

# Village of Troubles

## A Dungeon Delvers Scenario by T. W. Wombat

### *How to use the Village*

This scenario provides seven micro-encounters to use with Dungeon Delvers. Feel free to use them singly in any village, or together to stop the cult of the Devourer, at least for now.

Encounters were designed with 4 PCs in mind, but difficulty/opposition can be adjusted up or down if needed.

The encounters in this village were inspired by Scott (AngryDM) Rehm's village map as [posted on Google+](#).

### *The Mill*

The waterwheel has been sabotaged by someone small and dexterous. Make an intelligence roll to figure out which part is broken and a dexterity roll to reach and replace the part.

When fixed, a large rock wedges itself under the wheel. Make a constitution roll to work underwater and a strength roll to dislodge the rock. Other characters can provide advantage: an intelligence roll finds an effective leverage point and a strength roll will keep the wheel from pushing on the rock for a while.

This very simple sabotage suggests either stupid saboteurs or self-sabotage to throw off suspicion.

### *The Docks*

The dock house holds the main shrine to the Devourer hidden behind a partial boat hull.

**2 Fisherman Cultists:** 2 hits. Armed with spear and dagger.

**Lizardling Shaman:** 2 hits. May cast Fire Bolt (1 hit) or Sleep (charisma save or target sleeps) or Heal (1 hit).

**Treasure:** The shaman has scroll of *Sleep*. A small bag of pearls is hidden in the dock house; make an intelligence roll to search.

It's unclear if Thom worships the Devourer or not, though it's hard to believe he didn't find the shrine in "his" dock house.

### *The Shrine*

This shrine has been desecrated by the Devourer. Clerics can consecrate it by ritual: make 3 wisdom rolls and cast *Ward Against Evil*. If nobody can cast it, the Village Sage will offer a scroll in trade for a favor, or for free with a successful charisma roll.

When consecration begins, a demon will appear and attack the cleric, who must make a constitution roll to prevent interruption. Consecration will banish the demon.

**Devourer Demon:** 5 hits. Make a charisma save or the attack (1 hit) also *drains* 2 points of charisma. If charisma drops to 0, character loses their sense of self and goes catatonic.

### *The Forest*

A band of 6 lizardlings have driven off the lumberjacks from their cutting site. Make a wisdom roll to track the lizardlings back to their camp.

**Lizardling Leader:** 2 hits. Has a fine hatchet which gives advantage.

**2 Lizardling Archers:** 1 hit. Bows give advantage vs. melee weapons.

**3 Lizardlings:** 1 hit. Crude spears.

**Treasure:** A small sack of coins, three pearls, and the Leader's hatchet.

The camp has a shrine to the Devourer, used by a shaman. An intelligence roll or asking the Village Sage will confirm there is no shaman in this camp.

### *The Smoke House*

2 howlers prowl the round smoke house trying to eat the day's catch.

**2 Howlers:** 2 hits. An attacked enemy must make a constitution roll or be *weakened*.

**Smoky:** The haze and heat in the smoke house incurs a -1 combat penalty unless the room is aired out. An intelligence roll will disperse the smoke in 2 turns.

**Fire Pit:** Anyone who misses in melee combat must make a dexterity roll or fall into the fire pit and take 1 hit.

Defeating the howlers without dispersing the smoke earns a week's worth of preserved fish.

### *The Meeting House*

Three people lead the village.

**Zana, Village Elder:** She's a lumberjack and owns a stake in the mill. She's charismatic and energetic, and she knows how to compromise.

**Thom, Fleetmaster:** He's using the recent Devourer cult activity to undermine Zana's leadership. He's strong and quick in body and temper.

**Aria, Village Sage:** A stroke early in life left her with limited mobility on the right side of her body. She studies everything and acts as the village herbalist. Not well-spoken, but wise.

Charisma rolls allow characters to influence votes during meetings.

### *The Village Sage*

Aria can answer any question given enough time and sufficient pay. Many villagers pay her in food or favors.

**Gather Mossflower:** Grows only on top of blighted trees. Wisdom roll to find a tree, strength roll to climb, dexterity roll to gather safely.

**Dive for Pearls:** Fishermen do this regularly. Charisma roll to hire a boat, constitution roll to dive, strength roll to open oysters and get pearls.

**Drum Up Support:** Characters may act as Aria's agents to influence an upcoming vote. Intelligence roll to identify undecided voters, charisma roll to sway them to Aria's side.