

The Ruined Abbey

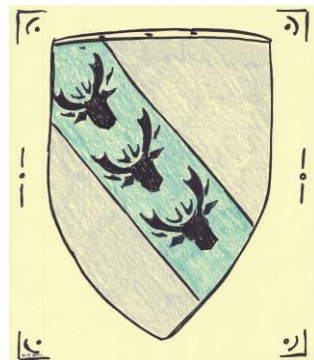
A Phandalin Adventure

Introduction: This module is the 2nd in a new campaign arc dealing with the region around Phandalin and a threat from serpentfolk upon the lands. This module adds to the previous updates to the town found in the adventure: **Return to Phandalin**, however only the updated town and NPCs are needed throughout the campaign. In this adventure, the PCs take on a side quest to a nearby set of ruins. A deathlock wight has taken a family of farmers and turned them to zombies. The fear of a rising undead hoard unsettles many in town. This module also hints at a possible future adventure where the PCs return to this site and explore it further.

This is a 12 page module with a mostly straightforward layout consisting of several combat encounters mixed with investigation and NPC interaction. The module is designed for 2nd level characters, but 3rd level PCs can run through the module as presented.

A 2-night adventure for 2nd – 3rd level characters

by Keith Stonefield



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The Ruined Abbey

For Characters of Level 2-3



Background

The town of **Phandalin** was once a frontier town on the up when the forge at Wave Echo Mines was used to create magic weapons and armor. The town was destroyed by a horde of orcs hundreds of years ago and was all but forgotten until last year when the lost mine was found and re-opened. They are not creating any magic items yet, but word has been spreading and an influx of people to the town and region has created a boom in the mining of the region once again.

Spring has come to the region and Phandalin is bustling with eager miners and farmers ready to make a new life. Loggers have been clearing land all around the town over the last few months and through the winter. Farmers have been following the loggers making ready for planting by clearing stumps and building cabins.

Recently, a family of farmers started settling an area to the east of town. They came across the foundation to an old abbey long forgotten and overgrown. As they started to clear the area they encountered they encountered the deathlock wight and several skeletons that lingered in the region. Now most of them are zombies that serve the wight.

Adventure Setup

The Adventure starts with a visit from Friar Benin of Chauntea. He seeks the party out to go to the abbey and investigate what happened to the farmers. A child was found by some loggers not far from the abbey ruins. The child has spoken little and only knows there were some skeletons and another creature shooting black bolts out of his fingers.

Friar Benin knows these farmers and wants to make the area safe for the other farmers going out and starting farms. He also fears knowledge of undead will scare many in town and wished the threat to be dealt with, quietly if possible. He has little to offer the PCs in way of a reward. He hopes that they will take on the job for free, but can offer each PC 10gp to investigate and destroy the undead. He also has a single *potion of healing* if pressed.

The Ruined Abbey is only a few miles outside of town near a small lake and sits on a small rock outpost looking towards the mountains. The land around it would make a good place for farming and more families are looking to settle here. You can have the module start at the first encounter as the PCs walk up to the outskirts, or you can roll for a wandering encounter with a few goblins, or even some skeletons as foreshadowing.

Dungeon Features

The Ruined Abbey is little more than some outlying walls that form a few rooms. Only one room still has its ceiling. The basement level is still relatively intact

Ceilings: Area 2 and the basement have ceilings 15ft high

Doors: Most are reinforced wooden doors and unlocked unless noted. The two doors in the outside areas 1 and 2 are metal clad doors.

Light: All the areas above ground have bright light and areas below ground have dim light or darkness as written.

#1 The Outer Ruins

Read the following when the PCs approach the outer ruins. PCs will most likely approach from the south unless they take steps to circle the ruins.

The wagon trail from town was easy to follow and the logging trail splits shortly before the ruins. A rocky knoll sits above an area of recently cleared woods. Only a partial foundation remains of what was once a grand building.

The main courtyard measures roughly 80x80ft and contains several partial walls and a few areas of rough terrain. To the left side near the outer wall are several containers, boxes and tools from the farmers laying under a wind-blown tarp. Several other possessions lay scattered near the area. On the far side of the courtyard is a large set of double doors that lay closed and to the right is a single door that leads to the only building with some form of a roof.

Wandering around the courtyard you see several skeletons dressed in ancient scraps of armor and carrying old, rusted weapons. They appear to have not seen your approach. They seem concentrated by the doors to the front and side.

The PCs can surprise the skeletons and can circle around from multiple angles using the partial walls. The skeletons will pursue the PCs within area, but not wander more than 100ft from the buildings. The fight until death and do not need to check morale.

The supplies once belonged to the farmers that came here to settle. Most of the supplies are still intact and can be collected and brought back to town. Some of the supplies include farming tools and the family's spare clothing. A lantern and a few flasks of oil can be found as well. The foodstuffs have been found by animals and the remains have been scattered in the area.

Treasure: The skeletons have nothing of worth. The farming supplies can be sold back in town for 20gp. You can award PCs who give the supplies to Friar Benin an extra 100xp each and have some future farming families provide minor rewards like shelter or food for an adventure.

Skeleton (6) Med undead, LE

Armor Class - scraps	13				
Hit Points (2d8+4)	13				
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10	14	15	6	8	5
(+0)	(+2)	(+2)	(-2)	(-1)	(-3)

Damage Vulnerability bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually Common

Challenge 1/4 (50 XP)

Actions

Short Sword: +4 to hit, (1d6+2).

Short Bow: +4 to hit, (1d6+2). 80'/320'

#2 The Room With a Roof

The room on the right contains a roof and closed door that is not locked. At one time it was a prayer room, but little remains of that time.

Read the following when the PCs open the door.

The room opens before you is brightly lit from numerous cracks and holes in the mostly intact ceiling. The room measures roughly 25x30ft and is still decorated with some fragments of a mosaic indicating that this room was once a prayer room of some sort.

Found in this room are a few more skeletons standing near a near ruined altar at the far end of the room. There is also a large bear skeleton near the front of the altar. Neither group is surprised as you enter.

The skeletons will shoot arrows from behind the bear skeleton that will provide front-line fighting. They will fight to the death.

The rest of the room shows a few parts of a mosaic that shows religious groups in prayer. There is a holy symbol related to the gods **Lathander** and **Chauntea**. Much of the scene shows scenes of both spring and summer which are portfolios of both gods.

Treasure: PCs that search the room can roll an **Intelligence check (Investigation DC13)** to locate a pair of minor gems (25gp each) under the altar that may have once belonged to one of the skeletons in life, but have fallen amid the floor ruins.

Skeleton, Bear Med undead, LE

Armor Class - natural	12				
Hit Points (6d8+12)	45				
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16	11	15	6	8	5
(+3)	(+0)	(+2)	(-2)	(-1)	(-3)

Damage Vulnerability bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception +2

Languages nil

Challenge 1 (200 XP)

Actions

Multiattack: Make two melee attacks.

Claw: +6 to hit, (1d8+3)

Skeleton (2)

Med undead, LE

Armor Class- scraps 13
Hit Points (2d8+4) 13
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	15	6	8	5
(+0)	(+2)	(+2)	(-2)	(-1)	(-3)

Damage Vulnerability bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually Common

Challenge 1/4 (50 XP)

Actions

Short Sword: +4 to hit, (1d6+2).

Short Bow: +4 to hit, (1d6+2). 80'/320'

#3 Statue Room

This large room is split in two sections. It was originally two rooms that served as a prayer room and gathering room that led down to the storage rooms. The double doors are not locked, but stuck and require a Strength check (Athletics DC14) to open. The rubble from the fallen wall is treated as difficult terrain even though it blocks vision into the room. The walls themselves can be climbed to get over the wall as well. They are between 10 and 15ft high and a check is not needed.

Read the following when the PCs enter the room.

The front doors open to a large room roughly 40x40ft with another room off to the right that looks around 20x60ft. The wall between the rooms has large holes in several areas making the whole area more like a single room.

A large statue sits near the wall opposite the doors, its features have been well worn and now it is unrecognizable. A large pile of rubble block the room by the statue and through the other room you see the wall partially knocked down infused with rubble. In the rear of the other room there is a partially blocked area containing a set of stairs leading down.

In this main room you see a pair of zombies that look like recently killed farmers. There is also a large dog zombie that appears through the wall opening to the other room. It looks to be somehow more infused with necrotic energy compared to the other zombies.

The zombies attack in a direct fashion and just try to slam the PCs. They do not have any tactics and move to the closest PC and generally attack the last person that damaged them.

The statue contains a secret cache with the treasure inside. An **Intelligence check (Investigate DC14)** is needed to locate it. The stairwell sits under a slab of stone from the ancient roof. It sits open and leads to darkness.

Treasure: The secret cache contains some ancient coins totaling 40sp and 20gp. There is also a holy symbol to the god **Lathander** worth 25gp.

Zombie (2)

Med undead, NE

Armor Class- 8
Hit Points (3d8+9) 22
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13	6	16	3	6	5
(+1)	(-2)	(+3)	(-4)	(-2)	(-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poison

Senses DV 60'. Perception -2

Languages understands- usually Common

Challenge 1/4 (50 XP)

Abilities

Undead Fortitude. When dying it makes a **Con ST (DC 15)**, unless radiant or critical. If successful it shudders back, but remains at 1 HP.

Actions

Slam: +3 to hit, (1d6+1).

Zombie- Gravehound

Med undead, NE

Armor Class- natural 10
Hit Points (5d8+15) 40
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14	10	16	3	6	5
(+2)	(-0)	(+3)	(-4)	(-2)	(-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poison

Senses DV 60'. Perception -2

Languages understands- usually Common

Challenge 1/2 (100 XP)

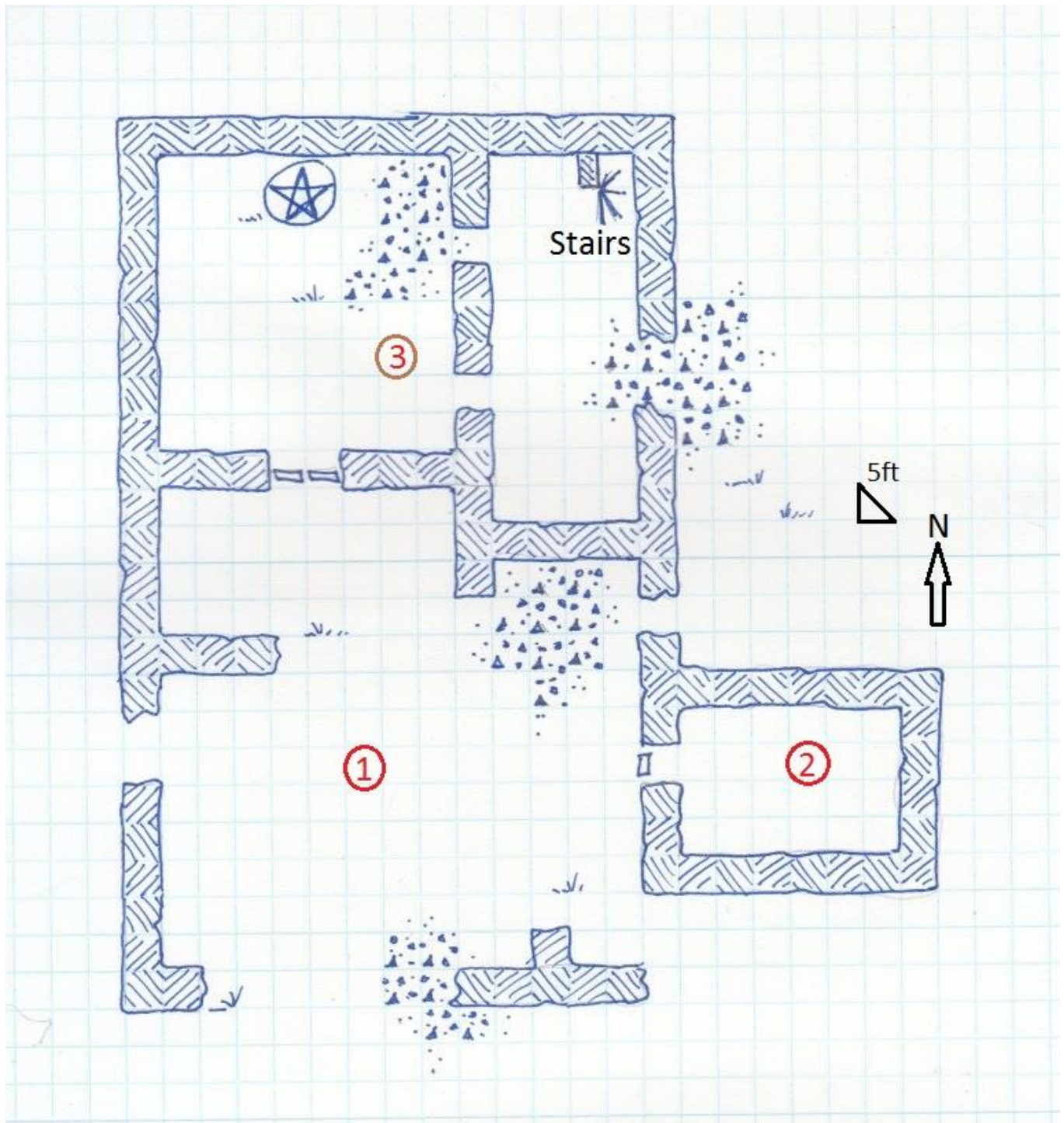
Abilities

Undead Fortitude. When dying it makes a **Con ST (DC 15)**, unless radiant or critical. If successful it shudders back, but remains at 1 HP.

Actions

Bite: +4 to hit, (1d6+2).

The Ruined Abbey



Basement

The basement area fares better than the topside ruins. The first few areas have lots of debris such as leaves and mud from the years of weather washing debris down the stairwell. The inner rooms show wear such as falling wall stones and weathering. Several times in the past goblins and bandits used the ruins as a base and walls blackened by fires can be found and perhaps some scraps of cloth or bones from an animal. The stairs descent roughly 30ft before reaching the bottom.

Room 9 contains a sealed door that the PCs are not able to enter at this time. It is meant for later in the campaign when the PCs come back to this place and open it with a magical sword when the PCs are higher level.

#4 Stairwell Room

The entrance to the basement level was primarily a lounge area where residents could relax and study or hold conversation. The room sits in darkness and PCs will need light sources.

Read the following when the PCs descend the stairs.

The 30x30ft room is sparse, containing a closed door on the wall opposite the base of the stairs. A grand fireplace lays filled with dirt and debris that washed down the stairs over the years along the right wall with a stone table still standing in front of it. You can make out a faded painting of the goddess Chauntea above the fireplace.

In the room are 3 more zombies that were once some of the farmers you are looking for. They huddle in the corner near the door, but turn towards you when the light you carry reaches them.

The zombies were once 2 adult farmers and 1 teenager. They attack straight on like the ones encountered on the ground level. DMs can add difficult terrain if they wish to represent the dirt and debris that washed down into this room over the years, or leave it for marginal information.

The painting of Chauntea shows her giving blessing over a meal. There appears to be some sort of grain in one of her hands and a pitcher of water, milk or mead in the other.

Treasure: One of the adult zombies was carrying the family treasure; 2d20cp, 1d20sp, and 1d6gp.

Zombie (3)

Med undead, NE

Armor Class- 8

Hit Points (3d8+9) 22

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13	6	16	3	6	5
(+1)	(-2)	(+3)	(-4)	(-2)	(-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poison

Senses DV 60'. Perception -2

Languages understands- usually Common

Challenge 1/4 (50 XP)

Abilities

Undead Fortitude. When dying it makes a **Con ST (DC 15)**, unless radiant or critical. If successful it shudders back, but remains at 1 HP.

Actions

Slam: +3 to hit, (1d6+1).

#5 The Hallway

The hallway connects the entrance to the deeper rooms. It was built long and narrow in case of attack and the sealed room needed to be protected.

Read the following when the PCs enter the hall.

This 10ft wide hall turns to the right and runs 75ft to a cluster of doors at the far end. The hall also runs 10ft to your left, but the space is occupied by a large statue that looks like a guard of some sort. Two of the doors at the end look like they may be privies at the end of the hall and the two others lay recessed opposite of each other a short distance before the others.

The hall is empty of monsters. Some debris has washed into this room over the years, but not as much as the last room. Searching around the stature or studying it can tell that it is some sort of knight or paladin. Some of the features have been broken off or ruined over the years. A partial name or title is etched into the base of the statue reading what could be **Sir Bronnen Springfield**, but that may just be close. PCs can make a Wisdom check (Religion DC25) to determine if they know the name. Clerics and paladins to **Lathander** or **Chauntea** can have advantage to this roll.

The two bathrooms at the end of the hall are empty with one having a broken arrowhead stuck to its door.

Treasure: In one of the toilets there is a sack partially covered with dirt containing 50sp and 10gp.

#6 The Barracks

This room was once a guardroom containing several bunks and tables. Most everything is now ruined or burned for firewood. The door is not locked, just closed.

Read the following when the PCs enter the room.

This 35x30ft room is dark. Your light flashes off simple painted walls that are crumbling from age. A few scraps of wood remain from what may have been bunks or tables. You guess that this room may have been a barracks of some sort.

Packed into this room are a dozen skeletons that all appear to be partially falling apart already, not like the solid ones you faced on the surface. They raise rusted weapons and move to attack.

The decrepit skeletons attack directly like the zombies and attack until slain. They do not have the sense to go for more help and only use simple tactics such as flanking and shooting at the spellcasters.

The rest of the room is rather sparse and barren. A few broken pieces of furniture show this room to have once been a barracks and lounge area for guards and soldiers.

Treasure: There is nothing of value in this room

Skeleton- Decrepit (12) Med undead, LE

Armor Class- scraps 12
Hit Points (1) 1 (minion)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	12	15	6	8	5
(+0)	(+1)	(+2)	(-2)	(-1)	(-3)

Damage Vuln bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually Common

Challenge 1/8 (25 XP)

Actions

Short Sword: +3 to hit, (1d6+1)

Short Bow: +3 to hit, (1d6+1) 80'/320'

#7 The Guardroom

The guardroom stands outside of the sealed chamber. Clerics from both churches of **Lathander** and **Chauntea** once performed cleansing rituals to ward off scrying by those of **Auril's** faith. The entrance door is locked and can be opened with a **Dexterity check (Thieves Tools DC12)**.

Read the following when the PCs enter the room.

This 30x30ft room is not as dark as the last few in the basement. There is a dim light coming from a partially open set of double doors on the left as you enter. You can make out a single door centered on the far wall as well. This room may have once been a chapel of some sort. A large altar sits centered across the room by the single door and an old iron chandelier hangs under a ceiling with mirrored tiles embedded in a mosaic showing a cloud scene.

Standing in the room is what appears to be the rest of the farmers turned zombies. Three of the zombies are standing in the middle of the room gathered together while the fourth one stands behind the altar. This last one is wearing ancient ceremonial robes of a priest to Lathander. He sneers at you with a look suggesting more intelligence than the other zombies.

The wight is disguised as a zombie but will revert to his true form if needed or when it dies. He will stay in the rear for as long as he can and shoot grave bolts at the PCs while the zombies attack them directly. If things are not going his way, the wight will attempt to flee through the single door.

Any light source brought into this room will reflect on the mirrored panels in the ceiling and light the room to normal brightness.

Treasure: The wight carries a necklace made of gold worth 100gp and also carries a *pearl of power*.

Zombie (3) Med undead, NE

Armor Class- 8
Hit Points (3d8+9) 22
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13	6	16	3	6	5
(+1)	(-2)	(+3)	(-4)	(-2)	(-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poison

Senses DV 60'. Perception -2

Languages understands- usually Common

Challenge 1/4 (50 XP)

Abilities

Undead Fortitude. When dying it makes a **Con ST (DC 15)**, unless radiant or critical. If successful it shudders back, but remains at 1 HP.

Actions

Slam: +3 to hit, (1d6+1).

Wight, Deathlock *Med. undead, NE*

Armor Class- natural 12 (15 *mage armor*)

Hit Points (5d8+15) 40

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11	14	16	12	14	16
(+0)	(+2)	(+3)	(+1)	(+2)	(+3)

Saves Wisdom +4

Skills Arcana +3, Perception +4

Damage Resistances necrotic, non-magical weapons.

Damage Immunities poison

Condition Immunity exhaustion, poisoned

Senses DV 60'

Languages What it knew in life, typically Common

Challenge 3 (900 XP)

Abilities

Sunlight Sensitivity. It has disadvantage on attacks and **Wis (Perception)** checks (sight)

Innate Spellcasting. Charisma, DC 13
(at-will) *detect magic, disguise self, mage armor*
(1/day): *fear, hold person, misty step*

Actions

Multiattack. The wight attacks twice with Grave Bolt.

Grave Bolt. Ranged Spell Attack: +5 to hit, range 120 ft., (1d8+3) necrotic.

Life Drain. +4 to hit, Hit: (2d6+2) necrotic. The target must succeed on a **Constitution save (DC13)** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Target rises as a zombie under the wights control after 24 hours of being dead. Wight can have no more than 12 zombies under its control.

#8 The Storeroom

The storeroom sits behind the guardroom and was used for storing supplies used for both religious purposes and storage for the abbey in general. Today it is basically empty.

Read the following when the PCs enter the room.

This room is 30ft wide and only 20ft deep. The dim light from your torches reflect on bare walls of basic stone. A crude set of stone shelves show this to likely be a storage room of some sort.

Milling around the room are several decrepit skeletons and a pair of normal skeletons. They all are wandering aimlessly until you brought focus to yourselves. They start to turn in your direction.

The skeletons attack directly and will fight until they are destroyed. There is little in this room besides the old stone shelving and a pair of rusted wall sconces.

Treasure: The skeletons carry no treasure. The normal skeletons carry short swords that could be sold for 2gp each if brought to town.

Skeleton- Decrepit (4) *Med undead, LE*

Armor Class- scraps 12

Hit Points (1) 1 (minion)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	12	15	6	8	5
(+0)	(+1)	(+2)	(-2)	(-1)	(-3)

Damage Vuln bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually Common

Challenge 1/8 (25 XP)

Actions

Short Sword: +3 to hit, (1d6+1)

Short Bow: +3 to hit, (1d6+1) 80'/320'

Skeleton (2) *Med undead, LE*

Armor Class- scraps 13

Hit Points (2d8+4) 13

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	15	6	8	5
(+0)	(+2)	(+2)	(-2)	(-1)	(-3)

Damage Vulnerability bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually Common

Challenge 1/4 (50 XP)

Actions

Short Sword: +4 to hit, (1d6+2).

Short Bow: +4 to hit, (1d6+2). 80'/320'

#9 The Secret Temple

The temple room serves as a barrier to what lies beyond the locked double doors. In the old days, soldiers would stand guard on the magic door to prevent entrance by followers of **Auril**, while clerics of either **Lathander** or **Chauntea** kept magical protection upon the room. The room serves as the gateway to a prison for an aspect of Auril.

Read the following when the PCs enter the room.

This room is spans 40x30ft with the rear two corners containing 10x10ft recesses containing large statues of soldiers of some type. The wall in between them contains a large painting of a door with some sort of inscription written on it. Hanging from the ceiling is a large brass chandelier that gives off magical light illuminating the whole room. Throughout the room are mosaics of runes circling the room and forming a circle upon the floor in front of the wall with the painting of the door upon it.

Standing near the corners of the room to the sides of where you enter are 2 suits of plate mail armor. They both rise up and begin lumbering towards you as you enter. Their fists are raised to strike.

The suits of armor attack to defend the painted doorway and will not pursue PCs out of the room unless the PCs are shooting or casting spell from the next room. They will attack until slain and will reform in 24 hours if destroyed.

The large statues in the corners are similar in that they depict soldiers and guards. One wears a holy symbol of **Lathander** and the other wears a symbol of **Chauntea**. They appear to have once had gemstones in their eye sockets, but have long been removed.

PCs looking at the runes around the room and in the circle on the floor can make an **Intelligence check (Arcana DC13)** to determine that they are runes of protection and at one time prevented scrying, but have lost that magic and now lie dormant. PCs may fear and try to not walk through the circle on the floor, but there is no traps or spells active on it.

The painted door is the key to this room. PCs are not going to find much in this room but should become suspicious at the guards and runes associated with it. The runes upon the door can still be read and have only faded with time. They say;

“Honor and truth protect the land. The enemy of spring and summer must not enter.”

“Aurilsbane is the key.”

The Words spring and summer refer to the gods Lathander and Chauntea. All the PCs should know this as well as Auril in Aurilsbane refers to the evil goddess of winter. They may try secret words or magic detection upon the door but the only way to open it is to bring the magic sword named Aurilsbane to the room. The sword is placed upon a faint outline of a sword that is painted upon the door. The rest of the painted door is painted in gold and silver depicting much gild and scrollwork making the outline of the sword hard to see, requiring a **Wisdom check (Perception DC15)** to see.

Treasure: All the old treasure has been removed by bandits and goblins with the exception of a secret cache in one of the constructs. An **Intelligence check (Investigation DC13)** is required to find it. Inside is a *bag of holding* containing 100sp and 50gp.

Animated Armor (2)

Med. Construct, UN

Armor Class- Natural 18
Hit Points (6d8+6) 33
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14	11	13	1	3	1
+2)	(+0)	(+1)	(-5)	(-4)	(-5)

Damage Immunities poison, psychic

Condition Immunities blind, charm, deafened, exhaustion, fright, paralyze, petrified, poisoned

Senses blindsight 60" (blind beyond), Perception -4

Languages nil

Challenge 1 (200 XP)

Abilities

Antimagic Susceptibility. Incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, it must succeed on a Con ST vs. caster DC or fall unconscious for 1 min.

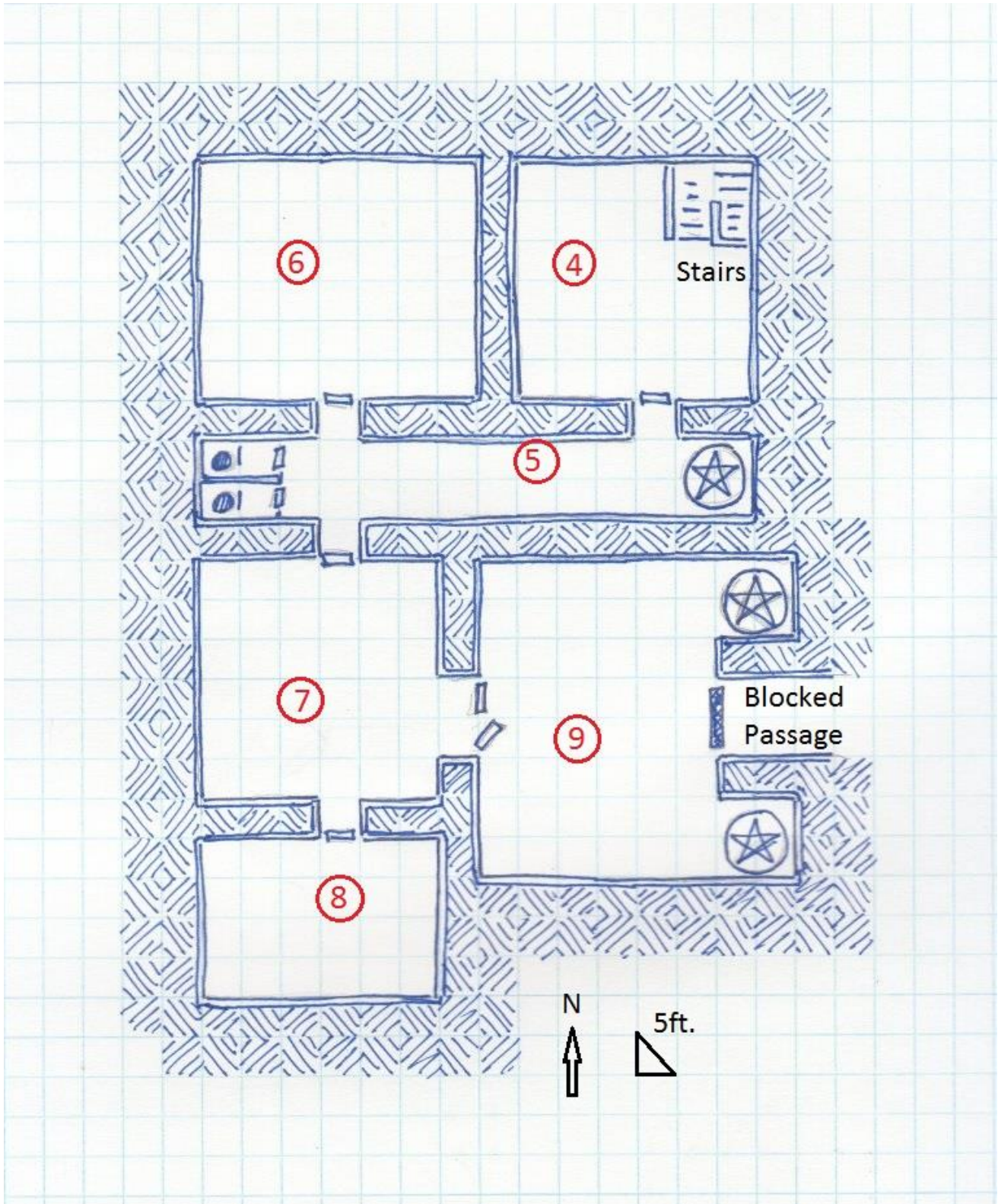
False Appearance. Indistinguishable from a normal suit of armor while remaining still.

Actions

Multiattack: Make two melee attacks.

Slam: +4 to hit, (1d6+2).

The Ruined Abbey- Basement



Wandering Encounter

This encounter can be used on the way to the abbey or if the PCs leave and come back for some reason, like they did in the playtest. This is a goblin encounter that ties into the last adventure and foreshadows an upcoming adventure.

If the PCs are still 2nd level, you should not include the bugbear in the encounter and put his treasure with the goblins.

#10 Goblin War Party

The goblins are on the hook for the escaped miners from the last adventure and are looking for more captives for **Silverclaws**.

Read the following when the PCs are traveling down the road towards the abbey.

The old wagon road has been quiet for the last mile. You passed a few loggers a while back, but the sounds of their axes has long faded. As you approach the fork off the main trail that leads to the abbey you notice a lone horse tied to one of the few trees still standing among the brush near the fork in the road. It tugs at its reins trying to free itself. You do not see any rider in sight.

PCs tend to suspect an ambush, and they are right to suspect one. Goblins have stationed themselves along the brush to wait for loggers and farmers, but the PCs will do. They are not very quiet or alert since they have been waiting for a few hours and have grown lazy. PCs can sneak up on the goblins by making a **Dexterity check (Stealth DC12)**. Alternately, the PCs can walk down the road or in the brush and spot the goblins by making a **Wisdom check (Perception DC12)**. Either way, the goblins will attack when the PCs come close to the fork in the road or in response to being attacked by the PCs.

Read the following when the PCs get close to the horse in the road where the goblins attack. Paraphrase if the PCs come from another angle.

Goblins positioned along the road in the brush burst out and charge you. You see 2 goblins charging with 2 more behind them with bows. Further in the woods where the road splits you see a couple more stand and prepare to join the fray.

The goblins will be brave as long as they have the bugbear with them and they still have numbers. When they get down to 1 or 2 goblins they may run. You can make a morale check by rolling a d20 and have them run on a roll of 16-20. Otherwise all of them will attack the

PCs and capture them once they are knocked down. The bugbear hides well and can be spotted by making a **Wisdom check (Perception DC16)** as part of their approach or on the first round of combat as the bugbear sneaks around for a surprise attack. He should be positioned to the side of the road away from the goblins.

Treasure: Each of the goblins carry 1d6cp and 1d10sp. The bugbear carried 1d20sp, 1d6gp, and a *potion of healing*.

Bugbear		<i>Med. Humanoid (goblinoid), CE</i>				
Armor Class	Hide, Shield	16				
Hit Points	(5d8+5)	32				
Speed	30 ft.					
STR	DEX	CON	INT	WIS	CHA	
15	14	13	8	11	9	
(+2)	(+2)	(+1)	(-1)	(+0)	(-1)	

Skills Stealth +6, Survival +2

Senses DV 60 ft., Perception 0

Languages Common, Goblin

Challenge 1 (200 XP)

Abilities

Brute. Adds one die extra damage on each attack (already included).

Surprise Attack. If it hits with an attack (surprise) during the 1st round of combat, the target takes an extra (2d6) damage

Actions

Morningstar: +4 to hit, (2d8+2).

Goblin (6)		<i>Sm. Huoid (goblinoid), LE</i>				
Armor Class	leather, shield	15 (archers 13)				
Hit Points	(2d6)	7				
Speed	30 ft.					
STR	DEX	CON	INT	WIS	CHA	
8	14	10	10	8	8	
(-1)	(+2)	(+0)	(+0)	(-1)	(-1)	

Skills Stealth +6

Senses DV 60', Perception 0

Languages Common, Goblin

Challenge 1/4 (50 XP)

Abilities

Nimble Escape. Can take Disengage or Hide as a bonus action each turn.

Actions

Scimitar: +4 to hit, (1d6+2).

Short Bow: +4 to hit, (1d6+2). 80'/320'

What's Next?

Defeating the wight will save future problems for the town. Additional farmers will be able to come settle this area of the countryside. Future plans in this region can possibly lead to a settlement and rebuilding the abbey into some sort of stronghold. Many of the farmers will have no idea on the secret door and dangers that lay behind it.

Friar Benin will be pleased if the PCs return and have dealt with the undead threat. He will heal the PCs to the best of his ability and offer them shelter in one of the tents near his shanty church. He will inquire about burial of the farmer bodies and will arrange another group to go retrieve the bodies if the PCs have not burned or buried them on their own. Feel free to have the PCs go back and expand the module with another group of skeletons that wander the surrounding area and some wolves that have come to eat the bodies.

Successfully completing the adventure will also make Friar Benin an ally that the PCs can come back to for some healing and wisdom if needed. He can be the patron to send the PCs out on further adventures, but his church is poor and made up mostly of farmers and cannot offer the PCs much in the way of cash if that is what motivates them.

Awarding Experience Points

DMs should award experience based on each encounter and monsters that were overcome. A story award of 500xp should be given for dealing with the undead and putting down the zombie threat. You can award an additional 200xp to the group for thinking of burying the bodies or burning them.



Playtest Notes

The Ruined Abbey took the PCs to 3rd level over 3 nights of play. The 1st night completed the above ground areas and ended at the top of the stairs to the basement. The 2nd night led up to the final encounter with the wight. They defeated it and suspected a trap in the final room and decided to return to town and rest. The 3rd night they encountered the goblins in the wandering encounter and the final room.

The players liked the setup with the farmers and one of the PCs is a cleric of Chauntea, which ties in with the NPC Friar Benin. On the return trip, they used the horse in the goblin encounter to pull the wagon back to town. They also gave the farming equipment to the family that is adopting the boy from the start of the adventure.