

THE BLEAKON

Original dnd one shot by Adrian Enzastiga

Level five ideally

Overview: a town is being plagued by a monster the adults in the town call...THE BLEAKON, a creature that roams the snowy mountains in search of children to kidnap and bring back to its lair. And this town (called the North Slope) has been safe from the rumors of The Bleakon...until now.

The Bleakon: An ape fused with a reindeer fused with a demon

Intro: The town is built in the valley of snowy mountains, the only town for hundreds of miles; the travelers that come through here before their trek through the mountains on either side make it a hub for business and trade.

- This causes the parents to put pressure on their children to carry on their family legacy of being “great hosts” to travelers. The parents here are strict and boring, putting pressure on the children to be perfect.

Characters:

- Grandma Cookie, known for her magical cooking skills, is the pseudo mayor of the town. She's low key the villain
 - Trying to convince the town that it's safe
 - She says that the faith and spirituality of the town will keep the Bleakon at bay.
- Chad and Karen: toxic super religious couple whose children were kidnapped just before their confirmation ritual to devote themselves to the goddess Mara.
 - Their kids are two gay ass twins (Madi and Lamar) that ran away to be with their significant others, Ellen and Ian, and they didn't want to be a part of their town's super religious cult.
- Bruno the baker: complaining that his cakes are being stolen by The Bleakon
- Kaitlyn is pretty much a dance mom, expecting the best from her bard daughter, Louise, who just wants to have fun
- Tiberius is a football dad who expects the best from his son, Cassian (yes, that Cassian). Cassian is all like “I will slay all orcs” or something like that.
 - Cassian is old enough not to be kidnapped by the Bleakon, according to legend, but when the party is there it is discovered that he has been taken! Cassian wants to be a sorcerer bard instead of a paladin.
- Another parent, Patricia, is actually pretty liberal. But she's too nosy into her daughter's life, Diana. Patricia has a theory that the kids are leaving willingly, but it doesn't make any sense why her daughter would want to leave because Patricia says she's so supportive and loving. “Like, I even supported her relationship with that half-orc fellow, even when the rest of the village didn't approve.

Secret hideout entrance is in between two of the buildings; it looks like the alleyway comes to an end but there is a sliding wall that opens up a secret staircase (18 investigation or perception). Describe a weird flicker of light that you can see by standing from a certain angle.

Staircase comes to an end as well. Can be lifted up by a handle to access yet another staircase. Here, they'll enter the countdown room or the fake illusory dragon room (puzzle). Puzzle options:

- **If they go left:** Later puzzle: a skeletal/spectral dragon appears, a shadow dragon, it misses them with its attacks every time, and everyone succeeds their saving throw against its breath. It's also easy to kill. But then ANOTHER dragon appears!
 - Realize they dragons are just magical holograms, like mysterio
- **If they go right:** Countdown puzzle
 - Weapons become enchanted, random numbers and more animals drawn on the wall
 - Doors only open when the countdown reaches zero, super spooky the way it counts down.
 - Every number that counts, the animals light up, start as a real kitten, then a cat, then a wolf, then a dragon at the end as it reaches zero
 - START FLICKING THE LIGHTS ON AND OFF IRL WHEN IT GETS CLOSE TO ZERO
- Room with some mummies or more demons maybe, they are statues at first until a button in the middle turns them on.
- **If they go straight:** Hallway lined with traps (easiest and most likely this will happen).
 - 200 feet long, 10 feet wide, first 100 feet is swinging blades (dex save DC 15 or take 3d8 slashing damage), second 100 is toxic gas coming from the ceiling (con save DC 15 or poisoned for one hour)
 - At the end of the hallway is a handle to pull and the traps will stop.

After that, they'll come to a dark hallway, when suddenly they meet a silhouette of THE BLEAKON, a hunched over figure, a large fur mane and horns like a thorn bush. Brief fight then realize it's just a kid dressed in drag—it's actually Cassian dressed in drag!

Cassian guides them to where the rest of the kids are hiding—a small outdoor area surrounded by cliffs on all sides, a makeshift club area with lanterns hung around and a little stage where Louise is setting up a dance performance. All the other kids are there too. They beg the party to not tell their parents where they are, but it turns out that Grandma Cookie has tracked them down. After the kids refuse to return, Grandma Cookie shapeshifts into The Bleakon (stats of Abominable Yeti OR Bone Devil).

- Turns out, the grandma has been turning into the Bleakon to prevent other towns from sprouting up and stealing their business, and she uses the story of The Bleakon to make this town safe.

After the grandma/Bleakon is dead, everyone lives happily ever after—or however the players want to end; maybe they overthrow the village social hierarchy?