosalynn is allergic to rosewhistle flowers and has disadvantages on attacks against any creature carrying rosewhistle or under the influence of a rosewhistle tincture. Also, creatures carrying rosewhistle or under the influence of a rosewhistle tincture have advantage on saves against Rosalynn's abilities.

Cerebral Bite (1/day). Rosalynn can cast *weird* at a save DC of 14, but no psychic damage is dealt by the spell.

Song of Rosalynn. A creature that begins its turn within 5 feet of

Rosalynn must pass a Charisma save DC 14 or suffer 1 level of exhaustion.

ACTIONS

Bite *Melee Weapon Attack.* +5 to hit, reach 5ft., one creature. *Hit 21* (4d8+2) piercing damage. If the target is killed by this damage, it is absorbed into Rosalynn.

LAIR ACTIONS

Haunting Echoes. Rosalynn delves into a creature's mind and warps the reality around her into a pocket dimension. The pocket dimension is a copy of a location in the creature's past, typically a childhood place of peace. Any other nearby creatures are pulled into the location as well. While in this world, Rosalynn can freely cast *major image*. Also, Rosalynn can cast *meld into stone* on herself, allowing her to move through any terrain in this world. If the *major image* reacts with a PC or if Rosalynn approaches a PC while merged, the PC can make a Wisdom (Insight) check DC 14 to determine the false illusions.

SHAE, THE HALF-HAG

Medium humanoid (human), fey — CG

AC – 13 (studded leather)

HP – 19 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	11 (+0)	14 (+2)	13 (+1)

Saving Throws. Dex +3, Wis +4

Skills Nature +2, Perception +4, Stealth +3, Survival +4

Senses passive Perception 12

Languages common, sylvan

Challenge 1/2 (100 xp)

Innate Spellcasting. Shae's spellcasting ability is Wisdom (spell save DC 12). Shae can innately cast the following spells, requiring no material components:
At will: *mage hand*, *shillelagh*, *thorn whip*
3/day: *goodberry*, *magic missile*
1/day: *gust of wind*

Muddled Mentality. If Rosalynn, the Dirge of a Thousand Weepings is alive, roll 1d6 every hour that Shae is awake. On a 1, Shae's alignment changes to chaotic evil for 1 hour.

ACTIONS

Hand Crossbow Ranged Weapon Attack. +3 to hit, range 30/120 ft., one creature. *Hit 4* (1d6+1) piercing damage.

Shillelagh *Melee Weapon Attack.* +4 to hit, reach 5ft., one creature. *Hit 6* (1d8+2) bludgeoning magic damage.

GEAR

Crossbow bolts (20), dagger, explorer's pack, hand crossbow, potion of healing, quarterstaff, set of traveler's clothes, studded leather armor.

Appendix C: Magic Items

GERALD THE HATESTICK

Weapon (quarterstaff)

Locked away in the armory of Fort Strade is this white staff inlaid with swirling, green designs.

You gain +1 on attack and damage rolls made with this magic weapon, as well as the following additional properties.

Fey Hate. Whenever you attack a creature with the fey creature type, you gain an advantage on attack rolls. Also, you gain advantage on any skill checks involving fey creatures.

Scorned Lover. Touching this weapon forces you to make a Charisma save DC 15. On a failure, you hear nothing but agonizing screams and take 1d4 psychic damage per round as long as you hold *Gerald the Hatestick*. A new save can be made each round. On a success, you can communicate with *Gerald the Hatestick* normally. No further Charisma saves need to be made by the party after the first successful save.

Sentience. *Gerald the Hatestick* is a sentient, neutral good weapon with an Intelligence of 16, a Wisdom of 12, and a Charisma of 16. It cannot see or hear, but can communicate as long as it's being held. Its voice is that of an angry old man, and it only speaks common and draconic.

Personality. The staff is a sentient item, created by Tashtiba for a mage named Gerald who lived at Fort Strade. Tashtiba enticed Gerald to love her, but Gerald scorned her when he found out she was really an ugly hag. Tashtiba crafted the staff as a "no hard feelings" present for him, but the staff killed Gerald upon his touching it, trapping his soul inside.

Gerald is a bit aloof and confused now that he's trapped in a quarterstaff. He will shout obscenities at enemies, especially other fey, so the party might have to help him come to terms with Shae. He knows lots of information about hags, Tashtiba, and Fort Strade, so he can offer valuable insight to the party's adventure.

WATER WYRD BOTTLE

This glass bottle contains a Water Wyrd (*Monster Manual*, pg. 299). It was crafted by Tashtiba to be used in her freak show during the Harvest Fest.

The item has one use. It can be activated by pulling the stopper or smashing it, which makes the water wyrd emerge. The water wyrd is chaotic evil and will attack anything nearby. After one minute, the water wyrd will fizzle away into a puddle of foam.

IDUMEA or AND AM I BORN TO DIE
from *The Southern Harmony* by Charles Wesley, 1835

*And am I born to die?
To lay this body down?
And must my trembling spirit fly
Into a world unknown,*

*A land of deepest shade,
Unpierced by human thought,
The dreary regions of the dead,
Where all things are forgot?*

*Soon as from earth I go,
What will become of me?
Eternal happiness or woe
Must then my portion be:*

*Waked by the trumpet's sound,
I from my grave shall rise,
And see the Judge, with glory crowned,
And see the flaming skies!*

*How shall I leave my tomb?
With triumph or regret?
A fearful or a joyful doom,
A curse or blessing meet?*

*Will angel bands convey
Their brother to the bar?
Or devils drag my soul away,
To meet its sentence there?*

*Who can resolve the doubt
That tears my anxious breast?
Shall I be with the damned cast out,
Or numbered with the blest?*

*I must from God be driven,
Or with my Savior dwell;
Must come at his command to heaven,
Or else—depart to hell!*