

# *Hungry Hungry* **HOUSE**

*Enter the  
Mimic!*

**ESCAPE THE CLUTCHES OF A HOUSE-SIZED MIMIC!**



# Adventure Primer

## CREDITS

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## RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

## Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

## Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful good
CG	Chaotic good
NG	Neutral good
LN	Lawful neutral
N	Neutral
CN	Chaotic neutral
LE	Lawful evil
CE	Chaotic evil
NE	Neutral evil

# Hungry Hungry House: Enter the Mimic

Hungry Hungry House: Enter the Mimic is a Fifth Edition adventure for three to seven characters of 3rd level and is optimized for five characters with an average party level (APL) of 3.

The characters find themselves in the bowels of a living house. Can they make it out alive?

## BACKGROUND

The Hungry House, as it's known in tales of yore, is a colossal mimic that has grown to the size of a mansion. Buried deep in a forest, the house appears to be an inviting refuge. By the time creatures get close enough to notice the eerie silence and the deference that woodland creatures give the area, it's usually too late.

Normally, the house is content to let its prey enter the house and explore, however it recently sustained a grievous injury from a meal. Now, it aggressively attacks anything within its reach, trying to get as many nutrients as it can to fuel its healing.

## ADVENTURE HOOKS

You can use the following adventure hooks to key your players up for this adventure.

**Quick Start.** The characters wake up in area 1 of the Hungry House in the dead of night. They have no recollection of what brought them here, only a faint memory of being grabbed by giant tentacles.

**House in the Woods.** Legends speak of a great house in the valley that nobody has returned from. Are the legends true? One way to find out.

**Funeral Rites.** A wagon carrying the body of a noble was lost on the road near an unusual mansion a few months ago. The family is willing to pay 50 gp for information about the body's whereabouts.

**Treasure Abound.** Rumors in the underground market indicate that a thief went out to a mansion in the valley to rob it and never returned. The mark is believed to be exceptionally wealthy.

## APPROACHING THE HUNGRY HOUSE

If the characters do not use the Quick Start hook, they will have to find and approach the house. The hungry house can be found by following an old dirt trail that winds through a rocky valley. When the characters get within 600 feet, read the following:

In the heart of the valley nestled in a patch of trees there is a bright yellow and blue manor.

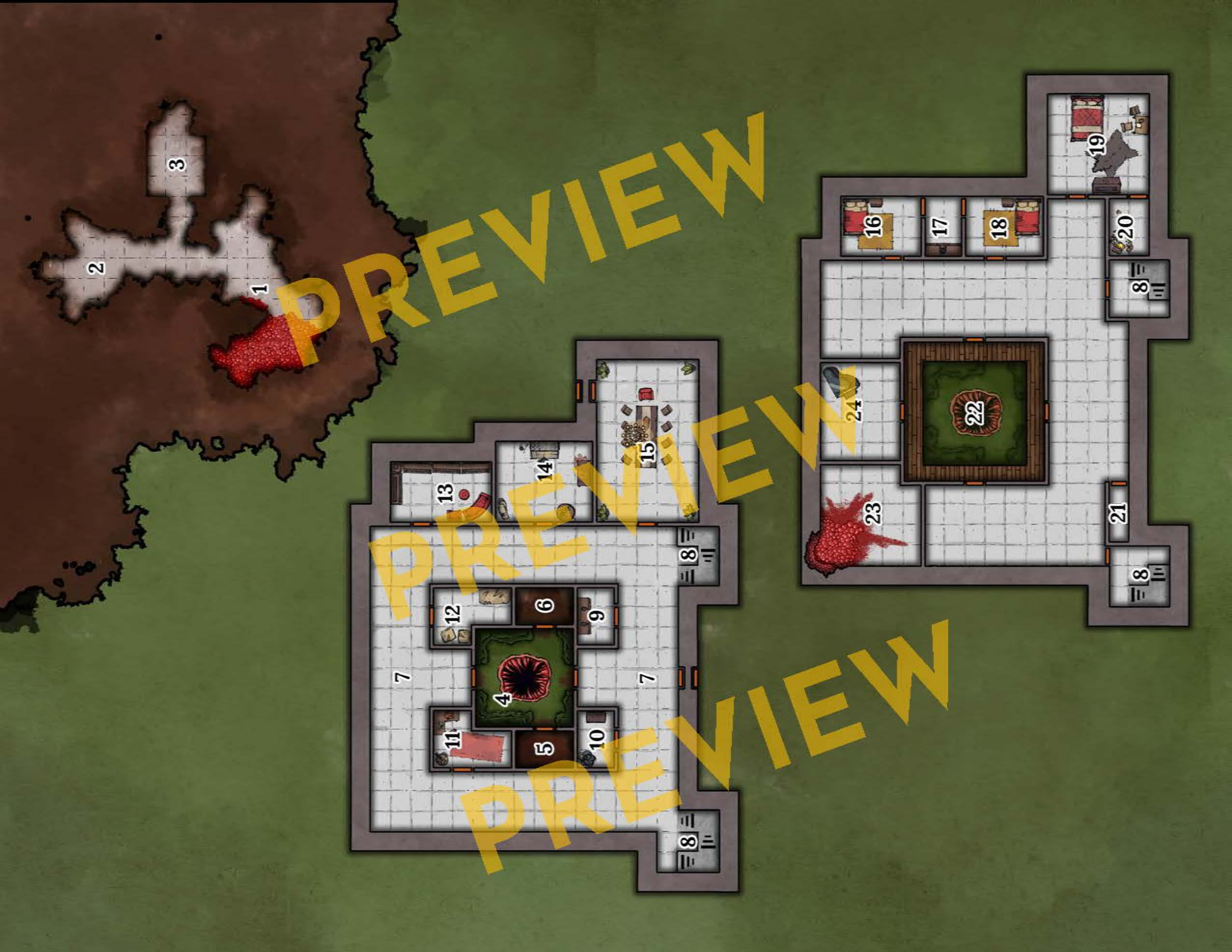
The characters must succeed on a DC 21 Wisdom saving throw or become charmed by the house, feeling a desire to go to the house and lower their guard. Characters who are not charmed may make a DC 14 Wisdom (Perception) check to notice freshly overturned dirt closer to the house.

When characters get within 150 feet, massive tentacles erupt out of the earth around them, their roots trailing back toward the house. The tentacles launch toward the characters, grappling and paralyzing them. Afterwards, the tentacles retract back to the house and deposit the creatures in its maw at the center of the house. The characters black out and wake up in the belly of the house (area 1) at night.

The adventure assumes the characters will lose the fight to enter the mimic, however if the players want to play out the combat round by round, you can represent the tentacles with a roper with the following changes:

- The tendrils have a reach of 600 feet.
- When a creature is hit by a tendril it must succeed on a DC 21 Constitution saving throw or become paralyzed.







## THE HUNGRY HOUSE

The hungry house is a colossal mimic that has grown to such size that it is now a permanent fixture of the landscape. The house is two stories above-ground plus a cavern below-ground.

### General Features

Unless otherwise noted, locations in the estates have the following features.

**Ceilings.** The ceilings are 12 feet tall and made of bone that appears to be stone.

**Floors and walls.** The floors and walls are made of bone that appears to be painted stone. The exterior walls have AC 15 and 100 hit points. The interior walls have AC 15 and 18 hit points.

**Doors.** The doors are made of bone that appears to be wood. They have AC 15 and 18 hit points. A locked door can be opened by inflicting psychic damage or succeeding on a DC 20 Strength (Athletics) check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 14 Dexterity check.

**Light.** There are bioluminescent lanterns throughout the building, providing dim light at night.

**Climate.** The inside of the house is warm and moist.

**Hardened Exterior.** The exterior walls, ceilings, and floors of the house have strong regenerative abilities. They regenerate 100 hp per round.

**Upper Floors.** On the upper floors (areas 4-24) if a 5-foot patch of wall, ceiling, or floor is damaged, the house releases a noxious gas that covers a 10-foot radius, spreading around corners. The gas lasts for 1 minute. Each creature that is completely within the gas at

the start of its turn must succeed on a DC 17 Constitution saving throw, taking 5 (2d4) poison damage on a failure, or half as much damage on a success.

**Digestive Acids.** For every minute that the characters stay in the bowels of the house (areas 1-3), they must succeed on a DC 17 Constitution saving throw or take 2 (1d4) acid damage.

**Induced Vomiting.** In areas 1-3 there is exposed tissue that belongs to the house's digestive system. A five-foot patch of exposed tissue has AC 11, 4 hit points, and immunity to psychic damage. If the characters attack it, the cave convulses. A successful DC 10 Intelligence (Nature) check indicates that attacking it further may induce vomiting. Destroying four patches in one round results in the cavernous bowels contracting and expelling the characters into the courtyard (area 4).

### KEYED LOCATIONS

The following locations are keyed to the map of the Hungry House.

#### 1 - South Belly

Creatures swallowed by the house wake up here, if they wake up at all. The characters stir after taking 1 point of acid damage as the house's digestive system begins releasing acid to break its meal down.

Read the following:

Glistening red tissue covers the floor, walls, and ceiling in the far west end of the cave. The tissue seems to meld seamlessly with the stone cave floor. A low moan can be heard coming from the north.

#### 2 - North Belly

Read the following:

The top half of a human man reaches out from bubbling red tissue in the wall. Below his moan, you can hear the soft hiss of acid dissolving the man's body.

**Dying Man.** The man's body has lost multiple limbs and his life cannot be sustained if he is removed from the wall. Succeeding on a DC 10 Wisdom (Medicine) check reveals that no spells short of *reincarnate*, *resurrection*, or *regenerate* can save him, however healing would make it easier for him to speak. The man dies in 1d4 minutes.

If the characters provide any healing for the dying man, he gasps and begins begging the characters not to leave him. He pounds on the house's exposed tissue in frustration, causing it to visibly convulse. A successful DC 10 Intelligence (Nature) check indicates that attacking the exposed tissue further may induce vomiting (see Induced Vomiting in General Features).

### 3 - Throat

Read the following:

Mucus and saliva are pooled on the floor. Ten feet above, the moon can be seen through a gaping hole in the ceiling ringed by sharp teeth.

**Climbing Out.** A character can climb out of the house's slippery throat with a successful DC 20 Strength (Athletics) check. On a failure, the character falls and their impact is absorbed by the house's soft tissue, with convulses on impact. A successful DC 10 Intelligence (Nature) check indicates that dropping more weight may induce vomiting, allowing the party to escape. If over half of the party climbs and falls simultaneously, the house's bowels convulse violently and expel them into the courtyard (area 4).

### 4 - Courtyard

Read the following:

There is a gaping maw ringed by teeth in the center of the courtyard. The lips of the maw meld seamlessly into the grass.

**Gaping Maw.** This is the house's mouth. It deposits any food into its throat (area 3) where it begins digestion.

### 5 - West Shed

This shed has a dirt floor and contains various garden implements. A bundle of shovels are leaned against one corner.

**Encounter: Flying Shovels.** There is one shovel (flying sword) for each character in the party. If a character picks up a shovel, all the shovels begin attacking. The shovels behave like an angry swarm of bees but do not give chase beyond the courtyard.

### 6 - East Shed

This shed has a rough wooden floor and contains planters and a bulging old rug.

**Encounter: Bulging Rug.** There is one rug of smothering currently digesting a body. A successful DC 10 Wisdom (Perception) check reveals that there is something inside the rug. If the characters interact with the rug, it drops its meal (a dead deer) and lashes out at them. It does not chase creatures outside of the shed and will instead close the door to resume its meal.

### 7 - Main Corridor

This wide corridor wraps around the courtyard.

**Encounter: Animated Armor.** There is one animated armor for every two characters in the party. The animated armors are patrolling counter-clockwise through the corridor. When the characters first enter the corridor, roll a d4 to determine which cardinal direction the armors are currently at. If the animated armors discover the characters, they attack while shouting "TENDERIZE THE MEAT" in unison. Any creatures killed are deposited into the house's mouth.

**Front Door.** The front door is locked. Opening the door reveals a stone wall.

### 8 - Stairs

This spiral staircase leads to the second floor.

**Trap: Constrictor Stairs.** The stairs are a giant constrictor snake. A character that succeeds on a DC 12 Wisdom (Nature) check discerns that the stairs are alive. The stairs do not attack until a creature has climbed halfway up them. Any creatures not successfully grappled by the stair's attack fall five feet to the bottom of the stairwell.

### 9 - Bathroom

This room features a latrine with two seats.

**Encounter: Mimic.** The toilet on the east is a mimic.

**Treasure: Flushed Gems.** Inside of the toilet on the west are two ruby gems worth 10 gp each.

### 10 - Shoe Closet

There is a wooden chest containing two pairs of shoes and a rack with several cloaks.

**Hazard: Pressure Trap.** There is a pressure tile hidden in the floor. It can be noticed with a successful DC 13 Wisdom (Perception) check. A creature can attempt to disarm the trap with a DC 15 Dexterity (Sleight of Hand) check, disarming it on a success, or activating the trap on a failure. When more than 10 pounds is placed on the tile, it releases a fast-acting gas. Each creature within 10 feet of the tile must succeed on a DC 14 Constitution saving throw or become paralyzed for 1 minute and fall prone. A paralyzed creature can attempt the saving throw again at the end of their turn. If at least one creature fails, the animated armors in the main corridor (area 7) are alerted.



## 11 - West Office

Read the following:

A large globe sits next to the door. In the corner, there is an L-shaped desk with several dinner plates and a roasted chicken set on out. There is also a rug on the floor.

**Trap: Food.** The food is laced with toxins. 2d4 minutes after a creature eats the food, it must succeed on a DC 14 Constitution saving throw or become incapacitated with excruciating pain for 1 minute.

**Spinning Globe.** The globe can be spun. A character that inspects the globe and succeeds on a DC 12 Intelligence (History) check realizes that the topography of the globe is whimsical nonsense.

## 12 - East Office

There are several empty crates with clothes draped over them. There is nothing of value in this room.

## 13 - Guest Library

Read the following:

Bookshelves line the north and east walls of this room. There is a sitting couch and armchair in the southwest corner.

**Encounter: Book Mimics.** There is one swarm of books (treat as a **swarm of insects** except its type is monstrosity) for each character in the party. They are asleep and only attack if the disturbed by loud noises or prodding.

**Books.** Books removed from the shelf have a sticky, stringy residue on them. Inside, the books have the same word scrawled all throughout: "hungry".

## 14 - Kitchen

Read the following:

There is a table with some food set out and a butcher table stained with blood. An overturned pot of stew is spilled across the ground in front of a fireplace. Two giant crabs covered in sauce are skittering about the room.

**Encounter: Giant Crabs.** There are two **giant crabs** in this room. They only attack defensively and do not give chase. If the characters feed the crabs, the crabs follow them until there is danger.

**Stew.** A creature that tastes the stew finds it palatable. A creature that eats the stew heals 1d6 hit points but cannot benefit from the stew again.

## 15 - Dining Room

Read the following:

A huge chandelier hangs above an elaborate dining table with a feast set out. There are eight chairs on either side of the table and a fine armchair at the head. There is a door to the northeast.

**Image.** This room is pictured on the next page.

**Encounter: Chandelier.** The chandelier is a **roper**. A character that inspects the chandelier from afar must succeed on a DC

15 Wisdom (Perception) check to realize that it's oscillating unusually, as if alive. The roper waits until there are at least two creatures inside the room to attack.

**Door.** The door in the northeast corner is locked. Opening the door reveals a stone wall.

## 16 - Bedroom

This modest bedroom contains a queen-size bed, a nightstand, and a rug. The room is unusually cold.

**Hazard: Moldy Bed.** The bed is moldy. A creature can discover the mold by removing the top sheet from afar. When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one. The mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot-square area (with the source of the fire at the center of that area). A patch of mold exposed to an effect that deals cold damage is instantly destroyed.

## 17 - Bathroom

This bathroom has a single seat that is shared between the bedrooms.

**Encounter: Black Pudding.** Inside of the toilet there is one **black pudding**. Walking within 10 feet of the toilet alerts the black pudding, which erupts out of the toilet and spills onto the floor. The black pudding chases its meal as far as it must.







## 18 - Bedroom

This modest bedroom contains a queen-size bed, a nightstand, and a rug. There is nothing of value in this room.

## 19 - Master Bedroom

Read the following:

A bearskin rug decorates the floor in front of a luxurious waterbed that begs to be bounced on. There's also a table with some papers and a large clothing cabinet.

**Encounter: Bear Rug of Smothering.** There is one rug of smothering that looks like a bear skin. When a creature gets within 5 feet of it, the rug attacks. It deposits unconscious or dead creatures onto the waterbed.

**Encounter: Waterbed.** The bed is a part of the house that behaves like a gelatinous cube. Any objects or creatures weighing five pounds or more that are set on the bed sink into the gelatinous cube and become engulfed, automatically failing the saving throw. The bed cannot leave this room.

**Desk and Papers.** The papers have the word "hungry" written on them over and over again, filling every inch of the pages.

**Clothing Cabinet.** Opening the cabinet drawers reveals that the cabinet is a solid block of wood, an imperfect recreation by the house.

## 20 - Safe

This door is locked.

An adventurer died here alongside their treasure. When the characters enter, read the following:

This small room contains an opened chest, some bags of gold, and the skeletal remains of somebody wearing an archeologist's hat.

**Skeleton.** A successful DC 11 Intelligence (Nature) check reveals that the skeleton belongs to a human that died approximately two weeks ago. Their body quickly decomposed due to the house's nature, even though they were isolated in this room.

**Treasure: Untold Riches.** There are 1,000 gold coins, weighing 20 pounds.

## 21 - Closet

Read the following:

A stone coffin lays on its side on the ground of this narrow storage closet, the coffin's lid is pressed against the wall. A single eye can be seen through a crack in the coffin.

**Encounter: A Tired Noble.** There is one noble named Astor Gage trapped in the coffin. Astor is not interested in fighting anybody and just wants to escape the house. When the characters open the door to the closet, Gage pleads they help free him. Squeezing the coffin out of the closet requires 5 minutes and at least one character with a minimum strength score of 16.

If asked, Astor is willing to provide the following information about his situation:

- He took the place of another dead noble being shipped home to gain free transportation to another city and escape debt collectors.
- The transport he was on took a detour for reasons beyond him and found themselves at the mercy of the house.
- The house deposited Astor's coffin in this cavity of the house, where Astor has been trapped for two days.



## 22 - Balcony

This balcony overhangs the courtyard (area 4).

**Trap: Collapsing Balcony.** When a character walks more than 10 feet from a doorway, the five-foot square of deck beneath them drops, making a slide toward the house's mouth in the courtyard below. A character can detect the trap by testing their weight against one of the unstable parts of the deck, which flexes when weight is pressed against it. A character that triggers a trapped square must succeed on a DC 14 Dexterity saving throw, jumping to another square of their choice on a success, sliding off the balcony on a failure. If they succeed and are still more than 10 feet away from a door, repeat the process. Each five-foot square of deck resets into its horizontal position after one round.

A character that falls off the balcony toward the house's mouth must make a DC 14 Strength saving throw, grabbing hold of the balcony's edge on a success, or falling through the mouth and into the house's belly (area 3) on a failure. Each round, they must repeat the Strength saving throw to avoid falling. On a success by 5 or more they can pull themselves up onto the deck.

**North Door.** This door is locked. Something on the other side of the door is wobbling the doorknob. If the characters try to communicate through the door or pick the lock themselves, the wobbling stops.

## 23 - Open Wound

This room is only accessible by breaking through one of the interior walls (General Features).

Read the following:

A massive festering wound in the house's exterior wall is exposed. The floor is coated in blood.

**Exit: Festering Wound.** The house is vulnerable here. This section of the exterior is too-far damaged to heal quickly. The characters can break through to the outside by dealing 50 damage to the wall or spending one hour excavating the bloody tissue manually. If Astor (from area 21) is with the party, he suggests attacking right away. After a hole is created, the house goes into a state of shock and its tentacles writhe aimlessly, allowing the characters to flee the area.

## 24 - Private Library

Read the following:

A creature with hard clay skin and a single yellow eye is sitting on the ground, three legs sprawled out around it. Its three large muscular arms are resting at its side. Behind it there are several bookshelves and a piano.

**Encounter: Xorn.** There is one xorn in this room. The xorn does not want to fight. It entered this room after escaping digestion because it could sense precious gems, which it found and promptly ate. The house locked it inside of the room, and the xorn has not

determined to use brute force to escape yet. Instead, it spends its time poorly fidgeting with the door's lock and prodding the piano.

The xorn gestures for food. If the characters have taken the gold from area 20, it tries to steal the gold from them to eat. If area 20 has not been explored, the xorn heads there, carefully navigating the balcony by jumping 10 feet and then scrambling across the remaining squares (it succeeds on its saving throws) to the closest door. Characters can observe the xorn unsuccessfully try to pick a lock with its claws.

**Piano.** The piano is intact and can be played, however it is off-key. A character that inspects the piano and succeeds on a DC 10 Wisdom (Perception) check notices faint scratch marks on the keys. Opening the piano reveals that its strings are made of tendon-like flesh belonging to the house. A character can attempt to tune the piano with a DC 17 Intelligence (Performance) check, tuning it on a success, or snapping a tendon and taking 7 (2d6) bludgeoning damage as the lid violently shuts on a failure. Opening the piano again after a failure requires a DC 17 Strength (Athletics) check.

**Books.** Books removed from the shelf have a sticky, stringy residue on them. Inside, the books have the same word scrawled all throughout: "hungry".



## CONCLUDING THE ADVENTURE

By the end of the adventure, the characters have hopefully escaped the house with their lives. If the characters helped Astor escape, he thanks them for their assistance before turning into a bat and flying away. If the characters helped the xorn escape, they can keep its attention by feeding it 10 gold per day, otherwise it tunnels away into the earth looking for more gold.

### Adventure Hook Resolutions

There were four adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

**Quick Start.** They live to see another day.

**House in the Woods.** The rumors of the house were true and terrible. Hopefully, they never encounter it again.

**Funeral Rites.** If the characters met Astor (area 21), they should have learned what befell the wagon. Unfortunately, there is no body to recover, however the noble's family appreciates knowing what transpired.

**Treasure Abound.** If the characters unlocked the safe room (area 20), they should have discovered the thief's body and treasure.



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