

# THE CURSED VILLAGE OF HOLLOWMERE

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*A GrimPack NPC Collection  
for 5th Edition*

& Aldric Voss — The Haunted Blacksmith  
& Father Merek Thane — The Corrupt Priest  
& Maren Holt — The Shape-Shifting Innkeeper  
& Elara Dunmoor — The Vengeful Ghost  
& Pip Ashwick — The Child Prophet

5 Interconnected NPCs • Full Stat Blocks • Plot Hooks • Ready-to-Run Encounters

GRIMPACK

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# INTRODUCTION

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Welcome to Hollowmere — a village caught between the living and something far worse.

Six months ago, Father Merek Thane performed a ritual he didn't understand, tearing a hole in the barrier between worlds. Since then, villagers have vanished in the night, shadows move with purpose, and the fabric of reality grows thinner by the day.

This collection presents five deeply interconnected NPCs, each harboring secrets that interlock to form a complete narrative. They can be dropped into any campaign setting where a cursed settlement fits the story, or used as the foundation for a multi-session adventure arc.

Each NPC includes a full backstory, a 5th Edition-compatible stat block, plot hooks to weave them into your campaign, and a ready-to-run encounter. The NPCs reference each other — Aldric's wife was witnessed by Maren; Merek's ritual is known to Elara; Pip has foreseen everyone's fate. Used together, they create a web of mystery that rewards investigation and player-driven storytelling.

Designed for parties of levels 3-6. Adjust encounters as needed for your table.

## THE NPCS OF HOLLOWMERE

- 1. Aldric Voss** — *The Haunted Blacksmith*
- 2. Father Merek Thane** — *The Corrupt Priest*
- 3. Maren Holt** — *The Shape-Shifting Innkeeper*
- 4. Elara Dunmoor** — *The Vengeful Ghost*
- 5. Pip Ashwick** — *The Child Prophet*

# Aldric Voss

## The Haunted Blacksmith

Human • Neutral Good

### BACKSTORY

Aldric Voss was once the finest weaponsmith in three counties, his blades carried by knights and mercenaries alike. That changed the night the curse fell on Hollowmere. His wife, Sera, was among the first to vanish — pulled from their bed by shadows that bled through the walls like ink through parchment. Aldric ran into the dark after her and found nothing but her wedding ring, still warm, lying in a circle of scorched earth behind the smithy.

Now Aldric works the forge day and night, hammering steel with a desperate, hollow rhythm that echoes through the village at all hours. The weapons he crafts have changed. They hum faintly, their edges impossibly sharp, and those who wield them report hearing whispers in combat — Sera's voice, warning of incoming blows. Aldric doesn't sleep. He says the moment the forge goes cold, he hears her screaming from somewhere beneath the village.

His eyes are sunken, his hands scarred beyond what any smith should endure, and he refuses to leave Hollowmere. He insists the answer to breaking the curse lies in the metal itself — that one perfect blade, folded with the right intent, could cut through whatever barrier holds the taken villagers. The other residents think he's lost his mind. The truth is more complicated: something answers when Aldric calls into the dark, and it's teaching him to forge weapons that shouldn't exist.

### STAT BLOCK

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

16 (+3)

12 (+1)

14 (+2)

13 (+1)

10 (+0)

8 (-1)

Skills: Athletics +5, Smith's Tools +7

Senses: Passive Perception 10

Languages: Common, Dwarvish

Challenge: 3 (700 XP)

### Abilities

#### **Spirit-Forged Arms.**

Weapons crafted by Aldric count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks. A creature attuned to one of his weapons can cast Augury once per long rest (the answer comes as Sera's whispered voice).

#### **Forge Trance.**

Aldric doesn't need to sleep. He enters a trance-like state while working the forge. During this trance, he has advantage on Wisdom saving throws against being charmed or frightened.

#### **Curse-Touched Constitution.**

Aldric has resistance to necrotic damage. If reduced to 0 hit points, spectral chains briefly manifest and stabilize him (he automatically succeeds on his first death saving throw).

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## Actions

### ***Forge Hammer.***

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) fire damage.

### ***Hurled Slag.***

Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 7 (2d4 + 2) fire damage. The target must succeed on a DC 12 Dexterity saving throw or be blinded until the end of its next turn.

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## PLOT HOOKS

### **Hook 1:**

Aldric begs the party to descend into the old mine beneath the smithy — he's heard Sera's voice echoing from below, but something down there kills anyone who goes alone. He offers each party member a spirit-forged weapon in payment.

### **Hook 2:**

A traveling merchant recognizes one of Aldric's blades and panics — the last person who carried one went mad, claiming the whispers turned from warnings to commands. Is Sera's spirit truly benevolent, or is the curse using Aldric to spread?

### **Hook 3:**

The forge fire has turned an unnatural blue and won't die, even when Aldric tries to douse it. He confides that the entity teaching him has begun making demands — it wants a weapon forged from a specific metal found only in the village cemetery.

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## ENCOUNTER

### ***The Midnight Forging***

The party arrives in Hollowmere after dark and follows the sound of hammering to the smithy. Aldric is deep in a forge trance, surrounded by a faint blue glow. He doesn't respond to conversation. When a PC touches him or one of the weapons on the rack, the forge erupts — spectral chains lash out from the coals, grappling the nearest two PCs (DC 14 Strength save). Aldric snaps awake, terrified, and tries to help. Three Shadow creatures (MM p. 269) emerge from the walls, drawn by the disturbance. During the fight, Sera's voice whispers tactical advice to anyone holding one of Aldric's weapons (+1 to attack rolls for the encounter). After the shadows are destroyed, Aldric breaks down and tells the party everything.

# Father Merek Thane

## *The Corrupt Priest*

Human • Lawful Evil

### BACKSTORY

Father Merek Thane arrived in Hollowmere six months before the curse, sent by the church of Lathander to minister to this forgotten parish. A man of middling talent and towering ambition, Merek resented his rural assignment — until he discovered the Greywell Codex hidden in the chapel's foundations during renovations.

The Codex, a pre-divine text of unknown origin, described a ritual to "open the veil between the living and the worthy dead." Merek convinced himself this was a divine test. If he could commune with the saints directly, bypass the church hierarchy, he would be recognized, promoted, celebrated. He performed the ritual on the autumn equinox, alone in the chapel basement, using blood from the village's communal livestock.

He got the veil open. What came through was not a saint.

Now Merek maintains his pious facade with practiced precision. He leads morning prayers, visits the sick, and counsels the grieving — all while feeding the entity that answers to the name it took from his prayers: "the Dawnfather." Every seventh night, Merek leaves an offering of fresh blood in the chapel basement. The disappearances began shortly after. Merek knows he caused the curse but has rationalized his guilt into oblivion: the entity promises that when it has consumed enough, it will grant Merek the power he deserves and release the village.

He is not a monster. He is a weak man who made a catastrophic mistake and lacks the courage to confess. His sermons have grown genuinely moving, fueled by authentic guilt he mistakes for divine inspiration.

### STAT BLOCK

<b>Armor Class 16</b>		<b>Hit Points 45 (7d8 + 14)</b>			
<b>Speed 30 ft.</b>					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	17 (+3)	15 (+2)
Skills: Deception +6, Insight +5, Religion +5, Persuasion +4					
Senses: Passive Perception 13					
Languages: Common, Celestial, Abyssal					
Challenge: 4 (1,100 XP)					

### Abilities

#### ***False Radiance.***

Merek can cast cleric spells that appear divine but are powered by the entity. Detect Magic reveals an overlay: radiant energy with necrotic corruption underneath. A DC 16 Arcana check identifies the deception.

#### ***The Codex's Gift.***

Merek can cast Speak with Dead once per day without components. The dead always answer truthfully, but the entity adds one false detail to each casting.

#### ***Sanctified Ground (Corrupted).***

The chapel functions as consecrated ground, but undead within 60 feet of the altar gain advantage on saving throws rather than disadvantage.

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## Actions

### ***Mace of Office.***

Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 9 (2d8) necrotic damage (appears as radiant to onlookers).

### ***Borrowed Light (Recharge 5-6).***

Merek channels false divine energy in a 30-foot cone. Each creature must make a DC 14 Wisdom saving throw. On failure: 14 (4d6) radiant damage and frightened for 1 minute. On success: half damage, no fear. Celestial-origin creatures automatically see through the illusion and are immune.

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## PLOT HOOKS

### **Hook 1:**

A dying villager confesses to a PC that they saw Father Merek entering the chapel basement carrying a bucket of blood on a night when no services were scheduled. They beg the party to investigate — but warn that the entire village trusts Merek implicitly.

### **Hook 2:**

The party's cleric or paladin feels something profoundly wrong during a chapel service — their divine connection flickers, as if another signal is drowning it out. If they confront Merek privately, he breaks down weeping and begs for help, claiming he's in too deep to stop.

### **Hook 3:**

A letter arrives for Merek from the church hierarchy: an investigator is being sent to evaluate the parish. Merek panics and approaches the party, offering to help them "solve the village's problems" — actually manipulating them into destroying evidence of his rituals before the investigator arrives.

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## ENCOUNTER

### ***The Seventh Night***

The party discovers the pattern of disappearances aligns with a seven-day cycle. On the seventh night, they stake out the chapel. At midnight, Merek descends to the basement with a covered basin. If followed, they find a chamber beneath the chapel with the Greywell Codex on a stone lectern, a circle of dried blood on the floor, and a tear in reality — a vertical wound in the air, roughly six feet tall, through which cold wind and distant screaming pours. Merek is mid-prayer. When interrupted, he can react in two ways depending on the party's approach: if confronted with compassion, he collapses and confesses everything; if threatened, he panics, and the entity surges through him — his eyes go black, his voice doubles, and he attacks using Borrowed Light while 2 Specters (MM p. 279) emerge from the rift. The Codex must be destroyed (AC 15, 30 HP, immune to necrotic) to seal the rift, but doing so traps anyone currently on the other side.

# Maren Holt

## The Shape-Shifting Innkeeper

Changeling • Chaotic Neutral

### BACKSTORY

Maren Holt is not her real name. She doesn't remember her real name — she stopped using it so long ago that it dissolved like sugar in rain. What she remembers is this: she was born a changeling in a city that burned changelings, fled as a child, and spent two decades wearing other people's faces to survive. She became an innkeeper because the job requires reading people quickly, and nobody suspects the person pouring their drink.

She arrived in Hollowmere twelve years ago, bought the Hearthstone Inn, and built a life as a plump, kind-faced human woman with a talent for stews and a fondness for gossip. The village loves her. She loves them back — genuinely, painfully — which is why the curse is destroying her.

Since the vanishings began, Maren has been quietly shapeshifting into the forms of the disappeared to comfort their families. She visits grieving spouses as their lost partners, sits with orphaned children wearing their mother's face, tells everyone it will be alright. She believes she's helping. She's creating a web of impossible expectations — families who think their loved ones returned, who grow confused and hostile when the "returned" person doesn't know basic details.

Maren is also the only person in Hollowmere who has seen the curse's true face. On the night Sera Voss vanished, Maren was shifting forms outside and witnessed the shadows take her. She saw where they went — through the old well behind the chapel. She hasn't told anyone because doing so would require explaining how she saw it, which would reveal what she is. In Maren's experience, being revealed as a changeling means running for your life.

### STAT BLOCK

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

10 (+0)

15 (+2)

12 (+1)

14 (+2)

16 (+3)

18 (+4)

Skills: Deception +8, Insight +5, Persuasion +6, Performance +6

Senses: Passive Perception 13

Languages: Common, Elvish, Halfling, Thieves' Cant

Challenge: 2 (450 XP)

### Abilities

#### Shapechanger.

Maren can use her action to polymorph into any Small or Medium humanoid she has seen, or back to her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying is not transformed. She reverts to her true form if she dies.

#### Read the Room.

Maren has advantage on Wisdom (Insight) checks to determine what a creature wants to hear. She can use a bonus action to make an Insight check against a creature's passive Deception to learn one emotional truth about them.

#### Familiar Face.

When disguised as someone a creature knows, Maren has advantage on Charisma checks against that creature for the first minute of interaction. After one minute, the creature can make a DC 16 Wisdom (Insight) check to notice

"something off."

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## Actions

### ***Hidden Blade.***

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If Maren is disguised as someone the target trusts, she has advantage on this attack and deals an extra 7 (2d6) damage.

### ***Disarming Words.***

Maren targets one creature within 30 feet that can hear her. The target must succeed on a DC 14 Wisdom saving throw or be charmed for 1 minute. A charmed creature regards Maren as a trusted friend. The effect ends if Maren or her allies harm the target.

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## PLOT HOOKS

### **Hook 1:**

A villager privately tells the party that their dead spouse came home three nights ago — but something is wrong. They smell different, can't remember their anniversary, and flinch at loud noises. The villager is terrified they've been replaced by something wearing their partner's skin.

### **Hook 2:**

The party catches Maren mid-shift behind the inn, her face half-melted between two identities. She panics and offers them the one thing she has: the truth about the well behind the chapel. But she'll only share it if they swear to protect her secret from the village.

### **Hook 3:**

Two villagers get into a violent argument — both claim to have seen the same missing person alive in different locations on the same night, wearing different clothes. The contradictions are tearing the village's fragile hope apart, and suspicion is turning toward dark magic.

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## ENCOUNTER

### ***The Face Behind the Face***

A grieving father storms into the Hearthstone Inn during dinner, dragging his young daughter. He points at Maren and screams that this woman pretended to be his dead wife, that his daughter called her "mama" and now won't stop crying. The inn goes silent. Maren freezes — then her composure cracks and her features begin to ripple involuntarily. The crowd reacts with fear. If the party intervenes to protect Maren, she retreats to the kitchen and shifts to her true form (pale, androgynous, silver-eyed) for the first time in years. She offers to guide them to the well in exchange for safe passage out of Hollowmere once the curse is broken. If the party doesn't intervene, the crowd turns into a mob (use 8 Commoners, MM p. 345), and Maren flees through the back, shifting into a child's form to disappear into the night — taking her critical knowledge with her.

# Elara Dunmoor

## *The Vengeful Ghost*

Human (Undead) • Chaotic Neutral

### BACKSTORY

Elara Dunmoor was the village healer for forty years, a sharp-tongued woman who delivered half the people in Hollowmere and buried the other half. She was not kind, exactly, but she was necessary — the sort of person who would set your broken leg and lecture you about your stupidity simultaneously. She died three years before the curse, peacefully, in her own bed, surrounded by the scent of dried lavender.

She did not rest peacefully.

When Merek Thane tore the veil, the disturbance dragged Elara back. Not gently — she was ripped from whatever afterlife held her, stuffed back into a reality that had moved on without her, and tethered to the village she'd served her entire life. She remembers dying. She remembers what came after. She will not discuss what came after.

Elara haunts Hollowmere as a translucent figure in a threadbare nightgown, her long grey hair unbound, her expression permanently furious. She appears primarily at the old herbalist's cottage (now abandoned) and the village cemetery. She cannot leave the village boundaries — the curse binds her as surely as it binds the living.

Unlike the mindless undead that occasionally wander in from the surrounding woods, Elara retains her full personality and memories. She knows the curse is centered on the chapel. She knows Merek caused it. She has tried to tell the living, but her voice comes out as a shriek that terrifies anyone who hears it, and her attempts to write messages result in objects flying violently across rooms. She is a healer's soul trapped in a weapon's form, and her frustration is becoming genuinely dangerous. Each week, her poltergeist episodes grow more violent.

### STAT BLOCK

<b>Armor Class 12</b>		<b>Hit Points 58 (13d8)</b>			
<b>Speed 0 ft., fly 40 ft. (hover)</b>					
STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	15 (+2)	18 (+4)	16 (+3)
Skills: Medicine +8, History +4, Perception +6					
Senses: Darkvision 60 ft., Passive Perception 16					
Languages: Common (can understand but cannot speak clearly; see Broken Voice)					
Challenge: 5 (1,800 XP)					

### Abilities

#### ***Incorporeal Movement.***

Elara can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

#### ***Broken Voice.***

When Elara attempts to speak, her words emerge as a terrifying wail. Any creature within 30 feet that hears her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature that succeeds on a DC 18 Insight check while frightened can parse actual words from the shrieking.

**Healer's Instinct.**

Elara can sense injury and disease. She knows the current hit points of any creature within 60 feet and can identify any disease or curse affecting them.

**Poltergeist Fury.**

As her frustration grows, Elara can telekinetically hurl objects. She can move up to 150 pounds of unattended objects within 30 feet as a bonus action.

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**Actions****Withering Touch.**

Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

**Spectral Diagnosis.**

Elara touches a willing creature. That creature regains 11 (2d8 + 2) hit points. Alternatively, she can remove one disease or neutralize one poison affecting the creature. Each use of this ability causes Elara to become more translucent; she can use it 3 times before her form destabilizes, imposing disadvantage on all her checks and attacks until she completes a long rest equivalent (8 hours of solitude in her cottage).

**Haunting Accusation (Recharge 5-6).**

Elara fixes a creature with her gaze and channels her fury. The target must make a DC 15 Charisma saving throw. On failure: 22 (4d8 + 4) psychic damage, and the target is stunned for 1 round as they experience a flash of Elara's death and resurrection. On success: half damage, no stun. If used against Father Merek, he has disadvantage on the saving throw.

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**PLOT HOOKS****Hook 1:**

A PC who can cast *Speak with Dead* or has telepathy can actually communicate with Elara clearly. She will urgently explain that Merek caused the curse and that the answer lies beneath the well — but she warns that the entity is listening through the Codex and will know if the party plans a direct assault.

**Hook 2:**

Elara appears in the party's lodgings at night, trying desperately to communicate. She arranges objects to spell crude words: "WELL." "PRIEST." "LIAR." If the party tries to engage, she manages one clear sentence before her voice collapses back into shrieking: "He opened the door and something else walked through."

**Hook 3:**

The poltergeist episodes are escalating — Elara accidentally injured a child during a frustrated outburst, and the village is organizing a hunt to "destroy the evil spirit." Aldric opposes this, believing Elara is trying to help. The party must choose sides or find a way to help Elara communicate before the village makes a terrible mistake.

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**ENCOUNTER*****The Healer's Last House Call***

The party investigates the abandoned herbalist's cottage after hearing reports of violent hauntings. Inside, they find a preserved workspace — dried herbs still hanging, journals still on shelves, a life frozen mid-sentence. Elara manifests as a cold presence that builds to visible form over 2 rounds. She tries to communicate (triggering her *Broken Voice* for anyone unprepared), then resorts to hurling objects to spell words on the floor. If the party demonstrates patience and understanding (a successful DC 13 group *Persuasion* or *Insight* check), she calms enough to use her *Spectral Diagnosis* on any injured party member as a show of good faith. If the party attacks, she fights defensively, using *Poltergeist Fury* to create barriers and *Haunting Accusation* on the most aggressive attacker — she will flee through the floor at half hit points. In her journals, a successful DC 14 *Investigation* check reveals a crude map of tunnels beneath Hollowmere connecting the well, the chapel basement, and the old mine.

# Pip Ashwick

## *The Child Prophet*

Human • Neutral

### BACKSTORY

Pip Ashwick is nine years old. She has dirt under her fingernails, a gap where her front teeth should be, and she speaks with the voice of something that has watched the world since before it had a name.

Before the curse, Pip was an ordinary child — curious, loud, afraid of the dark. Her mother, Bess, runs the village's small general store. Her father was a woodcutter who vanished on the first night of the curse. Pip watched shadows drag him through the floor of their home while her mother screamed. Something in Pip broke that night. Or opened.

She began speaking prophecy three days later. Not the vague, interpretive kind — precise, dated, verifiable predictions delivered in a flat monotone that doesn't match her age or vocabulary. She predicted the baker's death (heart failure, two days later). She predicted the well water turning black (it did, for exactly one hour). She predicted the party's arrival, including the number of members and the color of their cloaks.

The villagers are terrified of her. Bess is devastated, alternating between desperate protectiveness and the growing suspicion that whatever lives in her daughter isn't her daughter anymore. The truth is more nuanced: Pip is still Pip. She still likes honeycakes and hates bath time. But the veil being torn open left her mind partially merged with something vast that perceives time non-linearly. She can see the future because, for whatever touched her, the future already happened.

Pip knows how the curse ends. She's seen every possible outcome. She won't say which one occurs — she says that telling someone their future makes it stop being true. But she'll cry, sometimes, for no reason anyone else can understand. She's mourning outcomes that haven't happened yet.

### STAT BLOCK

<b>Armor Class 10</b>		<b>Hit Points 9 (2d6 + 2)</b>			
<b>Speed 25 ft.</b>					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
6 (-2)	10 (+0)	12 (+1)	10 (+0)	20 (+5)	14 (+2)
Skills: Insight +9, Perception +7					
Senses: Truesight 120 ft., Passive Perception 17					
Languages: Common; comprehends all languages when prophesying					
Challenge: 0 (10 XP)					

#### Abilities

##### **Oracle's Burden.**

Pip has Truesight to 120 feet. She automatically sees through illusions, shapechangers' disguises (including Maren's), and invisibility. She cannot be surprised. She always acts first in initiative order regardless of her roll.

##### **Prophecy.**

Once per day, Pip can deliver a prophecy. The DM provides one true statement about future events in the campaign. This statement is always accurate but deliberately incomplete — it reveals the what but never the how or why.

### ***Temporal Echo.***

When a creature within 30 feet of Pip would take damage, she can use her reaction to cry out a warning. The creature gains +2 AC against that attack or advantage on the saving throw. Pip can use this ability 3 times per long rest.

### ***The Weight of Sight.***

Pip is a nine-year-old child with 9 hit points. She has no combat abilities and will flee or hide in any dangerous situation. Harming Pip imposes a curse on the attacker: disadvantage on all saving throws for 24 hours as temporal backlash rips through their timeline.

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## **Actions**

### ***Cryptic Warning.***

Pip speaks a fragment of prophecy directed at one creature within 30 feet. The creature must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn as it experiences a vision of a possible future. Pip can only use this action when genuinely threatened.

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## **PLOT HOOKS**

### **Hook 1:**

Pip approaches the party's strongest fighter and says, with absolute certainty, "You die in the well. But it matters that you go anyway." She then asks if she can have a honeycake. Her mother, overhearing, is horrified and begs the party not to listen — but everything Pip has predicted so far has come true.

### **Hook 2:**

The village council wants to send Pip away, believing she's possessed. Bess asks the party to protect her daughter. Meanwhile, Pip tells the party that if she leaves Hollowmere, everyone currently missing will die — she is somehow anchoring the taken villagers to life, and she doesn't know how.

### **Hook 3:**

Pip draws a picture and gives it to the party: five stick figures standing in a circle around a dark shape underground. One figure is crossed out. She says, "This is how it ends. I'm sorry I can't tell you which one." Later, the party realizes the five figures correspond to the five NPCs in this bundle.

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## **ENCOUNTER**

### ***The Prophet's Playground***

The party finds Pip sitting alone in the village square, drawing in the dirt with a stick. She's drawn an accurate map of the tunnels beneath Hollowmere — including areas no living person has explored. When the party approaches, she looks up and addresses each PC by name, mentioning one private detail about each that she couldn't possibly know. She then delivers a prophecy relevant to the campaign's main plot (DM's choice). During this conversation, two Shadows (MM p. 269) emerge from an alley — drawn to Pip's temporal energy. Pip doesn't flinch; she says "They come at this time every day. They can't touch me." (True — the shadows circle but cannot approach within 10 feet of her.) The party must deal with the shadows while Pip calmly continues her drawing. After combat, she adds the party to her dirt illustration: tiny stick figures with accurate weapons and armor. "You're part of it now," she says. "That's good. I think."

