

WHAT IN THE NAME OF SAINT BIDET?!

At first, it was just bad luck. You were scammed at the Tutto Market – *pickpocketed, pizza-betrayed, and cursed by a gnome*. Then the outpost outhouse exploded. With a roar. Nobles got covered in sewage. Someone’s wig dissolved on contact. Pedro’s fish? Traumatized.

Then came Captain Marito. White hair, smooth tongue, “businessman” energy. He laughed and then – offered you gold.

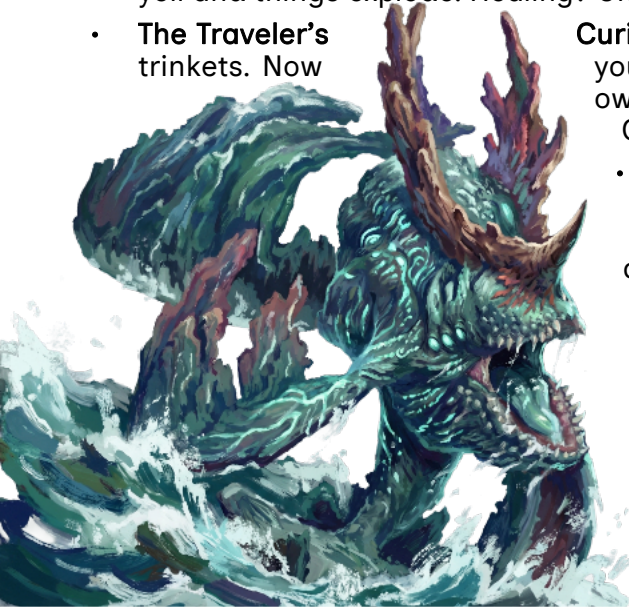
THE PHANTOM OF THE BATHROOM

- Orid the satyr thief saves you once, scams you twice, and gives cryptic warnings about “*barriers cracking and creatures crawling*.”
- You sneak into the ruined latrine under cover of night – dodging Order guards and navigating emotional graffiti like “*Flush Me Twice, Shame on Me*.”
- You investigate sewage piles, uncover noble rings, suspiciously clean white flowers, and see something slither down a pipe.
- A blood trail leads you to a wounded Orid, who confirms something unnatural is involved... and points you to a cursed place: **Melmosa Island**.
- With Marito’s battered ship, *La Pazienza*, you sail through dark waters, fight off mutated eels, and land upon shores thick with mud and curses. There, the adventure becomes stranger.
- You find a **sealed stone door embedded** into the marsh. Open it – and you fall into the final horror. **The Master of Shame awaits**. He’ll offer a deal: confess true shame... or face your own nightmares.



WHY YOU’RE IN THIS MESS

- **The Refugee’s Path** – Your world ended. You fell through a magic toilet (probably). Now you’re in Domani, where markets yell and things explode. Healing? Unlikely. Chaos? Absolutely.
- **The Traveler’s trinkets**. Now
- **Curiosity** – You came for you’re broke, cursed, and owe a pizza goblin 40 silver. Classic vacation.
- **The Noble’s Invitation** – A fake noble offered you coin. Now you’re coinless, angry, and covered in poop. Welcome to Domani.



STARRING:

- **Captain Marito** – Will charm you into a quest, rob you blind, and vanish with your dignity and your gold. Claims it was “mutual.” It wasn’t.
- **Pedro Squamari** – Knows all the gossip. Will weep over anchovies and scream when insulted. Might be rich. Definitely petty.
- **Orid** – Mysterious yet chatty satyr. Will vanish after charming you into paying her lunch bill. Owes half the market money. Still worth following.
- **Genaro the Rich** – Glitter-covered gnome with 17 rings and 0 morals. Sells cursed junk with a smile and calls it “character building.”
- **Zurakh** – Big orc. Bigger suspicions. Thinks everyone’s a criminal. Doesn’t work for the city, but carries rope like he does. Won’t understand you, but will arrest you anyway.
- **Some Guy From House Marcello** – Kidnapped from the outpost, rescued from a mud pit, and still managed to look elegant. Helps restore your public dignity because we need a noble who is actually noble.
- **The Master of Shame** – Tall, robed, smooth voice. Wears a white mask with no features and stares through silence. Might be divine, monstrous, or just really allergic to mirrors. Asks for shame instead of coin... and always collects.

NATURE CALLS

Instant Adventure for DnD.

Want the whole module? The entire pdf includes extended descriptions of the adventure plot points, NPCs, monsters, places and so much more! Get it via **DTRPG** or our **website**!

INTRODUCTION

There’s something rotten in the Domani Republic – and it’s not just Pedro’s fish. The **Tutto Market** is in full swing. Nobles parade in velvet. Undead wear perfume. Elves sip wine. But when the **outhouse implodes** in a scream of cosmic horror and sewage – guess who’s blamed?

You thought it was just a marketplace. You were wrong. You’ve been pickpocketed, gaslit, covered in royal poop, and now Captain Marito wants you to investigate a string of disappearances... from toilets. Oh – and if you fail? You might be dragged into the Pit of Shame, and forced to relive your worst memories... naked.

