

# THE GLORY ROAD

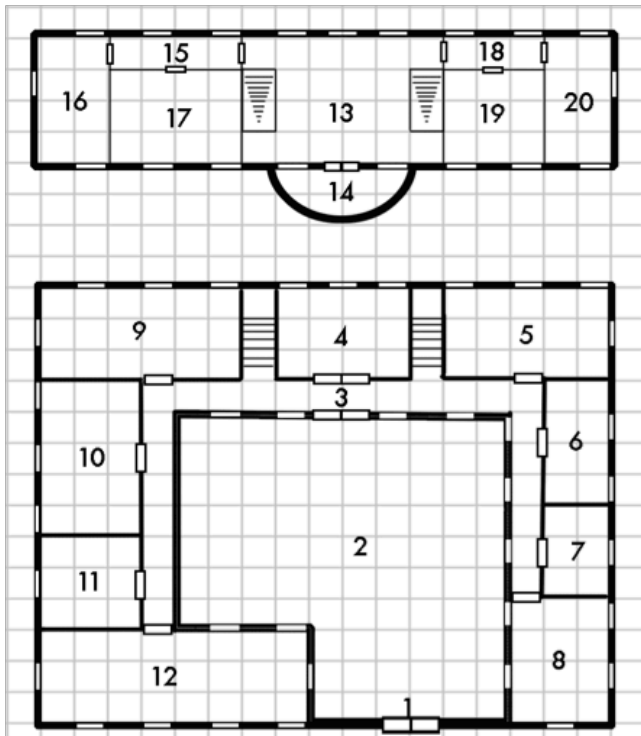
Issue 10

Mini-Adventure; Monsters

## Mini Adventure: The Asylum

The asylum of Doctor Marcellus Nonus has long taken the mad and the hopeless and given them tranquility. Nonus is well regarded for caring not just for the wealthy and powerful, but taking care of the poor and the needy, turning them into peaceful residents of his facility. Indeed, the Asylum is not a building filled with the sounds of madness, but a beautiful facility around a well-tended garden courtyard, populated by very quiet, very calm residents who labor in the gardens, sit quietly, and spend lives of silent reflection.

The doctor's secret, however, is that he is a mortician and necromancer of great skill, with great ability at preserving the bodies of the dead, then animating them as his servants. He uses the asylum as a place to practice his art quietly on people who would not be missed, experimenting to learn better ways to raise the dead as servants. The quiet madmen are not the result of treatments, but of his necromantic arts. His patients are dead, preserved, and reanimated. His work supports the Cult of Orcus, providing basic soldiers to guard their treasure, zombie prostitutes for an exclusive brothel, and laborers for the Cult's construction of underground lairs.



One square = five feet.

### Key

1. **Gate:** The gate bars and locks from the inside. Those wishing to visit the asylum must ring a bell at the gate and wait for one of the servants to answer.

2. **Courtyard Garden:** This is a lushly-planted and peaceful garden, with three of the inmates (Zombies, MM p. 316) sitting peacefully— preternaturally so.
3. **Hallway:** This area is quiet, but there is always one servant (Huecuva, see "Monsters" section) keeping watch here.
4. **Nonus' Office:** Nonus (Mage, MM p. 347) often uses the office to meet with important persons or people interested in institutionalizing someone. It is tastefully appointed. In his desk is a register of patients in a locked journal, with names listed in code. A safe behind a painting on the wall is unlocked by a key on Nonus' person, and holds a coffer filled with 1000 gp, a pair of healing potions, and a sack of ten gems worth 50 gp each.
5. **Examination Room:** This room has a single bed, and cabinets filled with jars of herbs and medical instruments. This room is used to study the bodies of "patients".
- 6., 7. **Treatment Room:** At first glance, this room looks as if it is set up for medical treatment. But a look through the cabinets shows a trained worker that the instruments, while surgical, also include items used to drain blood and remove organs for bodies prepared for embalming and interment, as well as scented oils, make-up, paints and the like used to make a corpse seem fresh.
8. **Study:** This is a reading room and lounge where Nonus can do some reading, have some tea, or meet with visitors in a more casual setting than his office. Careful searching of the bookshelves will find a concealed panel behind which Nonus keeps his religious implements to Orcus and his grimoires. The panel is magically locked, and trapped with a fiery ward that does 6d6 fire damage (DEX save DC 14 for half damage) and makes a loud boom.
9. **Recreation Room:** One worker (Huecuva, see "Monsters" section) and 2 patients (Zombies, MM p. 316) can be found here.
10. **Dining Room:** This room is filled with seats and tables for 20, but only 2 patients can be found here at any time, though they are never eating.
11. **Kitchen:** One lone cook comes into the compound for breakfast, lunch and dinner. What no one knows is that she only cooks for Nonus.
12. **Dormitory:** 5 patients (Zombies, MM p. 316) are always in beds here, watched by two servants.
13. **Upper Foyer:** One servant (Huecuva, see "Monsters" section) watches this room. This room has a divan, 2 chairs, and some nice statues.
14. **Balcony:** The double doors are made of glass, but are locked.
15. **Hallway:** A servant (Huecuva, see "Monsters" section) guards here.

I wanted the feeling of romance and the sense of wonder I had known as a kid. I wanted the world to be what they had promised me it was going to be—instead of the tawdry, lousy, fouled-up mess it is. — Robert A Heinlein, *The Glory Road*

16. **Recovery Room:** Four beds, curtained off from each other, are here for surgical recovery or other medical care.
17. **Surgical Theatre:** A single bed, and cabinets of wicked tools are found here, as well as linens and sheets.
18. **Hallway:** A servant (Huecuva, see "Monsters" section) guards here.
19. **Baths:** Nice marble, well-cared for place for Nonus' daily ablutions.
20. **Nonus' Suite:** Tasteful but luxuriously appointed suite where Nonus makes his home.

### Treasure

Furnishings in any room are worth about 1d20x5 gold pieces, but the Player Characters would need to first get the furnishings out of the house, and second face the fact that the stolen goods are pretty easy to trace back to the asylum.

### Monster: Huecuva

A huecuva is an undead spirit, seen as a robed skeleton, but able to disguise itself with magic. Huecuvras feed on pain and discord, and are born out of a murder of passion or a death as a result of social unrest. They are not commonly encountered, but when they are, their true nature is hidden by their ability to alter their appearance.

*Bringers of Calamity:* Huecuva herald the coming of calamities— natural disasters, plagues, or death, brought on by the way they disturb the natural order.

*Evil Spirits:* Huecuva may be material or ghost-like at will. They leave no remains when slain.

*Great Deceivers:* Huecuva lie, deceive, misdirect, and cause disruption wherever they appear. They cause social unrest, destroy communities, and cause conflict in families.

*Undead Nature:* A huecuva doesn't require air, food, drink or sleep.

### Huecuva

*Medium undead, chaotic evil*

Armor Class: 12

Hit Points: 65 (10d8 +20)

Speed: 30ft

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

*Skills:* Perception +5, Deception +2

*Damage Resistances:* Necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

*Damage Immunities:* Poison

*Condition Immunities:* Exhaustion, frightened, poisoned

*Senses:* Darkvision 60 ft , Passive Perception 15

*Languages:* Speaks and understands the languages it knew in life

*Challenge:* 2 ( 450 xp)

*Mask of Death:* Huecuva can cast *Disguise Self* at will.

### ACTIONS

*Deadly touch:* +5 Melee Weapon Attack, 8 (1d6+5) necrotic damage plus make a CON save vs. DC 11 or become poisoned for 1 hour.

### Monster: Son of Corruption

*Created by the will of a deity of corruption, rot, and death, the Sons of Corruption are hideous undead monsters. They appear to be putrid corpses: bloated, rotting, and filled with fat green worms that can be squirming in and out of the orifices of their skulls.*

*Undead Nature:* A Son of Corruption doesn't require air, food, drink or sleep.

### Son of Corruption

*Medium Undead, Chaotic Evil*

Armor Class: 14

Hit Points: 50 (8d8 +16)

Speed: 20 ft

STR 14 (+2); DEX 10 (+0); CON 14 (+2); INT 6 (-2); WIS 10 (+0); CHA 4 (-3)

*Damage Resistances:* Necrotic

*Damage Immunities:* Poison

*Condition Immunities:* Exhaustion, frightened, poisoned

*Senses:* Darkvision 60 ft., passive Perception 10

*Languages:* Understands languages it knew in life

*Challenge:* 3 (700 xp)

*Aura of Fear:* All creatures within 30 feet of a Son of Corruption must make a Wisdom saving throw vs. a DC of 11 or become frightened for 1 minute. Each time the frightened creature ends its turn without line of sight to the Son of Corruption, it may attempt another Wisdom save.

*Regeneration:* A Son of Corruption regains 10 hit points at the start of its turn. If the creature takes fire or radiant damage or if holy water or holy objects are held to its wounds, it does not regenerate that round

### ACTIONS

*Fists:* +5 melee weapon, reach 5 feet, 9 (2d6+2)

*bludgeoning plus 7 (2d6) necrotic damage. The target must also make a CON save DC 11 or be cursed with a leprous disease. The target cannot regain hit points and suffers disadvantage to all Charisma ability checks. The curse can only be removed with a Remove Curse spell.*

*Worm Infection:* +5 melee weapon, reach 5 feet. As a bonus action, worms leap from the son onto an opponent. If an attack succeeds, the target must attempt a Constitution saving throw with a DC of 11 to avoid infection by the worms. A failed save means the target takes 3d6 necrotic damage. If the target dies, worms will spread through the body and bring the corpse back as a Son of Corruption.