



Grove Guardian Press

# Granny's House

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## Thank You!

Your support of our burgeoning business is appreciated beyond our ability to express. Thank you so much for embarking on this incredible journey with us. We wish many amazing adventures for you and yours in the coming months.

## Transformation Triggers

This supplement is best utilized when the party engages with Nice Granny and discovers too late that she can be Bad Granny. The DM should determine a triggering event for the sudden transformation, but some ideas are included below.

- \* One of the characters touches the stuffed bear on Granny's bed.
- \* A particularly sensitive subject is broached in conversation (e.g. motherhood, children, life, death, magic, etc.)
- \* A character makes a social faux pas or treats Nice Granny with anything less than politeness.

## Introduction

The idea behind this supplement is to provide tools for DMs of one-on-one games and those running group games with drop-in notes and encounters of generic locations and NPCs that frequently occur in fantasy. To that end, much of the how and why is up to the DM, but the physical details, suggested treasure, encounters, and map are already done!

The subject of this location-neutral adventure is referred to as Granny; however, the DM should feel free to name her whatever fits in their world. The premise of the adventure is that Granny is actually two beings. One is kind, good, and grandmotherly. The flip side of her nature is far more sinister and upsetting. Navigating/exploring/discovering these two sides is at the heart of this location-based adventure.

## Possible Hooks

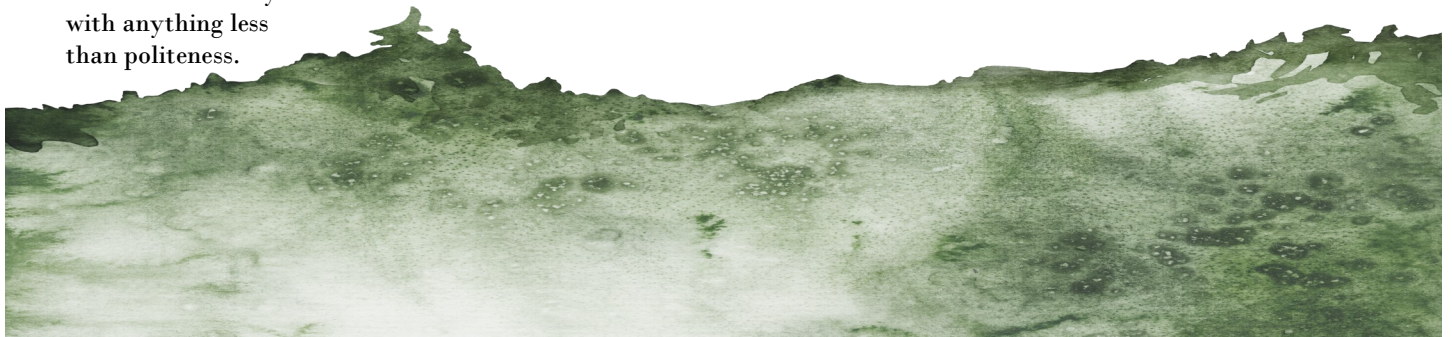
- \* The party hears that, recently, children have begun to disappear in the woods surrounding the town. The mayor has offered a bounty of 100 GP to anyone that can deduce the whereabouts of the missing youngsters.
- \* Traveling from one place to another, at the edge of nightfall, the party encounters the welcoming lights of a comfy cottage.
- \* The party is tasked to deliver a basket of treats to the lady at the edge of town.

## Granny

Nice Granny has the Commoner stat block. Bad Granny has the stat block of a Green Hag. The key conceit of the adventure location is that Granny can flip from being kind to being terrifying.

The environment surrounding Nice Granny smells of freshly baked goods and exudes warmth and comfort. There should be a sense of nostalgia about Nice Granny.

Bad Granny represents the darker side of matronly warmth, perverting love and twisting it into cloying obsession. She wants to control everyone she comes into contact with and bend them to her will either through devious words and mind games or magical manipulation.



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## Areas inside Granny's House

The areas described below come in both Nice and Bad. Descriptive text that can be read aloud is in italics. Things the players may not know (DM notes) are in brackets.

### Entryway/Exit

**Nice:** A comforting sense of warmth washes over you as you enter the quaint, well-lit cottage. [The ceiling is 7 ft tall. In the day time, sunlight pours through the windows.]

**Bad:** An eerie green glow emanates from the mortar between the cobbles [this area is dim light. All of the windows have magically disappeared]. The door out and only way of escape is covered with wicked spikes [in front of the door lies a pit trap Perception DC 15 to spot the **Rug of Smothering** that will allow a player to drop. Dexterity save DC 17 to avoid falling 50 ft into the cellar]. Down the northwest hall there is a black void, beckoning [the pit leads into the cellar. Out of the cellar or patrolling the hall is a **Flesh Golem**]. To the north lies a locked door with an ominous slit [Granny's key unlocks this dungeon. Otherwise it takes a Strength DC 20 to rend open the rusty hinges].

### Kitchen/Cauldron

**Nice:** The smell of warm, fresh bread greets your nostrils as you walk into a comfortable kitchen. It is clear that something is about to be served! [Eating the amazing food in here grants 2d6 Temporary HP. It also allows Granny to know the exact location of the diner for the next week.]

**Bad:** Choking black smoke comes wafting out of the door. As your vision returns, you make out a huge pot belching forth foul odors in the middle of the room [This is the most likely place to find Bad Granny. Perception has disadvantage while the fire smokes in the room. An Arcana DC 16 reveals that the witch's brew, while foul and unpredictable, could grant some benefits. A character drinking the mixture rolls on the Wild Magic Surge table, targeting self.] In the corner, leaned with jaw mockingly agape, is a skewered skeleton [The skeleton is pinned to the corner with a **Sword of Fearful Influence**].

### Bedroom/Dungeon

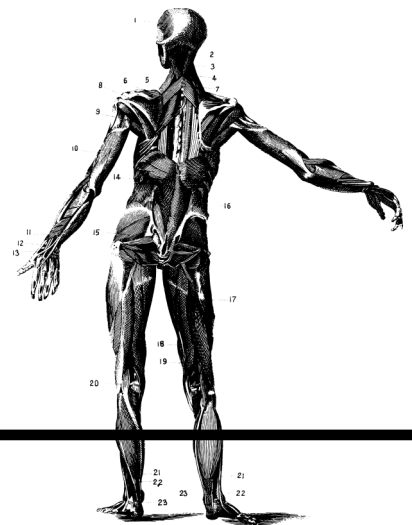
**Nice:** A window on the north wall illuminates a vanity, wardrobe, and small, unmade bed atop which rests an adorable and worn stuffed bear [The bear has a telepathic connection to Granny and reports everything it sees. Under the bed is a lockbox containing 50 GP and sundry gems. On the vanity is a magical mirror that begs to be taken away for reasons it cannot say].

**Bad:** The foul stench of urine, sweat, and despair has saturated the soiled straw in the northeast corner of this dungeon. Cruel spikes slammed into the mortar hold rusty chains that terminate in empty manacles [the manacles can be opened with **Granny's key**, a DC 15 Thieve's Tools check, or a DC 18 Strength check. A DC 15 Investigation check reveals some tools and a small knife that a previous occupant hid in the dirty straw].

### Greenhouse/Graveyard

**Nice:** Your senses are caressed with the lovely scent of various jubilant herbs as you walk into the circular light of the greenhouse [This space holds a number of common tools. The herbs can be harvested for a **Herbalism Pouch**].

**Bad:** The heavy stench of rot and freshly turned earth permeates this room. On the northern and western walls are two coffins [Inside the northern coffin lies a **Swarm of Bats**. In the western, a terrified commoner. They have been in here for days!].





# Astorie Zadd

*Female Half-Elf Herbalist*

## NPC Info

**Ideal:** Nature holds within it the secret to life and to a life well-lived.

**Flaw:** Reclusive, sometimes overly suspicious, especially of distant travelers.

**Desire:** The return of her assistant, Gogin, who left a few days before, seeking the mystical dream herbs that are the only remedy for the disease afflicting the local herds, plants, and populace.

## Character Backstory

Astorie grew up on the outskirts of Devon, near the Sea of Rustling Wheat, the breadbasket of the region. Her human father was an itinerant farmer and her Elven mother was a druid from the nearby collective of Wood Elves.

Rising tensions between the townsfolk and forest dwellers drove the half-elf out beyond the farm and into the wilds in her early twenties. Her mother's people agreed to take her in for a while, but they believed she was destined for a life on her own. She added knowledge of the druidic arts beyond what she had picked up from her father and mostly absent mother, becoming adept at low-level spells but showing particular aptitude for potions and tinctures.

Astorie moved out of the Elves' woodland hollow and found a small clearing near the road cutting a trail through the forest. News spread of a healer just inside the trees, and desperate villagers began to visit her when a child or beloved animal was ill or they themselves were afflicted by sickness of injury.

One evening, in her early forties, Astorie began to dream of herbs that grew with white and pink flowers, calling to her, hidden deep within the forest. She searched for the herbs over the course of six months, having to stop for the winter and resume again after the thaw. Her dreams became urgent; it seemed that life and death hung in the balance of her locating the herbs.

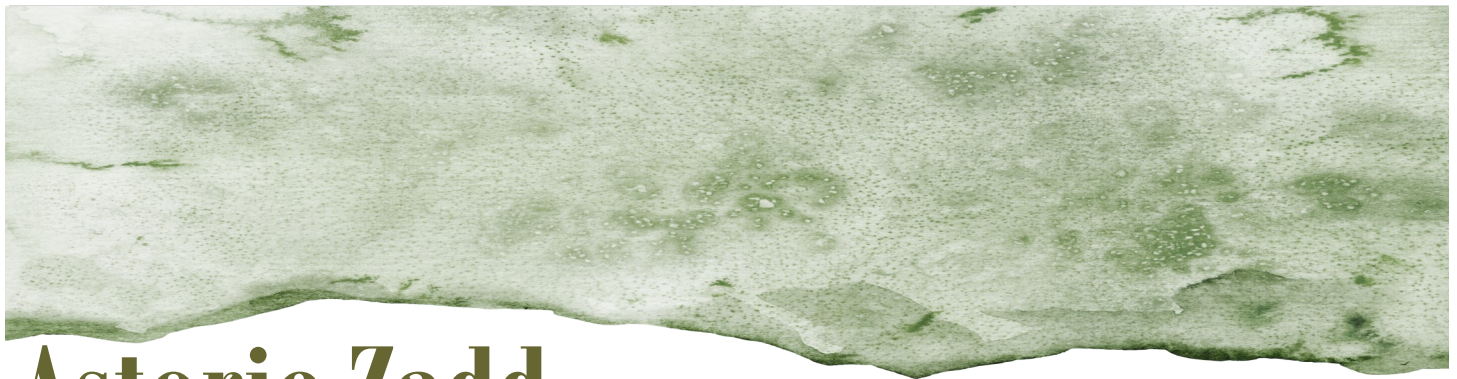
Finally, one afternoon, beside a low, rocky waterfall, Astorie found what she had been dreaming of: a cluster of tiny, sage green leaves with circlets of white petals that glowed pink at the center. Carefully, she coaxed the plant into her hand, beseeching it to grow as much as it could spare and, however much of it was willing, to come away with her. The mystical herbs complied, stretching out across her fingers and curling away from their parent plant.

She returned from her weeks-long journey to discover that nearly half the town was infected with a breathing sickness and several had already died. Her trainee, Gogin, had been frantic in her absence, trying desperately to craft a cure with no success. Astorie put herself into a trance, allowing the herbs and dreamscape to guide her as she ground and mixed various herbs, adding the petals and leaves she had dreamt of to the poultices for its final moments over the fire. The sick villagers revived, though the disease had left several families devastated. They did not know the source of the sickness or when it might recur. Astorie had a few flowers left, but she dared not test the forest's prescient provisions by storing more away. She hoped that it would provide for them.

## Adventure Hook

Gogin, Astorie's assistant, left to fetch more of the magical herbs a few days ago but is overdue to return. She believes he may have gotten lost or that something darker is afoot. It wouldn't be the first time that the forest has absorbed a stranger to its habitat, and traveling away from the town and the Wood Elves is a precarious task for most.

She thought he would be safe, and the situation in the town is growing dire, so she cannot leave. The raven she sent out two days prior to search for him returned with the talisman she made in its beak, but it could tell her no more of his whereabouts. The raven did report seeing smoke deep within the forest, beyond where anyone might usually live. If the adventurers might start there, perhaps they have seen Gogin Gait?



# Astorie Zadd

*Female Half-Elf Herbalist*

**Armor Class** 12 (leather armor; 16 with *barkskin*)

**Hit Points** 63 (11d8 + 11)

**Speed** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
10 (+0)	11 (+1)	13 (+1)	12 (+1)	18 (+4)	11 (+0)

**Saving Throws** Int +4, Wis +6

**Skills** Medicine +6, Nature +4, Perception +6

**Senses** Passive Perception 16

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 6 (2300 XP)

**Spellcasting.** *Astorie is an 8th-level spellcaster. Her spellcasting ability is*

*Wisdom. (spell save DC 15, +7 to hit with spell attacks). She has the following druid spells prepared:*

*Cantrips (at will): control flames, druidcraft, shillelagh*

*1st level (4 slots): cure wounds, entangle, healing word, speak with animals*

*2nd level (3 slots): animal messenger, barkskin, moonbeam, spike growth*

*3rd level (3 slots): conjure animals, plant growth*

*4th level (2 slots): guardian of nature, hallucinatory terrain*

## ACTIONS

**Quarterstaff.** *Melee weapon attack: +3 to hit (+7 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 8 (1d8 + 4) bludgeoning damage with shillelagh.*

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