

JUST AN ORDINARY HOUSE

Introduction: Your party comes across a destroyed village with a single house still standing. A lone survivor begs you to deal with the bandits and save their daughter held hostage. All within that perfectly ordinary house.

A 2-4 hour adventure for four 4th level adventurers



BY BEN ALLEN

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THE HOUSE IN THE SMOKE

Not all that hide are hidden.

—Quest Giver, This Module (I mean you have literally just read it)

THIS IS WHERE YOU COME IN

The group of adventurers arrive in a ruined village having been sent there by a nearby settlement. They have been sent to find out what has happened, and deal with the situation if need be.

As you make your way down the road, you can't help but feel trapped by the trees that surround you. A darkness seems to grow from the shade of the trees themselves, almost blocking out the sun from you. You know this is the perfect place for an ambush and yet there are no signs any traps have been set here. However you still swear you see shadows moving out of the corner of your eye. Pushing forward, you see a light starting to flicker ahead as the woodland slowly opens to a clearing. It doesn't take you long to realise that it is coming from several fires ahead, the smoke slowly drifting on the wind and building around you. Using it to your advantage, you approach the smouldering ruins of the village. A skeleton of its former self, completely ransacked and torn of its assets. All apart from one building, which you only catch a quick glimpse of as a single gust of wind blows a clear view through the smokescreen. A solitary house still standing strong at the head of the village, its yellow paint stained with smoke and blood, its slate roof in a state of disrepair.

As the group follow the road into the ruined village, they see that only a single house still stands proud at the end of the street. As they walk down the street, only broken houses stand on each side of the road with flames jutting from the rubble.

If the buildings are searched there will be no salvageable items due to fire and ransacking.

As you walk towards the house, you see a survivor of the town being beset by three goblin bandits, who are coralling the man back towards the house. As he sees you, he calls for help and two of the goblins turn to face you, their weapons already drawn.

One of the goblins will attack the human, while the others attack the party. When two of the goblins have been killed, the third will attempt to flee back to the house.

This is what the human knows, if the party save him from the goblin assault.

- His name is Jeb Tanner
- He was a farmer before the attack
- Bandits came and destroyed the village
- Most of the villagers managed to escape, except his daughter. She is being held hostage.
- Jeb wants to be rid of the bandits, but lacks the skill to do this himself. He is also desperate to free his daughter.
- Jeb knows the layout of the house as he was a friend of the owner and can draw a makeshift map if asked.
- Jeb does not know exactly how many bandits are in the house, at least 5.
- Jeb promises the combination of a safe located in the house if the characters choose to help him
- Jeb knows that the only way into the building is the front, all other entrances or exits are blocked.

Jeb will ask the players to get rid of the bandits. Jeb offers to go with the party, though he is not the best fighter, he will do what he can (Jeb's stats are located in the Appendix).

If the players decide to accept the quest, Jeb will move to one of the fires nearby and begins throwing leaves onto it to create a smokescreen. He will instruct the group to move quickly and use the distraction while it lasts. If the group decided to accept Jeb's guidance, he will lead them into the house through the smoke. Otherwise the leader of the group will need to make a DC15 Wisdom (Perception) check to successfully make their way into the house through the smoke. If they fail, the group will need to make a DC10 Dexterity saving throw to dart into the house as the smoke starts to dissipate. Anyone who fails the Saving Throw stumbles as they make their way to the house and takes a round of arrow fire (1D8+2) from unseen bandits inside the house.

Room 1

As you run up, you see shadows through the broken windows. Great chaotic movement that's hard to trace. But you manage to get to the safety of the door, at least you know they can't fire arrows where you stand. As you catch your breath under the great arched door frame, you can see the many foot prints that have torn up the garden, the drag lines of a victim dragged against their will through the soft mud.

As the party gets to the front door (Area 1) they will hear Goblins scream out something in Goblin tongue before running out of the room and deeper into the house (Into Area 3) and slamming the

door behind them. If the party rolls a high enough perception check (DC15) they will see through the window the Goblins running through the door to area 3.

Room 2

As you breach the door, you see a wide open room stripped bare of fixtures that once stood proud leaving only scars from where they were ripped from their original places. Two defaced statues stare at you with no eyes. Hearing footfalls escaping you, you take your first step to hear a wire snap and dust fall above you. Looking up you see a falling spike trap get caught on the door mere inches above your head.

As the players open the front door a rope snaps and a trap falls but gets caught by the door. Upon inspection it is poorly constructed and has been caught on the door as it opens. The door is held open by the great spiked wood. As the players enter Area 2, they can see that this used to be a reception room. Though it has clearly been ransacked and what good might have been here before has been dragged off. To their left they will see a piano that has been hollowed leaving only its husk slowly falling apart and can no longer produce sound. On the other side of the hall there stand two statues either side of a set of double doors. They have been dramatically defaced and it is hard to tell what or who they were meant to represent.

From under the double doors a great pool of blood leaks from the other side and the doors themselves seem to swell into the room. There are also doors on the left and right of the room, though the left appears incredibly normal, the right shows signs a lot of activity, from drag marks on the floor to blood stains that appear slammed into the wood itself.

As the party gets to the centre of the room a voice is heard from Area 3, "Intruders, the trap has failed! Positions!"

Should the Players try to open the door on the left (Leading to Area 10) or at the top (Leading to Area 8), they will find them locked and unable to be opened either by lock picking or force. There is no way past these doors.

Should they try to listen through them, they will need to make a Perception check:

- With a 15, they will hear muffled sounds from the other side, but nothing they can understand
- With a 20+, they will also hear a loud heartbeat along with the muffled sounds

It is impossible to see through the cracks in the door.

The door on the right (Leading to Area 3) is open.

Room 3

As you enter you hear the scrambling foot steps heading deeper into the house, the whispers that slowly quiet themselves. As for this corridor, it is completely bare aside from obvious grooves where items have been dragged along the floor. But there's something off-putting about it, and as you stare you almost swear it seems to be growing. It's probably just a trick of the light.

As the door opens the characters see a long corridor which is completely empty apart from three doors in plain view. The very top door (Leading to Area 7) is locked and much like the other doors in area 2, it is unable to be opened.

The other doors in this corridor are open.

Room 4

As soon as the door opens, your eyes are grabbed by the lifeless legs in pool of blood protruding from under the bed. Its clear that the poor soul has been there for a while as dust has taken purchase upon them. Now left to rest in a ransacked room.

As the players enter this room, they will see what was once a bedroom, but is now destroyed and soiled from abuse. It's also clear that there was some kind of struggle. In the corner, beneath a broken bed you can see a pair of legs protruding.

If Jeb is with the group, he is able to identify the dead body as the former owner of the house and the farmland around the village. Jeb confirms that he was a good man and didn't deserve this.

The players will hear a female screaming from the other side of the building. Jeb will yell out at this and run out of the door towards the scream. "Melinda!" If the players attempt to stop him, requiring a Strength (Athletics), only a Nat 20 will allow them to succeed, but doing so will accidentally slam Jeb into a wall knocking him unconscious. If the players decide to take Jeb with them, he will wake up and claim he can continue.

If the players don't manage to stop him, they won't see where he ran off to, but it will sound as if he has run deeper into the house through Area 5 with a crashing sound behind that door

Room 5

The first thing that hits as you push open the door is the smell. You gag from the hit and push through the sting in your eyes. Forcing yourself to continue you allow your eyes to adjust to see a bed broken in half and a wardrobe that has crashed behind the door you pushed through.

If Jeb has run ahead before the party has entered, a wardrobe will have fallen behind the door, but it will be open. With a Strength check (DC 10) they can push the door open enough to gain entry.

This room has another bed within which has been broken and dragged about. The stench is foul but, as you look over the room, there doesn't appear to be anything in here.

Room 6

A combination of rotten food, spoiled milk and non-descript refuse not worth identifying slathers the floor and most of the surfaces in here. Even the rats seem to leave this room alone. Once a filled store room, now a poorly made compost heap in the shape of a room.

As the party enters this room they will see a storage area, that has also been ransacked. the smell of rotting meat is most prevalent in this room and is obviously the smell the party could smell from the other room. Piles of rotten vegetables litter the floor, so much so that it's difficult to see the floor. In addition there seems to be a viscous fluid on the walls. A hole in the left wall is wide open offering an easy view into the kitchen.

There is nothing salvageable in this room.

As the players enter this storage room a Goblin Bandit pops up from half cover in the kitchen and attacks through the hole in the wall. This will be a surprise attack unless the players passive perception is above 15 or if the players make a perception check (DC 15) before walking into the room.

There's only one Goblin Bandit in the Kitchen

Room 7

An acidic smell fills the air. Seething pots boil over with thick bubbling green and brown fluids with only bones visible within. The room is wrecked and stripped of all goods, and anything left is just destroyed mess.

As the players enter the kitchen, it is also in disarray. Pots and pans litter the floor and a single pot appears to be cooking on the stove. It has a foul odour emanating from it, similar to sewage. In addition to this all implements that could be used as weaponry have been removed except one knife left in the dead corpse that seems to be blocking

the door to the hallway (Area 3) along with a large kitchen table. The players should make a Wisdom (Perception) Check as they enter the kitchen:

- Should they score a 10+, they will hear noises coming from the next room through D11. It sound-like several people scrambling about and whispering loudly... but not loud enough to make out what is being said
- Should anyone roll a Natural 20 on this check, they will notice that pot appears to be cooking the contents of some intestines... but there doesn't appear to be a fire under the pot.

As they approach the door, a goblin voice will be heard from the other side. "They are coming! Fall back to defence positions!"

Room 8

Mummers and falling debris from great mounds of destroyed items litter the air. You know they're in here, those creatures waiting for what chaos they might bring. Barricades fill this room and force your path down a twisted route. But as you open the door wide enough to enter, you hear a trap spring. You twist in time to see the falling blade.

When the players open the door, they will have to make a DC10 Dexterity Saving Throw as a blade swings down. On a success they fling themselves aside and the blade embeds into a nearby wall.

They hear a low, grumbling sound. On a fail they take 1d4 damage. Roll a D20 and on a 19+ they will gain a scar on their face. As the players enter the room, they can see that the Bandits have been busy moving the furniture into a track of obstacles. All doors are viably barricaded with the exception being the door at the very end, which closes as they enter the room. If the group checks the room, they can make a Perception check:

- 10+ they will see the first trap and no other.
- 15+ they see a number of tripwires throughout the room. It is clear that they are connected to steaming buckets dangling at locations above the wire.
- 20+ they see the traps, but also notice that the wall of the room appear to pulse slightly as if the room were breathing softly.

Should any of the traps be set off, the player will need to make a DC10 Dexterity Saving Throw or take 1d6 Acid damage. In addition, a 10ft pool of acid will form that will cause 1d4 Acid damage if stepped in.

In this room there are three Goblin Bandits hiding and seven random traps wired around the room at locations decided by DM.

Upon getting to the other side they will find another door leaving the room (Leading to Area 9), if they try to listen to the door, regardless of what they roll, it will be quiet on the other side.

Room 9

A small dusky library, untouched but worn to the ravages of time. Even the titles the books seem to have been lost to decay.

As the players open the door they will see a small library.

The players will need to make a DC15 Wisdom (Perception) check. Success allows them to spot the books are moving slightly. Should anyone try to pick up a book, they will notice that they don't feel like books, they appear to be soft, moist and flesh-like. Also they will be unable to remove the books from the shelves.

On a DC10 Wisdom (Perception) check, they are distracted by whispers coming from the other door (Leading to Area 10)

Room 10

The air is stale with a hint of cigar smoke and whisky lingering in the air. Compared to the rest of the house this room appears to be in good order. You can see where the Goblins seem to have relaxed in moments past, but that doesn't explain the Gold Pineapple, or the Mannequin sat in the chair blocking a door. You can't help but feel like the mannequin is looking at you. When the only other door in this room slams shut.

Upon opening the door the players will see a standard smoking room, in much better state than all the other rooms. Though initially there appears to be no one in this room, there is a mannequin sat in one of the chairs, and on the table in front of it is a pineapple made of gold. The mannequin sits in front of the door that would take you back to the reception room (Area 2) yet unlike all other locked doors so far this one doesn't appear to be barricaded. There is another door at the base of this room.

If the players make a Wisdom (Perception) check, they won't find any traps but they will find:

- 10+ they will hear whimpering from behind the door leading to Area 11
- 15+ they notice that the mannequin appears to be watching them, though it shows no other signs of life.

Should anyone touch the pineapple, they will become stuck to it and the mannequin will spring from the chair to grapple them. The player will need to make a DC15 Dexterity check with disadvantage. It will also become obvious to the players that the

mannequin is attached to the chair by something that looks like a vine. Should a player attempt to touch the mannequin, they will become stuck to the mannequin instead, and it will attempt to grapple them.

It takes a DC13 Strength (Athletics) or Dexterity (Acrobatics) check to break free from any sticky object.

Room 11

"As you push the door open an arrow flies towards your head, fired from a scared Goblin using a child as a shield. They've snuffed the lights to make themselves harder to see, and tucked themselves behind the bed where the weeping girl lies. You can see their eyes in the darkness twitching as they hold a blade to the girls throat."

As the players open the door, the last Goblin Bandit fires an arrow at who ever opened the door. Before pulling a blade to the tied up victim on the bed, while hiding behind them.

Finally able to look around the room the players see another bedroom left in ruins, but mainly they see a Goblin hiding behind the only bed in the room. On top on of the bed lies a young girl, who is crying through the binds that mostly cover her.

"I'll kill her, stay back or I will kill her!"

The Goblin will hold an action to stab the victim if anyone tries to attack.

If the party decide to talk to the Goblin, the Goblin knows this;

- They were hired by the Doppelganger
- Told there would be easy food and shiny stuff
- It was all set up for them already.
- The goblin just wants to leave now.

Should the players get the chance to get close to the victim and untie them. It will be revealed that the victim is another mannequin and it will spring up and try to grab the players who are nearest.

They will need to make a DC 15 Dexterity check to evade the grab, otherwise they will be stuck in the same manner as Area 10.

THE CHANGE

So you thought this was going to be an easy one shot? No Chance!

Time to crank this up to a Nat 20!

A foul stench grows all around you, the floor begins to excrete a sticky yellow viscous slime and forms into a spongy swamp. The walls begin to move as if the very building is breathing, ripping the wallpaper and paint from their surfaces to reveal heaving flesh pulsing and rippling with excitement. Great strings of acidic mucus falls from the ceiling and all the lights that were there are quickly snuffed out. It dawns on you quickly, this house is alive, and you just walked into its stomach."

Once all the players enter either Area 10 or 11, All doors behind them will close suddenly. The landscape will change to reveal the insides of a very large mimic. From this point on, the players will be trying to get out and kill the mimic, whilst the mimic tries to kill them inside itself. All "locked" doors turn out to be walls of its internal structure. The only passages that seem to be openable are the doorways you have used to enter so far. All closed doors can now only be opened with a DC 15 Strength check. While inside the mimic all terrain is now difficult terrain due to the sticky nature of the the mimic's insides. The mimic can attack from anywhere inside itself, though it can only bite in its mouth (Area 2). In turn, players can attack the mimic anywhere as everything is part of the mimic. Though if they do kill the mimic they must escape as quick as they can as the mimic will collapse and after 5 rounds it will begin to fill with acid, causing any player still inside to take 1d4 Acid damage at the start of their turn. Lastly in order to get out the front door, the players must open the mouth of the mimic, which will use the combined rolls of the players attempting the roll. DC30 (Combined Strength) to open the door.

Triggering the change early...

If your group causes enough damage to the house in a room before the change is supposed to occur, such as attacking doors that don't open, the change will trigger early. The walls become fleshy and the Megamimic attempts to swallow, drawing the characters further into the house. Each character needs to make a Dexterity Saving Throw (DC15), those that fail and drawn into the next room, until the character is either in room 11 or the character succeeds on the saving throw.

This has a good chance of splitting the party up throughout the Mega Mimic for the fight. A clever group will make use of Panic Shift to cause those stuck in other rooms to be freed and charge back towards the front entrance

THE DOPPELGANGER

As you leave the heaped and deflating corpse of the Mega Mimic, it slowly twists and turns and leaks its foul fluids, becoming its true mangled and grey form. For a moment you see what you think is a face and you swear it looks surprised, sad and scared. Wiping the foul stench from you and catching your breath, you see Jeb ahead of you in the road. Pure fear is etched upon his face as he stares at you, his concentration dropping as his face contorts to a pale grey colour as he drops to the floor and begs of you, "P... Please, spare me. I'm sorry! Please don't kill me, I'll do what ever you want!"

After escaping the dying mimic, the players will see Jeb on the floor outside, begging. "Please spare me! Take what you want, just please don't hurt me!"

Jeb can direct the players to a shed hidden in the trees nearby, in the shed is the treasure collected from previous victims. It is up to the DM to decide what items the players will find.

APPENDIX A: MONSTERS

JEB TURNER

Medium humanoid (Human), neutral

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

GOBLIN BANDITS

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

DOPPELGANGER

Medium monstrosity (shapechanger), unaligned

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

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

MEGA MIMIC

Huge monstrosity (Shapechanger), Neutral

Armor Class 12 (natural armor)

Hit Points 132 (15d12 + 42)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +4

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Shapechanger. The Mega Mimic can use its action to polymorph into an object or back to its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The Mega Mimic adheres to anything it touches. A huge or smaller creature adhered is also grappled by the Mega Mimic (escape DC 13). Checks to escape have disadvantage.

False Appearance (Object Form Only). While the Mega Mimic remains motionless, it is indistinguishable from ordinary objects.

Grappler. The Mega Mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack (Inside Only). The Mega Mimic makes three melee attacks with Pseudopod.

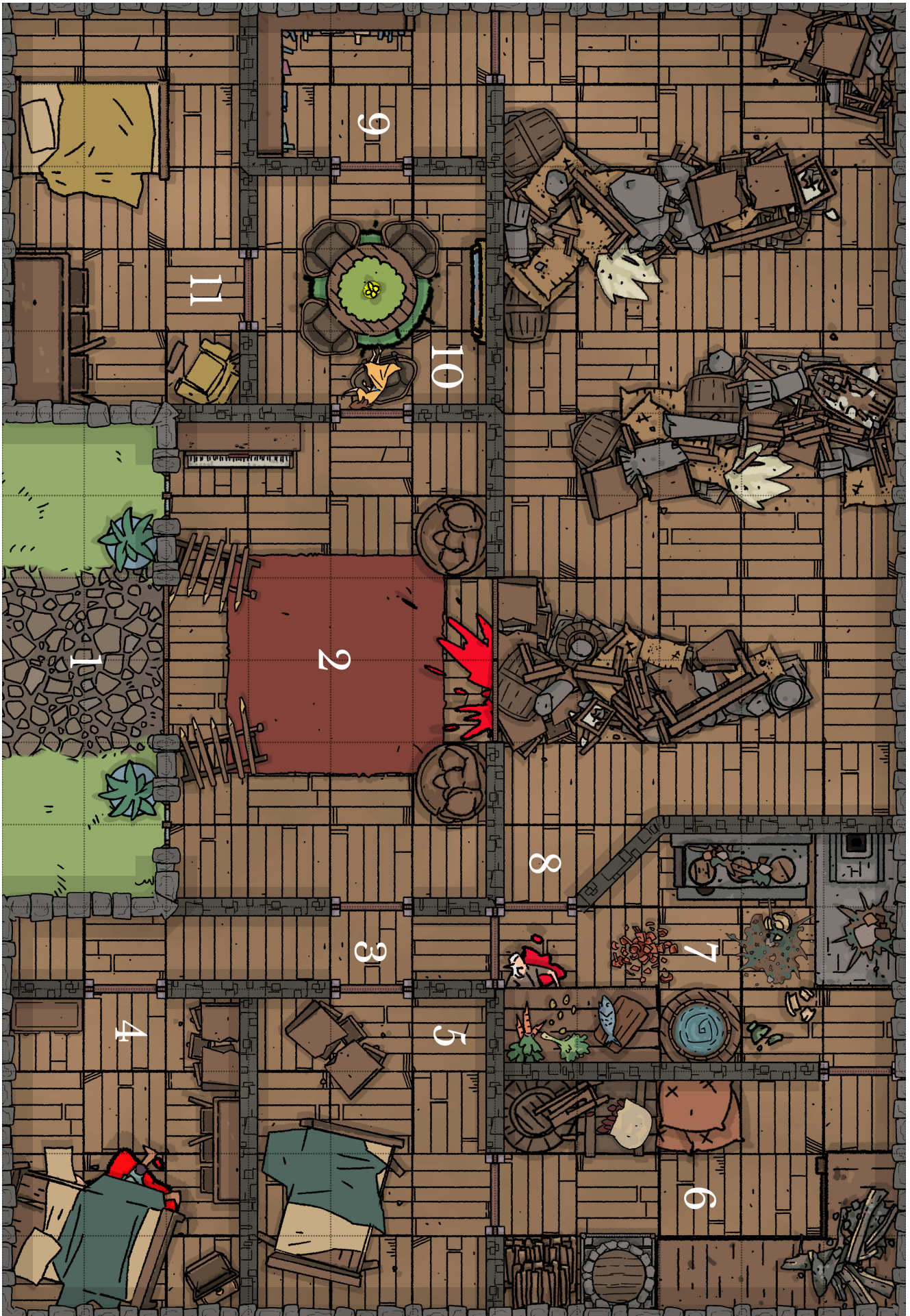
Engulf (Inside Only). The Mega Mimic engulfs a medium or smaller creature inside it that isn't grappled. The target must succeed on a DC 18 Dexterity saving throw or be engulfed by the Mega Mimic. The engulfed character is blinded, restrained, and unable to breathe. It must succeed on a DC 18 Constitution saving throw at the start of each of the Mega Mimic's turns or take 12 (4d6) acid damage. If the Mega Mimic moves, the engulfed creature moves with it. The Mega Mimic can only engulf one creature at a time.

Bite. Melee weapon attack: +5 to hit, reach 5ft., one target. Hit: 7 (1d8 + 3) Piercing + 4 (1d8) Acid Damage.

Pseudopod. Melee weapon attack: +5 to hit, reach 5ft., one target. Hit: 7 (1d8 + 3) Bludgeoning. If the Mega Mimic is in object form, the target is subjected to its adhesive trait.

REACTIONS

Panic Shift (3/day). When the Mega Mimic takes damage, they release any grappled or engulfed creatures and polymorph the immediate section around the damage (say a room) into a dense object with spikes. They are resistant to bludgeoning, piercing and slashing damage, and any creature who hits them with a melee attack takes 3d6 piercing damage. This effect ends at the end of the Mega Mimic's next turn or if they die.



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