



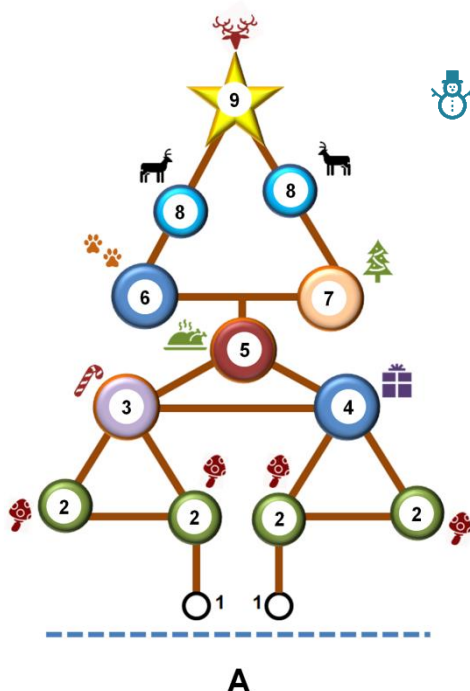
# GRIMBO GROTTO



Goblin's Henchman



*It was the night before a crisp mass snowfall and nothing was stirring,  
except a drunken 'potty-mouthed' were-reindeer high on psychedelic mushrooms*



## Setup

Find **Balsam** a missing Tree Ent last seen heading towards the old abbey in the nearby mountain valley. It's snowing very hard and soon the valley will be snowed in.

A. Brother Olf (also see Location 9)

'Brother Olf' is a mountain and medicine man. He has bleary eyes, a bulbous ruddy red nose and purple

cheeks. When first encountered, some miles from the abbey, he is butchering a stag. He appears to be quite intoxicated and quite rude with it. His white beard and robe are sodden in bright crimson blood. Brother Olf warns of a strange 'condition' affecting animals in the valley. He says it would be better if the PCs went home and got some "[expletive] professionals to sort the problem out, like the town guard".

## 1. Dungeon Entrance

The way into the old abbey is via two disused chimney stacks poking up out through the deep snow. Strange red and white **psychoactive mushrooms** grow in and down the chimney shafts. Sun light deactivates the mushrooms so only the mushrooms near the base of the chimney are potent. *Spoiler – is it possible that the spores at the base of the chimney will make the PCs see things differently to how they really are?*

## 2. Evil Gnomes (treat as Goblins)

These gnomes are evil and neurotic and are running a clandestine psychedelic mushroom harvesting operation. The gnomes do not welcome intruders and naturally think others are trying to muscle in on their fungi harvesting scheme.

## 3. Candy Cane Golem (treat as lesser golem e.g. Clay Golem)

A great white and red striped construct toils over vats of molten sugar. It is processing the red and white psychedelic mushrooms into edible sugar sticks. Beware, anything within its reach is considered an ingredient.

## 4. Wrapping Monster (treat as Otyugh or Roper)

Tendrill-like appendages of colourful ribbons, string and sticking tape wrap victims up in neat little bows before swallowing them in a greedy maw.

## 5. Giant Putrid Gravy-Spewing Undead Turkey (treat as Wight or Ghast)

Laid out on a great grey slab is a giant plucked and dressed bird. Some otherworldly corruption has taken root here and the bird is not just dead anymore, it's undead. It attacks with clubbing limbs and can spew forth a vile putrid gravy doing damage and inducing a torpid sleep. On a critical

hit, the great putrid carcass descends on the victim entrapping them within. PCs so en-stuffed receive gravy 'basting damage'. An attack bonus is received by any PC attempting to 'carve' the turkey. If two participants pull and break the wishbone, the contest winner gets a limited wish.

## 6. Large Polar Cat (treat as Lion)

The cat is Brother Olf's familiar and lives in a sandy den. Invariably it will be sharpening its sandy claws.

## 7. Balsam the Tree Ent

**Balsam** is bound and gagged with gaudy silver and gold wires. His feet are bound and squeezed into an old whisky barrel. A great star is balanced on his forehead and gaudy trinkets hang about his limbs. Large brightly wrapped parcels surround him. He is on the brink of being set ablaze by little candles that burn about his personage. Parcels are D4+1 **Mimics**, and 2D4 **baby-mimics**. Nearby stockings contain D4 **Mini-Cloakers** in the form of gaudy hand-knitted garments. If rescued Balsam is too weary to be of much help.

## 8. Were-reindeer Druids/Priests (treat as lesser were-creatures e.g. Were-rats)

Brother Olf is the leader of the were-reindeers and has 8 subordinate brothers: Brothers Pran, Dan, Don, Dash, Vix, Blitz, Co, and Cu. They are less affected by the were-curse than is Brother Olf. The brothers are very deferential to Brother Olf, and certainly never call him names (not anymore).

**Random were-reindeer traits:** [1] Antlers; [2] Antlers - one is broken; [3] Reindeer ears; [4] Feet are hoofs; [5] Hands are hoofs; [6] Feet and hands are hoofs; [7] Top half human; bottom half reindeer; [8] Top half reindeer; bottom half human; [9] Left side human; right side reindeer; [10] Reindeer Muzzle; [11] Reindeer's luxurious fulsome chest pelt; [12] Reindeer bulging side-mounted eyes; [13] Reindeer teeth jammed into a human jaw; [14] Head jammed within a reindeer's muzzle; [15] Centaur-like reindeer (six limbs); [16] Minotaur-like reindeer; [17] Inverse minotaur-like reindeer; [18] Harness of bells around bare torso; [19] Permanently covered in snow; [20] Roll twice; any repeated structures are more horrific.

Any missing feet/toes can be thrown. If struck by **missile-toes** save vs charm, or have the urge to kiss the toe slinger. Making the saving throw leaves both parties feeling socially awkward.

## 9. Brother Olf in 'Beast Mode' (treat as powerful were-creature e.g. Werewolf)

Brother Olf is the leader of the were-reindeer enclave. He drinks and swears fluently. This becomes worse in were-reindeer form. It is for no little reason that when in were-form, his fellow were-brothers call him 'Rude Olf'. When transitioning into were-reindeer form, Rude Olf's already drink-affected bulbous red nose, expands, swells and if anything becomes redder ... some might even say it glows.

**Items:** Long list of names (PCs names have two red 'X's next them); small 'fighty' **articulated constructs** can be pulled from a **bag of holding** every round (treat as **goblins**); **Black boots** of leaping; **belt** of 'gaseous form'; **Globe** of surveillance.

## Merry Christmas & Ending

If the party is 'killed' (or they dispatch Rude Olf), then they wake up near the base of the chimney entrance. Crowding round them are friendly faces concerned that they have fallen foul of the psychoactive mushrooms contained therein. PCs retain all XP due to the mind-expanding influence of the mushrooms. Items gained/lost are likewise cancelled out.