



# The Slaughtermire Demon

A 5th Edition Compatible One-Shot

V0.99

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# The Slaughtermire Demon

5<sup>th</sup> Edition Compatible

For Level 9 Adventurers

Welcome, Dungeon Master! Below is a spooky one-shot for four to five level 9 adventurers, featuring the terrifying **Nalfeshnee** as your session's BBEG. Designed to evoke chills, this adventure unfolds in the haunted ruins of the **Slaughtermire Ward**—a forgotten segment of your bustling city.

**Be sure to read through the entire module before running your game.** That way you'll have an idea of what is coming next and you can decide how you want to describe your scenes on game night.



## RUMORS OF THE ODD AND STRANGE

As your party relaxes in a busy tavern or consults with local officials, they overhear unsettling whispers. Drop hints of missing persons, animals acting in terror near the ward's edge, and/or deliveries mysteriously vanishing at night.

Here are some examples you might use:

“Did you hear about the Slaughtermire Ward? Folks say lights flicker in empty homes and chilling screams echo at midnight. Watch patrols stopped going after Old Gatch vanished last week.”

“I heard dogs and cats were seen dragged by their tails into the ward howling and screeching. But they was pulled by unseen hands.”

“Jadle, the old seamstress just outside the ward, says she was expecting the fabric girl with an order. She never showed. But the next morning, there were bolts of cloth and thread spools strewn down the alley nearby. Like someone had dragged the woman off to Slaughtermire Ward.”



## ENTERING SLAUGHTERMIRE WARD

Thirty years ago, plague swept through the Slaughtermire Ward like a scythe through wheat, leaving only silence where life once thrived. This district once fed the entire city—its massive slaughterhouse and skilled butchers working day and night. Now, grim brick buildings blackened by decades of soot lean dangerously over half-collapsed alleys.

Flickering lanterns cast wavering shadows from broken posts, while gnarlroot weeds push through cracked cobblestones with stubborn persistence. A noxious mist seeps from shattered sewers, carrying with it the lingering stench of decay.



Though the living city lies just beyond these borders, the Slaughtermire feels utterly cut off from the world. The oppressive silence swallows sounds from the outside, leaving only your footsteps echoing off empty walls—and somewhere in the distance, the occasional low moan that seems to drift from nowhere and everywhere at once.



## THE WAY THROUGH SLAUGHTERMIRE WARD

### ATMOSPHERE

As the party explores, use these supernatural signs to hint at the evil presence lurking in the ward. Deploy flickering illusions (equivalent to Minor Illusion spells) that vanish when approached directly. Bloody warnings scrawled on walls—"FLESH FEEDS THE BOAR" or similar threats—serve as ominous breadcrumbs. Strategically place mutilated corpses as grisly calling cards, ensuring they appear partially consumed or arranged in disturbing ways.

With a **DC 13 Intelligence (History) check**, the party may learn that the engine that made Slaughtermire run was the Meatworks. A large slaughterhouse located at the center of the ward.

## BUILDING TENSION

Deploy the following creatures strategically throughout the ward to escalate dread and wear down the party's confidence before they reach their final destination. Space these encounters to maintain steady pressure without overwhelming the players—the goal is psychological erosion, not immediate defeat.



## GRIM SHADOWS (SPECTER)

The ghosts of plague victims (the **Specter** from the SRD) drift along alleys, reaching silently for warmth and memories. Their touch chills and terrifies.

## SUGGESTED ENCOUNTER

For a party of four or five level 9 characters, attack with two Grim Shadows groups of three each. For added tension, bring the second group of three Grim Shadows in after the battle has begun.

## ENCOUNTER INTRODUCTION

The temperature drops suddenly as wispy forms materialize from the shadows between buildings. These spectral figures drift silently through the alley ahead, their tattered forms barely more than suggestions of the people they once were. Hollow eye sockets seem to search desperately for something lost, and their ghostly hands reach out with an almost pitiful yearning—as if seeking the

warmth of life they can never again possess. The air grows thick with an unnatural chill as they notice your presence and begin to glide toward you with unsettling purpose.

## Specter

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 50 ft. (hover)

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<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11(+0)

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**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Incorporeal Movement.** The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## Actions

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**Life Drain.** Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## A SWARM OF RATS

As the party moves through an abandoned butcher's shop, a **Swarm of Rats** erupts—tainted and aggressive.

### SUGGESTED ENCOUNTER

For a party of four or five level 9 characters, attack with two Swarm of Rats. The first swarm of rats should enter through a door while the other falls through a ceiling.

### ENCOUNTER INTRODUCTION

A scratching sound rises from the darkness—faint at first, then growing into a frenzied skittering that seems to come from everywhere at once. Suddenly, a writhing mass of rats floods forth like a living tide of fur and teeth. Their eyes gleam with an unnatural, sickly yellow light, and patches of their mangy fur are slick with something dark and foul. The creatures move with disturbing coordination, their chittering shrieks echoing off the walls as the swarm surges toward you with ravenous hunger.

### Swarm of Rats

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 30 ft.

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<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
9 (-1)	11(+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

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**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

### **Actions**

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**Bites.** Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



### **GHOUL PACKS**

Driven by a demonic hunger, small bands of **Ghouls** scavenge through ruined shops searching for flesh.

### **SUGGESTED ENCOUNTER**

For a party of four or five level 9 characters, attack with three Ghoul Pack groups of four each. Continue to build tension by bringing each group of four Ghoul Packs into the fight just before the party defeats the previous group.

## ENCOUNTER INTRODUCTION

Low snarls echo from the shadows as grotesque forms linger in the street ahead. A pack of ghouls stalks toward you on bent, emaciated limbs, their pale skin stretched tight over twisted frames. Their fingers end in blackened claws, and their mouths hang open, revealing rows of yellowed fangs stained with old blood. An overwhelming stench of carrion and decay rolls off them in waves as their hollow eyes fix upon you with animalistic hunger. Their movements are jerky and unnatural—driven by something far darker than mere animal instinct.

### Ghoul

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
13 (+1)	15(+2)	10 (+0)	7 (-2)	10 (+0)	6(-2)

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**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

### Actions

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**Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## THE WAREHOUSE DISTRICT

As the party moves further into Slaughtermire Ward, the retail and tenement buildings give way to more industrial architecture. The trade and guild houses dominating the streets hint that the once strong beating heart of Slaughtermire Ward, the old Meatworks, is close at hand.



### BROKEN VROCK

Prior to seeing the Broken Vrock, they'll hear its disturbing, rattling coo. This bird like demon has had its wings removed. Something seems to have wanted this demon to stay put. It stalks on all fours as though on guard. Before the party can reach the Meatworks, they'll need to get through this challenge.

### SUGGESTED ENCOUNTER

For a party of four or five level 9 characters, attack with one Broken Vrock first. As with previous encounters, the noise caused by the fray should draw a second Broken Vrock out.

## ENCOUNTER INTRODUCTION

Blocking the street ahead stands a large creature unlike anything born of nature. Its body is a grotesque fusion of bird and monster—scaled and muscular, with a hunched, powerful frame. Where great wings should span from its back, only ragged stumps remain, the raw flesh scarred and twisted. The thing crouches on all fours like some nightmarish vulture, its taloned feet scraping against the cobblestones. A curved beak lined with jagged teeth snaps at the air, and its eyes—burning with malevolence—fix upon you as you approach. Beyond it, the massive gates of a warehouse loom further down the street, but the creature shows no intention of moving aside. A low, rumbling screech erupts from its throat, a sound of hunger and ancient rage.

### Vrock

*Large fiend (demon), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 104 (11d10 + 44)

**Speed** 40 ft., fly 60 ft.

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STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

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**Saving Throws** Dex +5, Wis +4, Cha +2

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Magic Resistance.** The vrock has advantage on saving throws against spells and other magical effects.

### Actions

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**Multiattack.** The vrock makes two attacks: one with its beak and one with its talons.

**Beak.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

**Talons.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage.

**Spores (Recharge 6).** A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

**Stunning Screech (1/Day).** The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.



## VROCKS VANQUISHED

Upon defeating the vocks, the party may find a necklace wedged within the cracks of the cobblestone. The necklace is a copper chain and the tip is made from a piece of boar's tusk. The necklace can be found with a **DC 12 Intelligence (Investigation) check**.

### Necklace of Demonic Hate

*Wondrous Item, Very Rare (Optional Attunement)*

When worn, this necklace will physically lift and lightly pull in the direction of the nearest demonic being.

If a player attunes to the necklace, have them roll 1d12. If the result of the roll is 9-12, the character is cursed with *Demonic Hate*.

*Demonic Hate* can cause the cursed character to attack with abandon whenever encountering a devil or demon. At first sight of the demon or devil, the player must roll a Wisdom Saving Throw with a DC 13. On a successful, the character is able to break the Demonic Hate and restrain themselves for the remainder of the encounter. On a fail, the character will attempt to attack without discussion or planning. At the end of their turn, the player may reroll their Wisdom Saving Throw to try to break the Demonic Hate.



## THE NALFESHNEE'S LAIR

### AREA DESCRIPTION: THE ABANDONED MEATWORKS

At the center of Slaughtermire sits the old Meatworks: a vast two-story stone slaughterhouse cloaked in a strange heavy mist and blackened by decades of decay. Twisted gates hang open at its front, and sawdust, bone piles, rusted hooks, and ancient machinery drape shadows over the interior. Unholy glyphs, scrawled in blood and fat, pulse faintly on the walls.

A sickly aura of magic pervades the building. In the central processing hall, truesight reveals a rift to the Abyss—sulfurous, shimmering, and impossible to close without defeating its master.



## THE NALFESHNEE

The Nalfeshnee uses its horrors to drive terror and its brute strength to rend flesh. The demon mocks intruders in Abyssal, daring them to “Be feed for the feast!” and “I’ll enjoy butchering you!”

### ENCOUNTER INTRODUCTION

Atop a mound of bones and rotten meat squats the **Nalfeshnee**: a grotesque, winged demon as large as a wagon, its belly sagging, covered in boils and filth. Its head is that of a massive boar, tusks jutting out wickedly. Beady eyes blaze with infernal cunning, and its leathery wings drip caustic ooze. Flies swarm around its girth; its laughter is soul-chilling. When it stands, it looms at least twenty feet tall.

### **Nalfeshnee**

*Large fiend (demon), chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 184 (16d10 + 96)

**Speed** 20 ft., fly 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

**Saving Throws** Con +11, Int +9, Wis +6, Cha +7

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Magic Resistance.** The nalfeshnee has advantage on saving throws against spells and other magical effects.

## Actions

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**Multiattack.** The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage.

**Claw.** Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

**Horror Nimbus (Recharge 5–6).** The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

**Teleport.** The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.



## CLOSING

With the demon slain and its corruption purged from the ward, the unnatural mist begins to fade. The flickering illusions vanish, the spectral wails fall silent, and an eerie peace settles over Slaughtermire for the first time in decades.

You realize the horror you've prevented: the abandoned ward and the blood-soaked history of its slaughterhouses had created the perfect breeding ground for darkness. The nalfeshnee's hunger fed on that pain and suffering, and left unchallenged, it would have grown stronger year after year. Soon, it would have built a fortress of flesh and bone, a stronghold from which it could have launched an assault on the city itself. The Slaughtermire Ward would have become a permanent gateway to the Abyss—a wound in the world that could never be closed.

But you stopped it. The city will never know how close it came to damnation, but you will. And as you leave the ward behind, perhaps the spirits that lingered here can finally find peace.

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**Good luck, Dungeon Master!** Let your players learn why nobody ventures into Slaughtermire. And may your dice roll with the spirits of the ward.

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