



INGEN'S LEGACY

a 5th edition adventure for
1st to 3rd level characters



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AN ADVENTURE FOR 1ST TO 3RD LEVEL CHARACTERS

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Ingen's Legacy is a 5th Edition adventure based in a soon-to-be released fantasy world setting but can easily be dropped into any existing campaign setting. This adventure includes three sections, each of which is designed to be run within a four-to-five hour game session. Several of the scenarios or missions are designed to be run in a random order based on the needs and builds of the characters. It is designed for five players, but can easily be scaled up or down as necessary to fit any campaign requirements.

Introduction: A messenger from a nearby village meets the caravan at the gates to the city with an urgent request from a desperate community for help by any who are willing to listen and offer aid, as the promises of reward as well as food and comfort are offered to those willing to travel just a few more days...

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INGEN'S LEGACY

"The gates burned on that day. The city burned. Our arrogance and sinfulness led to the city's downfall. The dragon came and showed us just how small we really were. But we rebuilt, just as we always have. Floods, fires, orcs, a dragon—we have always rebuilt. This will always be our home. I only hope that one day we will remain worthy of this place that has seen us through so much."

-Lord Marshall Ingen, 4th Dynasty of Tor

INTRODUCTION

The city of Tor has a long and rich history, much of it lost to the ravages of time. More than 300 years ago, the city was nothing more than a motley assortment of buildings and city sections populated by all manner of foul people who wanted nothing to do with those living around them. A plan was hatched to claim the area—and the semblance of a city—in order to further the reach of the *Peletrimorian Empire*. Several groups of adventurers were hired to take the locations by force, moving section by section until they finally cleared enough of the location to allow for the beginnings of a city to be built.

The city of Tor was originally built at the banks of the *Wystrania Sea*, allowing the captains and merchants that settled there to bring in goods and mercenaries in nearly equal amounts in order to begin conquering the remainder of the city. When they began to do so however, they found that they rest was inhabited by much older and much more dangerous elements that previous imagined, as all manner of creatures rigorously defended their territories and holes in the ground and made progress difficult. Finally, the city was able to defeat a major source of evil in the region that attracted other like-minded or similar creatures, and the rest scattered into the wild and left the rest of the city for the taking.

For about 100 years, the city prospered as it grew, bringing in an abundance of wealth and citizens. It was around this time that a massive hurricane in the seas brought with it the waves and water that threatened to destroy the city proper and much of the surrounding area. Thankfully, although much of the city was ruined

and people's lives were lost, Tor was able to be rebuilt and the survivors were more than willing to give it a go. The city's location on the water made it a very important port city for the realm, and money and people poured back in to see to its resurrection.

Since that time, the city has come under siege by marauding bands of humanoid creatures such as orcs and goblins, or been ravaged by several massive fires that tore through several city sections and threatened to see the city of Tor be completely engulfed by destruction. And each time, the residents of the city were resolute in their determination to rebuild. However, after each such calamity, it seemed as though a certain element began to creep more steadily into the population, infecting them with those other smaller disasters that are no less damaging to a city—the criminal element. The crime lords and their gangs at first brought money to rebuild, but slowly brought decadence and decay to the society that slowly began to erode the moral fabric of society—that is, until the dragon came.

Reports of Tor's wealth and prosperity reached far and wide, and not all of the ears it reached were friendly, nor humanoid. Once such creature was the dragon *Raxith'atrus*, a red dragon that blazed with anger and envy upon hearing of such a city within "its domain" when it awoke. Leaving its cave from atop one of the mountains in the *Toraxxe Peaks*, the dragon swooped down upon the unfortunate city and began to lay waste to everything in its path. Once again, the city of Tor was forced to rely upon the assistance of several groups of adventurers in order to combat the threat. The adventurers strove mightily for several days, fighting both in and around the city, fighting not only the dragon but also several other threats that decided to take advantage of the chaos. In the end, they managed to gravely wound *Raxith'atrus* and drive him far out into the *Wystrania Sea*. They also managed to push the other invaders back away from the decimated city, saving the populace but the damage had already been done. The city lay in ruins from the dragon's assault, and this time it seemed that no one would be willing to stay to rebuild.

It was then that one of the criminal lords stepped forward and offered up the means to rebuild the once thriving city, in exchange for control and its leadership. At

first his offer was refused, but slowly over time through influence, perseverance, and simple intimidation he managed to turn enough people to his cause and roughly ten years ago was named Lord Marshall Morgran. Since that time, the Lord Marshall has surprisingly turned the city around, allowing it to flourish under his rule. While he allows the city to be run by a council of freemen and merchants, they all ultimately report back to him as he has the ultimate say in all matters that relate to the city. Still, he allows much of the business to be run by this council, and seems content to merely step in when he must—a far cry from the ruthless crime lord he once was when he was working towards his goals.

Today, the city of Tor is still separated into various districts that range from the poor, crime-heavy Dock District to the wealthy, affluent section of the Diamond District. Visitors to the city of Tor can expect modest fees to enter the city, and to find all manner of merchant markets located in the center of the city—as well as a few select markets to be found for the right price. The area surrounding Tor is relatively safe as the Lord Marshall pays to have the nearby roads patrolled by both the city watch and select mercenary groups. There are a few villages and towns that are further out from the city that do not fall under the patrol of these groups. The people who live in these locations still pay a tax to the realm as do all residents of *Peletrimor*, but they enjoy a certain degree of freedom that is not found in the cities. Still, with that freedom comes a certain danger as well from the elements, wild animals, and the occasional bandit or creature. And when these dangers arise, the people in these locations unfortunately know that they must either rely upon themselves, or find others that can aid them—the city is either too far away or has no interest in their well-being.

ABOUT THIS ADVENTURE

The characters start off escorting a caravan from one of these nearby towns to the northeast on their way to Tor. Once they arrive, they will be met before they enter the city gates by someone requesting assistance for their small village several days' ride to the southeast. As the DM, it will be your responsibility to see to it that the flow of the adventure is such that the players may

choose practically any course of action they wish. If they want to ignore the villager's plea for aid and enter the city, they may do so. If they wish to accompany him and go save the residents from what threatens them, they may do that. If they wish to explore the surrounding area and maybe do a little bit of both (or even neither), they should be allowed to do that as well. An adventure is only as good as the story that is written by the actions of its characters, so be prepared to allow the players to do whatever it is they wish—but it is still okay to remind them that there are several options available in the immediate area that have been presented.

Within this adventure you will find various tables for random encounters and/or wandering monsters depending on their location. Feel free to make use of these sparingly or liberally in order to keep things moving for your game. The adventure is written so that characters can explore any of the sections available in this book—each section is written so that it will present a challenge to the characters regardless of how far along they are in experience. However, by the time this entire adventure is completed, the characters should be well on their way towards fourth level.



OVERVIEW OF INGEN'S LEGACY

This adventure is separated into three separate sections that the characters can encounter. Each section has its own random possibilities as well as certain set encounters designed to challenge the characters and provide them with potential clues for future encounters or scenarios in later sections.

Section One, entitled "Mudblade Lair," has the characters headed towards the village of Carrington so that they can offer their assistance to the people there. Along the way, they might encounter a few dangers that are found in the woods, but they most certainly will find that camping in the woods always carries with it the potential to attract unwanted attention—in this case, in the form of goblins who simply seek to steal what they can and run.

Section Two, entitled "Carrington Village," has the characters meeting the various NPCs that live in Carrington and helping them solve not only their crop failure problem but also several other issues that have developed in the time that the characters have been around. The village and the surrounding forest provide the backdrop for several possible encounters and scenarios that are available.

Section Three, entitled "Ingen's Tomb," has the characters discovering and exploring an ancient tomb underneath the village that is the source of most of the problems that has befallen Carrington. The tomb is the lost resting place of one of the city's former rulers, Lord Marshall Ingen. And the characters will discover that they are not the only ones moving about inside the tomb as they find malevolent magic at work that could have far-reaching consequences for not only the village but the city of Tor as well.

At the adventure's conclusion, there will be a few ideas presented for future adventures (i.e. future adventures that will follow this one), or you can feel free to simply skip the section and use your own. The ideas are simply there to give a few examples of what could possibly happen next, where the characters could go to find more adventure, or just to provide inspiration for your own creativity. Either way, once it is all said and done the characters should be at least level three and on their way to level four.

ADVENTURE HOOK

The adventure begins as the characters travel from the town of Lapire to the city of Tor. Lapire is roughly ten days' travel on horseback to the northeast from Tor in the direction of the *Toraxxe Peaks*, a series of tall mountains that lie in the center of the realm of Peletrimor. While the trade route is well-established and the road is well-traveled, merchants still tend to hire additional caravan guards on occasion if they are carrying goods that they feel are worth the investment. In this case, the characters are considered to have hired on in Lapire as additional caravan guards to protect the two additional wagons. When you are ready, read the following to the players:

The trip from Lapire to Tor managed to take you all a few days longer than usual, but the caravan master, a human by the name of Able Hamden, was unconcerned with the time as much as he was with the condition of his goods. Still, after spending over a week on an otherwise boring trail through the plains staring at the occasional forests that peppered the landscape, you are glad to finally arrive at the city gates of Tor.

Your caravan slowly rounds the last corner on the road until the gates come into sight, and already you see the long line of other caravans and travelers waiting their turn to enter the massive port city, perhaps eagerly waiting to make their own fortunes as well. The guards allowing entry into the city seem to be competent at their jobs, as the line dwindles slowly but steadily smaller until there are only a few more people ahead of you. Able jumps down off the lead wagon and heads back to yours to make a last-minute inspection of his goods when you hear a voice from behind you all cry out, "Able! Thank the gods I found someone!"

Standing near-breathless in the road is another man who must be a relative of sorts to Able as the two of them share such similar traits that it would be impossible not to think of them as family, if not brothers. After a few hasty words and a parchment that has been exchanged between them, Able curses and walks over to you all. "I know you all were eager to enter the city, and I have no call to be asking this of you. But perhaps you all might be willing to listen to my brother for a moment before

we enter the city, maybe hear something that could be worth your while?"

He hands you all the parchment as his brother, Gabe, explains that he comes from a small village to the southeast of Tor named Carrington. The village has begun to experience what can only be described as "unusual events" that is putting the good people of the village on edge, causing some of them to up and leave their homes—sometimes in the dead of night. He goes on to further explain that people have woken up to find animals dead in their pens with no signs of distress, crops that have failed in certain fields in strange locations, and some people have whispered of seeing strange shadows at the edge of the forest just out of the corner of their eyes.

Able hands you all a small sack with the agreed-upon price for escorting his wagons and says, "This is so you don't think I am making my brother's request part of the terms of our agreement. You did your part, and our business is concluded. However, if this in any way helps influence your decision, I did add a bonus for such competent work." He says this last bit with a smile and walks back to the other wagons.

Able Hamden pays the characters the sum of 5gp each, plus an additional 3gp each as an added bonus, not only because things went smoothly but as a gesture of goodwill that he hopes will work in his brother's favor. At this point, if this is the first time your particular group is playing together or you wish to make some basic decisions easier to handle for the players, it might be recommended that you do the following:

- Encourage the players to describe their character to the other players if they have not already done so.
- Allow the characters to ask Able any questions they have about his brother, the settlement, or the area in general.
- Have the players discuss their options and/or their reasons for agreeing or disagreeing with Gabe's request for aid.
- Finally, have the party come up with a simple marching order or something similar for when they are traveling along a road, or in a city, or investigating something such as an underground

cavern or some similar location with narrow passages. It will save time.

If the characters agree to help Gabe, he will provide them with directions to the village—unfortunately he was also sent to the city in order to secure supplies for someone in the village in need, so will be unable to accompany the characters. If the characters do not agree to help Gabe, they can still feel free to explore the countryside and see if there are any other dangers for them to encounter. Or, they could choose to enter the city—this could be done after agreeing but stating that they need supplies, or disagreeing and simply going inside. There are a variety of options to pursue. If the characters decide to enter the city, then technically this adventure (i.e. this book) is done. Otherwise, the road between Tor and Carrington—referred to as Three Cub's Trail—will take them about three days to get to their destination.

The following table reflects the possible random encounters the characters could find while traveling along the road or if they enter the forests between Tor and Carrington. For every four hours that the characters are traveling, roll a d20—on a roll of a "1," roll on the following table for a random encounter. For every 2 hours that the characters are stationary (i.e. resting) do the same. If they have a campfire burning at any point, increase the chance of an encounter on a roll of a "1" or a "2." Alternately, if you feel that the players are doing something that might necessitate the need for an encounter (i.e. doing something unsafe, beginning to crave battle), you may simply choose an encounter directly.

% Roll	Random Encounter
01-05	1d6 Wolves (MM341)
06-20	1d6 Goblins (MM166)
21-70	See "Camp Ambush"
71-90	1d2 Black Bears (MM318)
91-98	3d6 Spiders (MM337)
99-00	1 Owlbear (MM249)

CAMP AMBUSH (250XP)

The following encounter will happen once the characters are settled in for an evening for a rest. Depending on the order of the watch or the time of the evening, creatures will attempt to sneak in and steal supplies from the characters once they feel it is safe enough to do so—usually around three to four hours after they have fallen asleep. Once this happens, read the following to the players:

You all settle down for the night just away from the trail in a clearing in the trees that has shown prior use for other travelers. As the night slowly progresses, one of you is certain you hear the faint sound of a twig snapping in the darkness further off into the trees.

Four goblins (MM166) are hiding in the dark, waiting for the characters to fall asleep so they can creep in quietly and steal food. Fortunately for the characters, they are an impatient bunch and have decided to send one off on the other side of the camp to act as a decoy and to make noise while the others attempt to run in and take whatever they can get. The first creature will continue to move about, occasionally making noise and attempting to draw anyone away who is investigating. If more than two characters leave the campsite, the remaining creatures will dart in as quickly as possible, grab the character's packs of supplies and attempt to run off into the forest and hide. If they are successful, they will eventually return to their "home," making it almost too easy for the characters to find their trail and follow them. If they are unsuccessful, they will panic, drop everything, and run for the caverns.

TREASURE

Each of the goblins carries a small pouch on them with various bits of bones and tufts of hair inside as well as a few other disgusting sorts of items. Each one of them also have 18sp scattered within the pouches as well.

GOBLIN TRACKS (50XP)

Whether the characters race after fleeing creatures, wait until morning and attempt to track them, kill them all and potentially find signs of their recent passage, or simply continue their journey to Carrington and find tracks, eventually they will have the potential to find a series of small caverns in the forest that have recently gained some new tenants. Whichever happens, once the characters are traveling in or near the forest again and are looking for anything of interest, anyone who succeeds on a **DC10 Wisdom (Survival)** check will recognize the signs of a path that has been recently used by several small humanoid creatures. And if they creatures successfully made off with some of the character's belongings, they will possibly also find some of these belongings discarded along the way in bushes or up in trees.

The trail leads approximately a half-mile south into the woods and ends in a small copse of trees where the **goblins** have concealed the small entrance to a series of caverns in the ground. While traveling the trail, there is a 50% chance that the characters will encounter a crude trap of sorts left behind to discourage pursuit or threats. If the character in the lead has at least a **passive Perception** score of 12, or is actively looking and succeeds on a **DC12 Wisdom (Perception)** check, they will see the trap before it triggers. Otherwise, a small tripwire will be snapped and a cluster of small rocks will come flying out of the trees and brush. Two random characters must succeed on a **DC10 Dexterity saving throw** or else that will take 1d4 points of bludgeoning damage.



MUDBLADE LAIR

The goblins that have discovered these caverns were split off from their tribe, something that has brought them nothing but misery and misfortune, and have come here to start over as the new Mudblade Tribe. These creatures are even more cowardly than usual, and will seek to flee combat whenever it starts to go against them in the hopes that their leader will be strong enough to protect them.

The leader of the Mudblade Tribe is a vicious and cruel goblin by the name of Hurggh the Hack. While he tends to be as craven as his brethren, his proficiency in battle is well-known amongst others of his kind (as is his use of dirty tactics in combat). He brought the rest of these creatures with him to raid caravans from the “great city,” and is too stupid to realize that this road only leads to a small farming community, not another trade city.

GENERAL FEATURES

The Mudblade Lair might have originally been a den for some sort of animal, but the goblins have since moved in and made it a small warren for their tribe. The entrance is covered by thick brush and branches to keep it concealed from would-be threats, and the caverns and passages descend down a fair distance into the earth.

Ceilings

Most of the warren’s ceilings are naturally occurring, and made of some sort of stone. They rise up between six and ten feet in most locations unless otherwise specified.

Light

As goblins are able to see in the dark because of **darkvision**, there is almost no discernable light once the characters enter the caverns. Much of the included flavor text for locations here will be for those who either have darkvision or who are carrying a light source. As such, light carries extremely far in a dark environment, making it difficult to sneak around with any degree of success.

Mud

The goblins that chose this locations also chose their name for the thick, grimy mud that coats practically everything in here from the walls to the floors and even the ceilings in some instances. Any creature unaccustomed to living or moving around in such conditions treats the ground as **difficult terrain** for the purposes of movement.

Sound

The earth and the mud in the warren tends to muffle noises that might otherwise carry under different circumstances, Creatures wishing to attempt **Wisdom (Perception)** checks based on sounds do so at a **disadvantage**.

1. LAIR ENTRANCE (50XP)

The goblins of Mudblade Tribe believe that they have hidden the entrance well enough that they do not feel the need to post a guard outside. Once the brush and branches are pulled aside, it reveals a somewhat narrow hole descending down into the earth just barely wide enough for a tall humanoid to crawl through. The entrance widens slightly almost immediately again once inside and descends down about 20’ into the earth before levelling off into the warren. When the characters clear the entrance, read them the following:

A narrow, muddy hole descends down into the earth with deep, muddy footprints set in the thick mud on the ground. Judging from the size of the hole, it will be a tight squeeze for anyone larger than a goblin. Once you squeeze through the narrow opening – now covered in a heavy, grimy mud – you are surprised that the hole opens into a slightly larger tunnel leading down further into the earth. The ceiling of the tunnel is only about four feet from the ground, making the passage down more than a little difficult until you reach the bottom and it levels out revealing a small but navigable tunnel off into the darkness.

The goblins in the warren are not expecting trouble, even if they were followed following an earlier ambush. Still, if the characters stand around the entrance too



long or make too much noise entering the caverns, the creatures in the “Bedding Area” will possibly hear them and be prepared for an attack. Any character attempting to crawl down the tunnels into the caverns can do so if they do it carefully; otherwise, those that simply go in without stating they are being careful must make a **DC10 Dexterity saving throw** or else slip and fall in the mud and slide down to the bottom, taking 1d4 points of bludgeoning damage along the way from various bumps and roots and such along the way.

2. BEDDING AREA (200XP)

This location is where the goblins usually rest during the day while waiting for cover of night to go and seek out food and other entertainment. Read the following to the players:

Just inside the cave mouth, you can see what appears to be several piles of torn cloth and piles of straw and leaves that are beginning to mold judging from the smell. Also mingled in is the strong scent of unwashed bodies, and you can make out at least three small forms laying around the area. In the back, northern portion of the room you can see the remains of several small crates that appear to have once held goods or food.

There are **four goblins (MM166)** in this room currently either resting up or waiting to attack the characters, depending on how much noise was made earlier. If any noise was made, then three of the creatures are pretending to be asleep while the fourth waits trying to hide in the shadows at the back of the cave. If the characters were quiet and did not arouse suspicion, then all four of them are currently asleep although there is a 10% chance that one of them is awake and scrounging for food quietly along the back wall near the crates.

The very first round of any combat, one of the creatures will attempt to rush past the characters so it can get down the tunnels and alert the rest of the tribe about the intruders. If it is successful, the remainder of the warren will be more than ready for invasion. If it is not successful, no other **goblin** will attempt to do so, choosing to stay and possibly surrender if reduced to a solo defender.

TREASURE

None of the goblins in this area are supposed to have any treasure on them as it is all supposed to be stored with their leader. However, one of them managed to sneak out a handful of coins and stash them inside its rank straw pile. A cursory search will turn up 14sp without any effort. Any character succeeding on a **DC17 Wisdom (Perception)** check will also find a small cloth-wrapped bundle hidden amongst the last remnants of the spoiled food and broken wood. The bundle, when unwrapped, contains a small chunk of obsidian worth 8gp.

3. BODYGUARD POST (100XP)

Even though Hurggh does not feel that he requires it, the “honor of the tribe” demands that he has at least two bodyguards. Two of the best warriors of the tribe sleep in this location, not too far from the boss, but separated enough from the regular creatures to be considered “special.” Read the following to the players:

The footprints in the mud seem to lessen in this area. However, they appear to be deeper embedded as if made by a larger or heavier creature.

The tunnel narrows slightly before opening into a small cave to the north filled with the small bedding piles similar to those found earlier. From this vantage point, you can also make out a large pile of skulls in an alcove at the far east-end of the tunnel before it continues down to the southeast.

There are only **two goblins (MM166)** stationed here currently, but unlike the first ones that may have been sleeping in the room, these are seated on piles of rocks with weapons on them, ready for whenever the boss might call for them. In combat, the two will alternate attacks against a chosen target, with one goblin attacking and standing its ground while the other attacks and disengages. These two creatures are slightly bigger and tougher than the average—to reflect this, they each have a total of 10 hit points instead of the usual 7.

TREASURE

Neither goblin carries any sort of monetary treasure on them, keeping their wealth with the boss as is demanded of them. One of them does carry a serviceable dagger tucked away in the belt of its leather armor. The dagger has a longer and thinner blade than usual, and the hilt is made of some sort of polished animal horn. The dagger is worth 10gp, although it can also be used as a standard dagger as well. Also hidden away inside one of the skulls in the pile is a small round azurite stone worth 10gp that can be found with a successful **DC12 Wisdom (Perception)** check.

4. SPORE CHAMBER (50XP)

The end of the tunnel is filled with mushrooms and spores of various shapes, sizes, and colors that are dangerous and not edible. Read the following to the players if they decide to enter the tunnel:

A crude wooden sign is hung on the tunnel entrance here. This very narrow tunnel winds about for a bit before opening slightly to reveal a dirt-packed floor covered in mushrooms and spores and toadstools all about. Sitting in the middle of the fungi is a small humanoid skeleton wearing a tattered backpack and

holding what appears to be a scroll or parchment.

The sign says, in **Goblin**, “Not Food. Stay Out.” The boss put this sign up after he caught the first few creatures sneaking in to try and sample the mushrooms to see if they were edible. The mushrooms and fungi are mildly poisonous. Anyone attempting to eat them must succeed at a **DC5 Constitution saving throw** or else suffer the **poisoned** condition for 2d4 hours.

Whenever a creature attempts to step into the cave at the end of the cavern, the carpet of fungi that covers the area releases poisonous gas into the air. Each creature in the cavern must succeed on a **DC10 Constitution saving throw** or else be affected by the **poisoned** condition for five minutes. The gas disperses after one minute, but until then, any living creature that enters the area or ends its turn in the area must repeat the saving throw.

TREASURE

The backpack on the skeleton belongs to a former adventurer, a halfling that unfortunately felt that mushrooms would make an excellent feast. The leather straps that hold it in place are no longer serviceable, but the remainder of the pack seems to be intact. It contains 17cp, 11ep, and the dried remains of some sort of fruit that is no longer edible. The parchment is so damaged and dried that it will crumble into dust upon contact when any creature attempts to pick it up or move it.

5. TREASURE ALCOVE (50XP)

Read the following to the players:

This tunnel seems different from all the rest. Instead of the thick mud you are used to seeing, it looks as if some effort was made to clear it out and leave just the bare stone. In turn, deep gouges and drag marks set in the ground lead up the tunnel and around the corner. At the entrance of this tunnel you see a small lever on the left-hand side of the wall and another one a few feet further up on the right-hand side.

This hallway contains a crude pit trap with false levers in the walls. At the end of the alcove lies the bulk of the goblins' stolen goods. The tunnel and the hole were originally here when the Mudblade Tribe moved in, they just took the extra time to "install" the levers in the walls, thinking themselves to be very clever. The levers do not actually do anything to the pit trap around the corner—it is set to simply open up if anything heavier than 200 lbs. crosses over its concealed top. It was hastily dug and is not too cleverly concealed, but the tribe did so not only to protect its treasure but also to warn them of possible intruders.

PIT TRAP

This concealed pit trap is 10' deep and filled with spikes at the bottom. Any creature just casually glancing around the area will spot it immediately if their **passive Perception** score is 12 or higher. If a creature fails to notice the trap, it will fall into it if its combined weight is more than 200 lbs., taking 1d6 points of bludgeoning damage from the fall. They can attempt to succeed at a **DC10 Dexterity saving throw** to avoid the spikes at the bottom, otherwise taking 1d6 points of piercing damage. This trap is set in such a manner that small creatures—such as the goblins—can walk across it with small bundles and such and not trigger the trap.

Levers

The levers were placed in the walls as a crude joke by the tribe. They do nothing other than click into place and give someone a false sense of security. Anyone who succeeds at a **DC15 Wisdom (Investigation)** check will realize that the levels at the beginning of the tunnel have no effect on anything whatsoever, and that they are not actually connected to anything.

TREASURE

At the far end of the alcove lies the bulk of the Mudblade Tribe's stolen goods and treasure. It consists of the following: 2 barrels of ale (8gp each), 2 sacks of flour (2sp each), 1 barrel of wine that has since spoiled into vinegar (3gp), and a locked chest (**DC12** to open). The chest contains: 1620cp, 940sp, 87gp, 2 carved bone statuettes (25gp each), several pieces of costume jewelry (35gp total),

a thin gold necklace (32gp), a copper and silver ring set with a small tourmaline stone (18gp), 1 **scroll (wizard 1st level, disguise self)**, 1 **potion of heroism**, and 1 **scroll of protection (fiends)**. The scroll is actually a relic of the *Temple of Chandra* (Light, NG), of which one of the temples is located in Tor. If returned to the followers there, it is worth 25gp and 100xp for each character.

6. HURGGH'S QUARTERS (300XP)

This cavern is home to the leader of the Mudblade Tribe, Hurggh the Hack. Currently, he is inside "dressing down" two of his underlings for their failure to bring in anything of value to the tribe during their last raid. Read the following to the players:

As you approach this larger cavern, you can hear the faint sounds of two distinct voices that appear to be in heated conversation. One voice occasionally drowns out the other in a commanding tone while the other takes on a meeker, more placating tone. Peering inside you can see a pile of bones in one corner against the wall and a small wooden table holding 3 small sacks. The voices appear to be coming from around the corner just out of view.

Anyone who understands Goblin can attempt to succeed at a **DC10 Wisdom (Perception)** check to hear what Hurggh and his underlings are discussing. He is currently yelling at them for not bringing in enough treasure befitting his station, and they in turn are wheedling and pleading in a placating and lazy tone saying that it's not their fault that the caverns are located in such a poor position to the city. Anyone who can understand the conversation will basically know that they are blaming him for their lot without coming right out and doing so, and he is too dense to know this, but they are too frightened of him to come right out and say so.

Because the trio (2 **goblins (MM166)**, 1 **goblin boss (MM166)**) is arguing so intently between them, there is a good chance that they will not notice anyone sneaking into the cave unless a certain amount of noise is made, the alarm has already been sounded, or someone specifically is attempting to draw their attention. Otherwise, the goblins will react to the possibility of

being surprised with disadvantage. If attacked, the two underlings will fight to the death to protect Hurggh in an attempt to win back some sort of grace in his eyes. He will, in turn, almost certainly hang back unless engaged. In combat, he will stick close to the other creatures (usually just behind them if possible) in order to use his chance to redirect the attack to an underling by grabbing them and swapping places. If pressed to the point where it looks as if he might die, Hurggh will surrender and offer the characters they key to the treasure chest in the “Treasure Alcove” (but not the information about the pit) in exchange for his life.

Area Rug

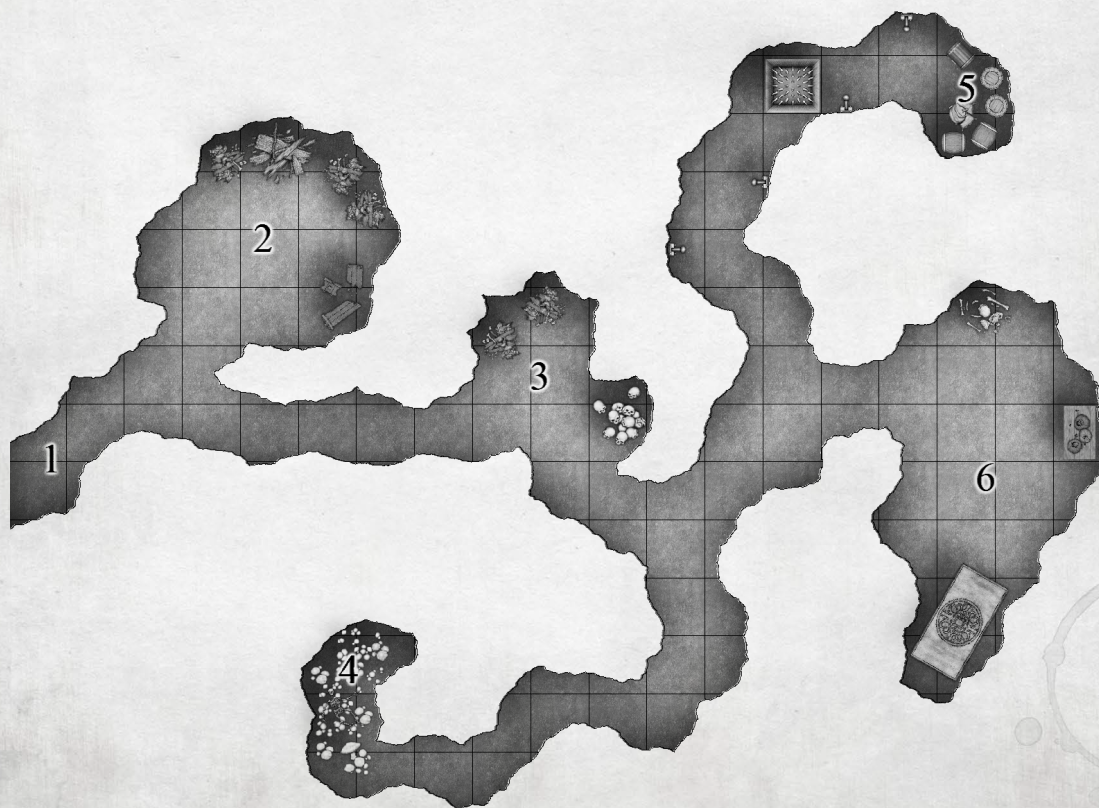
In combat, if anyone is standing on the carpet, Hurggh will take an action to reach down and yank the carpet out from underneath them. Any creature standing on it must succeed on a **DC12 Dexterity saving throw** or be thrown to the ground and suffer the **prone** condition.

TREASURE

While the bulk of the Mudblade Tribe is located in a different area, Hurggh’s scimitar that he uses in combat

is on exceptional quality (worth 50gp although it is just a normal scimitar). Anyone examining or taking the scimitar from Hurggh might notice that the pommel is missing (**DC12 Wisdom (Perception)**). It is hidden within the small pile of bones and can be found if anyone performs a simple search (**DC10 Wisdom (Perception)** check to find it). The pommel is a small, round etched sphere made of silver worth 25sp. The etching on it bears the crest of a family name from Tor (Farnis), a minor family belonging to one of the houses of the Shipping Guild. If returned to the family or the guild it is worth 25gp and 50xp for each character. The sacks on the table contain nothing more than food.

Once the caverns are cleared out from the Mudblade Tribe, they should remain more-or-less vacant for some time unless some sort of animal or other creatures eventually find them and decide to call them home. If the characters eventually warn the city watch about them, the city will make certain that whatever mercenary group might be tasked with watching a nearby area will occasionally check it out.



CARRINGTON VILLAGE

The settlement of Carrington is home to a number of humans, halflings, and dwarves that chose to settle this area and become farmers. Carrington is not a large settlement, boasting only a population of roughly 200 people including small children. Still, they are close enough to Tor to warrant notice when they need assistance. In the past 6 months, a few groups of adventurers have come wandering through Carrington seeking their fortunes on the way to the city, only to leave frustrated at not solving anything other than the occasional goblin raid or wolf incursion. Because of this, the people of Carrington are starting to lose hope that anything can be done and some of the families have started to leave the settlement.

While the adventurers are greeted with some enthusiasm by some of the residents, most of the farmers and families will be courteous but slightly aloof, already thinking that they are just another group of adventurers that will be unable to help. The people will be friendly enough, but the players will need to push a bit if they want to get any real information out of them. A few of the villagers are more than willing to provide what details they know, and are willing to offer what little assistance they can if asked. However, these farmers suspect very little and know even less when it comes to the true problems plaguing Carrington.

When the adventurers arrive at Carrington, read them the following:

Eventually the settlement of Carrington appears just over the rise of the hills. The long dirt road leading into town cuts a path through a small number of buildings on the outskirts before leading into the main part of the village where the majority of the homes are found. From this point on the hill you can clearly see the fields to the east, a large wooded area to the northeast at the edge of town, and two grander buildings at the top of a big hill with a road winding around to them to the northwest. The largest building by far is the very first building as you would

enter Carrington, so you continue on down the path into the settlement.

Carrington is a fairly small settlement, with only roughly 200 or so people left living there and about 30 buildings in the small area. The main problem that plagues the village is that it was built over top of the hidden burial chambers for one of the former leaders of the city of Tor, and unfortunately this has led to circumstances that are out of control. Of course, the village does have its share of the usual problems as well—dangerous creatures in the woods, suspicious neighbors, even the rare uninvited guest. But Carrington will never recover unless something is done.

There is not much to do while in Carrington—it is a small farming community that is struggling to keep itself afloat with what little it has left to it. However, there are enough possibilities present for a group of starting adventurers to keep them occupied while they are investigating the main cause of Carrington's condition. These scenarios are detailed in later pages and can be encountered in either a random fashion or from finding certain clues around the small community.

NOTABLE NPCs

Once the characters enter Carrington, they will have the opportunity to meet and interact with several different people, some of whom are very important to the village whereas others are simply present to give the characters someone to encounter. A few of these people are:

TOBIAS FRAMIN

Tobias is an elderly half-elf and one of the Carrington Elders. He is one of the first settlers of the village and is widely respected by everyone for his sensible nature.

RURIK IRONANVIL

Rurik is a middle-aged dwarf and the village blacksmith who is willing to house the characters in a spare home of his while they are in town. He is friends with both Gabe Hamden and Tobias Framin. Like many dwarves, he at first appears to be gruff and rigid, but is fiercely loyal to his friends and will do anything to protect those living in Carrington.



DIESA IRONANVIL

Diesa is the wife of Rurik the blacksmith. She knows a great deal, not only about the history of the village and the surrounding area, but also about her neighbors in general. While not given to gossip, she can be pressed for information if she feels it will ultimately help the community.

BREE TEALEAF

Bree is a halfling farmer whose crops were unfortunately the first to fail, and she has since been unable to recover any of them. By the time the characters arrive, she is already in the stages of planning to leave. While normally jovial by nature, the turn of events has left her defeated and unwilling to help out.

SISTER TRILEA

Trilea is the human caretaker of the village chapel located near the center of Carrington. She is a notorious gossip, but generally well-liked by the community because she is thought of as flighty and mentally challenged. In truth, she is searching for something and will attempt to enlist the characters' aid if she can. She also knows a great deal about her neighbors and all the little secrets that they keep.

JASMAL KHALID

Jasmal is the human wife of Ascir Khalid, the missing villager who has not been seen for several days. She has been unwilling to tell anyone about this until the characters arrive, but the presence of "experienced" heroes is enough to have her come forward.

GABE HAMDEN

Gabe is the brother of Able, the caravan master who started things off with the characters. While Gabe will more than likely not appear in the village until the end of things, his home and family are currently here. Gabe is the owner of the stables.



JARED FLINT

Jared is an elderly human wizard who has fled the far reaches of his homeland *Tagoloth*, a land ruled by the undead. Once a member of the *Crimson Robes*, he is now a retired member of the *Natural Order*, an organization that watches for signs of undead activity in a region. He is old, curmudgeonly, and suspicious of anyone who approaches him.

VONDAL STONEHAMMER

Vondal is a dwarven carpenter and mason who is responsible for building most of the homes in the village. Unfortunately, he and his family are getting ready to abandon Carrington and move to Tor because of the problem plaguing the residents—and his son is not too happy about the decision to do so.

AND THE REST...

The rest of the people that live in Carrington—the various spouses, children, neighbors, and the others—can also be encountered as necessary to uncover basic details such as “where does so-and-so live” or “do you know what that building is over there?” As the DM, you can come up with whatever names or professions might best suit your needs at the time if needed if the characters suddenly feel the urge to speak to everyone living in Carrington.

VILLAGE LOCATIONS

Carrington is such a small village that the characters could easily walk its borders several times in a single day and not run out of daylight if they so choose. Taking the time to investigate or inspect certain buildings might fill up the bulk of their time spent here. The following details the specifics of some of the important locations.

1. SMITHY

This building is where Rurik Ironanvil does the bulk of his work, crafting and repairing tools for the small community. When the characters approach this location, read the following:

The sounds of iron striking iron greets your ears before you even step foot in this large open building, and you can see smoke pouring out from a stone chimney in the center of the building. When you walk in you see a burly dwarf wearing a leather apron covered with burn marks. At your entry, he looks up and frowns. “Well met, travelers. Welcome to Rurik’s Smithy. Is there something I might do for you?” His gruff demeanor seems more professional than unfriendly, and he manages a brief smile as he looks around his area. “As you can see, my work is mainly plows and tools, but I have been known to make the odd weapon here and there.”

Rurik is one of the people in the village that has not lost his faith that things will turn around and get better, and he greets every visitor with confidence. He knows the location of every resident in Carrington, is fairly straightforward with answers about events that are happening, but does not like to answer questions about people specifically. If pressed, he will explain that he does not like to spread gossip about his neighbors and the adventurers need to speak to others about such things. If questioned, Rurik knows the following information (**DC10 Charisma (Persuasion)** check):

- Gabe, Rurik, and Tobias were amongst the first settlers of Carrington. Tobias is the one who made the decision to break ground here and build the village, having a good feeling about the place.
- The strange events started about two years ago, but were so few and far between that no one gave them any thought until about six months ago when things started to really take a turn for the worst.
- In the last six months, the residents of Carrington have lost nine families that have simply up and moved out of the region to other locations.
- There have been animal deaths and crop failures, but so far there have been no people that have died other than from natural causes.

2. GABE'S STABLES

The stables are more a formality in such a small settlement, as Gabe has only a few mules and one or two horses currently occupying his stables. The horses belong to others in the village, but the mules are his. When the characters approach this location, read the following:

You smell this place of business just before you round the corner and see it as the odor of horse dung and penned animals fills your nostrils. Just past the trees you see a small but sturdy stable with a modest number of pens holding a few mules and horses. A white-haired human stands in the center of the stable using a pitchfork to shuffle hay around as she calls out to two smaller children to mind their fingers around the mules. When she sees you all approach, she sticks the pitchfork into the ground, wipes her hands on her overalls, and walks over with an outstretched hand in greeting.

The woman working the stables is Gabe's assistant, Tessa. The children running around the stables are hers. With Gabe gone to the city, she is currently tending to the various duties of the stables—feeding and tending to the animals, cleaning out the pens, that sort of work. When Gabe's wife passed on several years ago, he took Tessa and her children in to help them out and give them a place to stay. While nothing formal was ever mentioned, they are still together although not married, something that the others in the village occasionally press him to change.

She will greet the characters with a warm greeting and judge them to be adventurers due to their clothing and armaments. If they mention Gabe at all, she will invite them into the home to sit and talk and offer them a bit of food or drink. The inside of the home is decorated with all manner of weapons adorning the walls as Gabe is a former adventurer who settled down finally in the village when he started to “get too old for that nonsense.” Tessa does not concern herself with the gossip of the village, but she does know a few things. If asked, she can freely offer the following:

- Both Gabe and Tessa have inspected the dead animals around the village and found not a single mark on them to indicate how they died.
- While Tessa tends to stick to the stables, Gabe went out to the fields originally to examine the crop failures. He mentioned to her once in passing about a smell that seemed almost familiar to him but he couldn't quite place it.
- It was ultimately Gabe's idea to seek the assistance of adventurers instead of asking the city for help. While Tobias was originally against the idea, he eventually agreed when the majority of the village seemed in agreement as well.

The characters can attempt to prod Tessa further for information if they wish. While she does not engage in gossip, she does hear Gabe and the others talk on occasion. Anyone succeeding on a **DC12 Charisma (Persuasion)** check can also learn the following:

- One of the villagers, Ascir, has been acting strangely in recent weeks and his wife Jasmal has been visiting the village chapel a lot more recently than usual.
- Gabe and Rurik approached the old man Jared Flint who live up on the hill about some of the problems the village has been having in the past, but he turned them away stating that he only wishes to be left alone. Tessa is fairly certain that he used to be some sort of wizard in his youth.

3. TOBIAS' HOME

Tobias' home is as unusual as Tobias himself. While the structure is very large and very well-manicured, the interior is decorated in a style that can only be called “functional.” At first, when approached, Tobias seems to be some sort of lofty, snobbish and pretentious elder. But when people take the time to actually get to know him or talk to him for more than just a casual conversation, they find that he has a keen mind, cares a great deal for others—more so than for himself—and usually only keeps up his appearances for the sake (or so he believes) of others. His impression is that, if visitors to Carrington are met with someone who appears to be worldly and knowledgeable, then perhaps they will be less likely to try and take advantage of those living nearby who are less so.

When the characters approach Tobias' home, read them the following:

Across the road from the stables you see a large home with an extensive flower garden bed in the front yard on either side of the walkway leading up to the home. The two-story home appears to be very well built and the obvious residence of someone important to the settlement. As you get closer, you spot a half-elf kneeling in the dirt outside the home, carefully tending to a row of unusual-looking flowers with a sad, resigned look on his face. He doesn't appear to notice your approach, but before you can say anything to him, he sighs to himself and says over his shoulder to you, "Well, I guess these will have to wait for another time." He stands and turns to face you and you see a weary, lined face etched with concern and a bit of resignation. "I am, as you have probably already been told or guessed, Tobias. And this," he motions to the village in the distance, "is my home. Please, come on inside so we can talk." He turns and heads to the front door, his age clearly visible in his gait as he shuffles into the house.

Tobias is a half-elf that is nearing the end of his life, and does not want to see the present events affect his legacy and his friends and family. No longer married,



Tobias lives alone in the great house on the outskirts of town near his two oldest friends, Rurik and Gabe.

The inside of the house is in stark contrast to the outside. While there are bright colors and life all around the walkways, the inside contains almost no decorations on the walls. The furniture appears to have been chosen for its function rather than its comfort or its cost. Instead, it appears as if Tobias has surrounded himself with only the barest necessities while he focuses his energies on his one true passion – his garden. In truth, the garden is in memory of a woman long since dead and buried. He keeps it up due to a promise he made to her before she died.

Tobias is a very intelligent person, and he has suspicions about the events surrounding the village. However, his suspicions are more parallel to the cause, rather than the actual truth. If questioned, Tobias can offer the following information:

- Carrington was established as a means to escape the structure and corruption of city life and live a freer, more meaningful existence.
- Tobias knows that there is something lurking in the woods to the edge of town, and has forbidden the residents from investigating further for their own safety.
- He tells everyone that he built his home at the edge of town to keep out of everyone's business, but really it was so he could remain close to his friends here at the end as he likes to hear the sounds of the smithy and the children playing across the way in the stables.

A shrewd character might notice that Tobias appears to be unintentionally hiding something from them. A successful **DC15 Wisdom (Insight)** will allow someone to realize this and know that he might have more to say on the village problems. Anyone wishing to push further if this is the case can also attempt a **DC15 Charisma (Persuasion)** or similar check to get the rest from him:

- Tobias feels as though the problems plaguing Carrington are his fault and will probably cease once he is dead.
- He fell ill a few years back and nearly died as was certain he saw the spirit of his wife waiting for him,

but he recovered. Since then, the village has seen hard times, and he believes that he has cursed the settlement somehow because he forsake her and then survived when it was his time to die.

Tobias did have a wife once a long time ago in Tor, before he met Gabe and Rurik. Back then he was a wealthy merchant who spent more time on his business than his wife, and when she fell ill he shut himself off in his work rather than face her death. When she finally died, she made him promise to let it all go and just be at peace with himself. He sold his business, met his new friends, and moved to what is now Carrington. He was the one who ultimately decided upon the location as this was where he buried his wife and decided to restore her flower garden from Tor in the new settlement as his way of keeping his promise to her.

Unfortunately, Tobias is technically the reason for the problems that have recently befallen Carrington. When he and his friends first founded the village, he found what he thought was just a simple burial crypt hidden in the hills and decided to bury his wife there. And while he has long since forgotten and simply believes himself to be cursed, that event allowed the sanctity of the place to slowly be eroded until something else came along and found its way inside the tombs nearby. Eventually, events will prompt Tobias to remember the small crypt and allow the characters to progress to the third section of this adventure. But for now, he has lived too many years never leaving the village or his gardens again to remember the past or the way there.

4. CARRINGTON CHAPEL

The chapel is a large stone building in the very middle of the village. Most of the other buildings in Carrington are made of wood, so it shows the importance that Tobias and the rest place on such things. No symbols adorn the outside, and the only way the characters would know of its purpose would either to be told or to go inside. If they decide to do so, read the following:

A nondescript stone building stands at the edge of town near the road that leads out to the fields. High windows and a slate roof give it the appearance

of some importance as it is the only stone building surrounded by a bevy of wooden buildings in the settlement, but there are no signs or markings on the outside. The wooden double doors to the building are heavier than they look, and they reveal a large, open room with several chairs and a few benches set in the center in rows. A few small tables line the walls and a larger table sits at the other end of the room with a small silver bowl set atop a linen cloth draped across it. An older human woman is inside, humming happily to herself as she briskly sweeps at the dust and dirt you do not see on the floor. She does not seem to notice your entrance.

Sister Trilea is nothing more than a resident of the settlement that became the self-appointed caretaker of the chapel when the actual priest left about six months ago. While he was still here she attended to the building, sweeping the floors and keeping things clean, all the while keeping her ears open to the gossip that flowed through the doors to the priest. After he left, she continued her original duties and took up a few of his as well. As Carrington had lost its compassionate ear, Sister Trilea took it upon herself to “administer to those in need.” In this manner she felt she fulfilled two goals – she kept the people of Carrington feeling more spiritually gratified and received her daily allotment of gossip – even if she never shared the details with another soul.

While there is nothing overtly spiritual about the building, it is the place of worship for many of the residents of Carrington who come here at various times to offer up their prayers to their deities. Any player who chooses to do so as well will feel a *presence* in the air around them as they pray. Once they finish, the DM should feel free to reward them with an **Inspiration** point. If they already have one, instead grant them **Advantage** on their next skill check made within the next hour.

Sister Trilea will be surprised when the party enters. She has all but memorized when the residents of Carrington come to worship, so she has timed her cleanings to coincide to those times when the chapel is empty. She is somewhat friendly to strangers, but as they are not residents they therefore don't usually come bearing any particularly good gossip. She will attempt to hastily answer any questions put to her and then usher

the party outside with the explanation that the chapel will be occupied in just a short while and they must leave. While this is the truth, it is also an excuse to get the party to leave. If questioned, she will only offer the following information to get them to leave:

- People come in all the time to seek solace and wisdom. It is her duty to listen and pray, not to judge or to advise.
- The problems of the settlement are the work of evil spirits, but the chapel is protected against such spirits which is why the residents continue to come here after the priest left.
- The only suspicious person in town is that fellow Jared Flint, an old man who lives on the hill. Anyone who spends that much time alone and doesn't seek council must be hiding something.

If the party returns to the chapel once the problems have been resolved with the awoken undead, Sister Trilea will reveal to them a hidden room in the back of the chapel that leads down into a basement. Inside this basement is a sarcophagus with a broken lid, and the preserved remains of what looks like a knight that appears to have once been holding something in his hands. A successful **DC12 Wisdom (Perception)** check will reveal that the fingers have been broken to take something from them. Sister Trilea sealed up the room out of fear and never came down, feeling something was "off" about the place. If the relic is one day returned to the knight, the characters will be rewarded 250xp each (not found in this adventure)



5. BREE'S APOTHECARY

The big hill at the northern edge of town has two large buildings on it. The first one is home to the halfling Bree, former farmer and apothecary of the village. Bree, along with several other people in the village, is tired of things happening here and is weighing the options for leaving or staying. She is also, as the characters may or may not find out, a secret member of the *Order of the Chain*. The Order of the Chain is a secretive group that seeks to plot to one day bring all of the civilized races together under one rule—theirs. She may approach a character about becoming a member, or perhaps it will come out based on other activities by the characters. When they approach this location, read them the following:

The dirt road winds around a large hill to the northwest of town, leading up to a mansion of sorts at the top. Halfway up the hill, you come across a strange vision – it almost appears as if the hill has come to life and swallowed the back half of this house. The front entryway and about 30' or so of the front of this two-story home sits out from the earthen hill, but the remainder is either built into the hill or it is the thinnest home you have ever seen. A small halfling woman is seated in a rocking chair on the front porch, a smoking pipe in one hand and a tankard of yet another steaming or smoking substance in the other. When she sees you, she raises her mug in greeting but remains otherwise silent.

Bree is nobody's fool; she knows the party is a group of adventurers that have come to investigate the disturbances in the village. As the majority of her business now comes from her ability to enter the woods to the northeast and gather special herbs and such, she will make every effort to assist the party with anything she can in order to return to her business. While she may not like the idea of a group of good, law-minded individuals poking around her business, she will speak with the party in an attempt to see if there are any who are of a like mind as the Order of the Chain.

Bree's home is separated into four different sections: the upper level contains her living quarters, the ground floor consists of half alchemist's lab and half

horticulturist's greenhouse, and the hidden basement floor contains her secret treasure room. The last section is yet another hidden location at the back of the alchemist's lab that is set deep into the hill that contains a room holding her lists of contacts and records—all in code. She is loath to allow anyone into her personal quarters, but can potentially be intimidated to allow someone to go look if a character succeeds at a **DC15 Charisma (Intimidate)** or similar check. She will allow anyone access to the alchemist and horticulture areas, but will insist that nothing be touched. She will not reveal the location of the basement or the other hidden area for any reason short of threats against her life or if she finds someone she feels would be a good addition to the Order of the Chain.

Bree will offer ale and food, or any other type of drink available to the party and will invite them to sit and get comfortable. The food and drink are of an excellent quality, as she makes all of it herself. If questioned, she will offer the party the following information freely, hoping to enlist them to her aid in getting into the forest:

- Since Tobias closed off the forest to the residents, Bree has steadily been forced to seek out other locations for her resources and is willing to pay handsomely for a resolution to this, or for the procurement of special herbs or flowers found in the wild. She has a list.
- She knows that the day Tobias grew ill was the day that he was over. Fearful that something might be hazardous in the basement, she had it filled up with dirt and sealed. (She will show the party a trapdoor leading down into the earth that is indeed filled with dirt, but it is a false entry).
- She knows Tobias is getting old, so old that he is pushing towards his final days in Carrington. She hopes that Rurik or Gabe will take over the responsibilities of Carrington's Elder once he is gone as they are sensible, practical folk.
- She knows her neighbor up the hill, Jared Flint. Furthermore, she is certain that he was once a wizard in his youth as she has seen him outside his home performing a little magic. But he seems otherwise harmless and rarely goes into town.
- When the priest left the village, he didn't leave so much as flee the settlement. She remembers seeing him

leave under cover of night, about two weeks before anyone else knew he was truly gone. She didn't say anything because it was none of her business. She was out scouting the forest at the time anyway, and her presence there might have been somewhat questionable as well, so she remained hidden.

Bree does have some items available for purchase if the party is interested. She makes her own potions and other items as part of her trade. If asked, she does have the following available for purchase:

- **2 potions of healing** (50gp each)
- **1 potion of greater healing** (250gp)
- **1 potion of climbing** (125gp)
- **1 potion of water breathing** (150gp)
- **3 healer's kits** (5gp each)
- **1 herbalism kit** (5gp)

6. JARED FLINT'S MANSION

While not as large as Bree's or Tobias' homes, this building still has a commanding presence because of its location at the top of the hill overlooking the rest of the village. When the characters approach this location, read them the following:

At the top of the hill sits a mansion in every sense of the word – heavy gothic architecture is apparent in every corner and frame of this house. Thick, arched window panes decorate the top level of this home with heavy, iron-bound shuttered windows at the lower level. The roof is made of a black slate material that contains not one but two stone gargoyles leering over the precipice at visitors as they step over the threshold of the gated entryway, and the short cobbled walk ends at a blood-red door lined with ornate and meticulous patterns. The grass however, is almost completely dried and dead and you can see crumbled dirt in bare patches as you approach the front door. Before you can knock, however, a deep old voice booms out from behind the door, "Begone! I'm not buying anything you're selling! And if you're for anything else, I certainly didn't invite you! Now Go!" You hear the sounds of locks being locked on the door

and you get the impression that the gargoyles up on the roof are staring at you all the more intently now. You look up just to make certain, but they are still just sitting there. Or weren't they a few feet further away from one another just a few moments ago?

Jared Flint came to Carrington about three years ago after living in Tor for 25 years and serving The Natural Order, a group dedicated to the eradication of the undead. He was once a prominent *Crimson Wizard of Tagoloth*, well on his way to becoming a high-ranking member of the order. But he fell out of grace with them when he refused to be turned into the undead himself and instead realized that it was an abomination to the way things were supposed to be. He fled and found himself in Tor, where he turned himself into the members of the *Church of Korillis, the Mistress of the Dead*. Rather than execute him, they took pity on him and saw that he had truly turned from his former life and recruited him instead. For 25 years he served the order before he finally retired to Carrington to settle down and forget all about the horrors he had witnessed in his lifetime.

Jared is unflinchingly suspicious of everyone, even his neighbors that he has known since moving to the village. He purchased the mansion because it allowed him a view of the area, but also because it was the most inconvenient spot in the village for visitors. The gargoyles on the roof are nothing more than an elaborate illusion that he maintains whenever he notices people approaching his home—the stone gargoyles are simply stone creations and not *actual* creatures, but he uses illusory magic to make them seem as if they move slightly to unsuspecting visitors to try and frighten them off. Anyone keeping an eye on them can attempt to succeed at a **DC15 Wisdom (Perception)** check to realize that they do not actually move. Moreover, anyone wishing to attempt to “examine” the magic responsible for their behavior can attempt a **DC15 Intelligence (Arcana)** check to realize that illusion magic is at work here.

Of all the residents of Carrington, he is the closest to suspecting the truth as he has been feeling glimmers of his former life creeping in on him. He suspects that his former life has finally caught up with him, but should the characters convince him to let them in and speak to him, he will realize the truth of the situation and will offer

his help one final time in the service of his deity. The character that wishes to convince Jared to let the party in must succeed at either a **DC15 Charisma (Persuasion)** or a **DC15 Wisdom (Insight)** check to get him to open the door. From there, the party must then make a successful **DC12 Intelligence (Investigation)** check to get anything out of him about his past history for him to realize the truth of the situation. Otherwise he has just rumors to tell and nothing more. The following is what he can pass along to the party if they are successful:

- Jared was a former *Crimson Robe of Tagoloth* who specialized in Necromancy, but fled when he found out his fellow necromancers' plans for him—to turn him into an undead creature.
- He has been feeling dread and fear for the past few weeks, ever since he decided to leave his home and take a walk outside the borders of the village, but he thought that it was the guilt of his former life catching up to him.
- He knew that the former priest in the chapel was a worshipper of Yortalla, one of the deities of knowledge. He believes her to be a serviceable, if somewhat snobbish, deity. The sister that tends the chapel now knows far more than she is telling, even if she might not realize it.
- The only other time that he left his home, he went to some of the animal pens in town and left small satchels containing warding essences to try and protect the animals from undead. But either they did not work or perhaps the animals were not killed by an undead entity.

If the characters convince Jared that something is going on in the village concerning the undead, he will agree to leave his home with them in three days' time to wander around the settlement and search for signs of undead activity. He will need that time for preparation and purification in order to do so. After the three days, he will meet them in the center of the village and proceed to walk about slowly, concentrating on certain locations until he comes to the building detailed in #7: Root Cellar. He will not leave his house before this time for any reason. If the characters are unsuccessful in convincing him to help, they

will still find him in the center of Carrington in three days where he will explain that he had a change of heart after speaking to Rurik and Tobias in private.

7. ROOT CELLAR

This building, and its importance, are described in further detail in the encounter “Underground Crypt.”

8. FIELD OF DREAMS

The fields on the southeast portion of Carrington are used mainly for growing turnips, wheat, barley, and some corn. A few smaller plots exist to grow other items as well, but these are the main crops that are grown in the village. When the characters approach this location, read the following to them:

The dirt path leading out to the fields is a little wider than the rest of the roads. Judging from the marks, this is to handle the wagons and carts used to haul produce and other such things back and forth from the field. Trees line the road on either side, and the branches have been pruned away carefully to keep them from the edges of the road. Before long, the fields come into view, and you see a large handful of people both young and old out in the fields tending to various crops. Standing here on the road, you don't see any evidence that anything has gone wrong here, but then the wind changes direction and you catch a faint odor of something that definitely does not belong. One of the field hands sees you all, puts down his tools, and walks over to the fence to meet you.

The crop failures have not been massive. In fact, there are very few areas in the field that have been affected. Those areas that are affected are causing the workers some sort of subconscious discomfort if they work too close to them, almost as if they realize that they are standing too close to death. Because of this, the farmers have been growing more and more uncomfortable with the fields and a few have taken the extra step of leaving the settlement behind entirely.

The farmer introduces himself to the party as Vondal Stonehammer. He is willing to speak to the party because he is leaving the settlement within the next day or two and really has no work left of importance in the field – he was just assisting some others while his wife packs up the house. At first he is reluctant to speak about anything going on around town, but if a character speaking with him succeeds on a **DC12 Charisma (Persuasion)** check, Vondal will lead the party into the fields to show them the failed crop areas. Each area (four in all), is no larger than roughly 15' x 15' in size. If questioned, Vondal will have the following to say:

- The first crops to fail were found in the rows of corn which was unusual because it was a healthy harvest that season. The corn rotted from the inside out.
- The next crop to fail was the “special” crop planted by Bree Tealeaf. She planted and cultivated a special herb that was separated from the rest of the crops entirely.
- The next group of crops that failed were located somewhat nearby Bree's herbs, almost as if her area had “infected” the other location.
- The final area is the one where the characters are now standing, within the wheat. It started to fail last season, and now this season this area is completely dead.

The characters can inspect the ground to see if they notice anything unusual. If they succeed on a **DC15 Wisdom (Perception)** check they will notice that the area smells faintly of something vaguely familiar, similar to rot. Anyone succeeding by five or more will recognize it as being similar to the smell from an unearthed and old corpse but not so old as to be almost dried or dust. If anyone starts speaking out loud or mentions the smell to Vondal, he will immediately walk away from the fields and head back to his house, leaving his tools behind due to the announced discovery.

9. ABANDONED HOUSE

This building is described in further detail in the encounter “Captive Audience.”

10. FORBIDDEN FOREST

This location is described in further detail in the encounter “Tiger, Tiger, Burning, Blight.”



CARRINGTON ENCOUNTERS

If the characters decide to explore the area around Carrington—the outermost borders of the village, the forest, or the hills—then there is the possibility that they might encounter something dangerous. While the characters are dealing with the events surrounding Section Two, there are both random and fixed encounters for them to discover. For every four hours that the characters are out exploring during the daytime, roll a d20. On a roll of a “1,” go ahead and roll from the following table for a random encounter. For every two hours that the characters are exploring during the nighttime, or if they are resting outside of the village, roll a d20. On a roll of a “1” or a “2,” go ahead and roll from the following table for a random encounter.

After the random encounters, there are a series of encounters that *can* be encountered depending on the characters’ actions while in the village. As the DM, you can insert these in at the appropriate times, skip them if they do not fit your narrative, add to them if you want to make them more challenging—it’s your game, so do whatever you need to make things challenging and interesting for your players. But they will be presented after the random encounters listed below.

% Roll	Random Encounter
01-03	1 Manticore (MM213)
04-10	1 Awakened Tree (MM317)
11-16	1 Giant Boar (MM323)
17-28	1d6 Skeletons (MM272)
29-37	1d6 Goblins (MM166)
38-46	1d3 Dryads (MM121)
47-62	1d4 Ghouls (MM148)
63-75	1d6 Zombies (MM316)
76-87	1d6 Wolves (MM341)
88-93	1-2 Brown Bears (MM319)
94-97	1 Faerie Dragon (MM133)
98-00	1 Water Weird (MM299)

MISSING CHILD (400XP)

The following morning after the characters have spoken to Vondal Stormhammer, they will be approached by Rurik about a problem involving a frightened family and a missing child. It seems that in his haste to get his wife moving, Vondal mentioned something in front of her that frightened the younger child and he decided to go and hide in his “secret hiding spot” located just on the inside of the forest. Rurik will approach the characters in the morning and bring them to a small gathering of people just outside the Stormhammer house. He will announce to everyone that they need to form up search parties and begin looking for the little dwarven boy before something terrible happens. Not one to be considered a coward, Vondal and his elder son are outside with the crowd preparing to go forth and search the surrounding area. When the players are ready, go ahead and read them the following:

By the time you arrive at the Stormhammer house there is already a small gathering of dwarven, halfling, and human men standing out front in a group. Some of them are belting on weapons, while others have out small parchments and are marking areas on them with pieces of charcoal. Rurik motions for you all to stand with the groups of people, then steps out to the front of the house and clears his throat. “I’ll get right to it. The little Stormhammer boy Morgran has gone missing and we need to find him before it gets dark. I know Vondal and his family appreciate all of you stopping what you were doing to help out. I know I certainly appreciate knowing that this community still stands together when things need doing. Here’s what we need to do: we’re going to form small groups and search the village, the surrounding woods, the well, the fields, and anywhere else that the boy could have run off to in this short of a time. It’s warm weather, the sun is high in the sky for quite some time still. That’s good for him and good for us. We’ve had reports recently of goblins in the nearby areas and sightings of wolves occasionally – that’s the bad. So, let’s get started. Get together with three or four of your neighbors and see one of the men holding a map for your area. Good luck and let’s find our missing child!”

Rurik will immediately approach the characters and join them for the search, knowing the area much better than they do. If the characters bring up Vondal’s odd behavior at the fields prior to this event, he will brush it off and tell them that it’s not important at the moment. His only concern is finding the child before the news brought back is anything but good. Rurik will suggest searching the fields behind the Stormhammer house first as he knows that some of the boys have been known to build small “mud forts” and other such nonsense to hide in whenever there is work to be done. Once out there, the characters can begin searching for clues. Anyone succeeding on a **DC12 Wisdom (Survival)** check will find signs of recent passage from one such “mud fort,” consisting of torn clothing caught on broken branches, smallish footprints, etc. that match the description of the younger Stormhammer. If the characters are unsuccessful in their check, have Rurik discover the signs but keep track of this.

Rurik will recognize that the tracks lead out towards the forest, where unfortunately he has only a passing familiarity with the landscape. The characters will need to succeed on at least three separate **DC12 Wisdom (Survival)** checks before they fail three checks in order to find the child. Otherwise, they will arrive too late to do anything other than collect the body. If Rurik discovered the signs first due to the first check being unsuccessful, count this as the first failed skill check. Each successful skill check brings the characters closed to the child in time whereas each failed check still brings them closer, but valuable time is used up in finding the clues necessary to make any headway in their search. If the characters are unsuccessful in their rescue, have them find the body of the child being ravaged by the last remaining wolf that will run off when confronted. Otherwise, they will find him with his back to a tree surrounded by **1 dire wolf (MM321)** and **4 wolves (MM341)**. Rurik will see to the safety of the child while the characters fight off the wolves. If the fight gets to be too much for them, Rurik can enter the fight (use the stats for **scout (MM349)**).

TREASURE

The dwarven child found his way through the forest to his “secret hiding spot,” which was unfortunately also close by the den for a few wolves. Anyone searching the area will find this den with a successful **DC12 Wisdom (Perception)** check. Scattered haphazardly around the den in the dirt are a few coins and other items of note: a torn sack containing 483cp and 214sp, a leather pouch holding a bit of fine tobacco (5gp) and 18gp, 4 opaque orange carnelian stones worth 50gp each, **1 potion of greater healing**, and **1 scroll (cleric: 3rd—daylight)**.

Furthermore, if the characters were successful in saving the child Morgran, Vondal will insist on rewarding them each 10gp. He will tell them that he was saving that money to help get them started once they got to Tor, but the safe return of their son is more than worth the extra effort he will need to put forth once there in order to earn that sort of money back.



HOUSE ON THE HILL (400XP)

If the characters have already spoken to Jared Flint and received his promise of assistance, then they will receive a hand-written note from him delivered by Rurik's wife Diesa on the evening before they are supposed to meet. She will explain that she was surprised to see Flint walking around town, and even more surprised when he stopped her and asked if she could please deliver a note to the characters from him. If this all occurs, go ahead and read the following:

You open the note to find a hastily-scrawled letter written in fine, thin lettering that reminds you all of the type you might find in a fancy book rather than a quick note to someone. It reads, “Eager companions, I have finished my preparations sooner than expected but am troubled by something that occurred earlier while doing do. It has been many years since I have had any contact with the undead, but one does not forget the sensation of the icy chill of death when it is this close to you. While undergoing my cleansing ritual I needed, I felt the presence of something outside my home. Once the ritual is started, I cannot stop for it would be ruined if I did so, so I continued onward until it was completed. Nothing came barging through my door, or this note might be very different. But I felt very uneasy during the ritual. And upon its completion, I took a moment to step outside and glance around carefully. I found clods of dirt on my front steps that were not there earlier, and they were definitely a deep, rich earth and not quite the worked earth one would find in a field. I hastily put up some defenses, wrote this note, and came looking for you all. Please, at your earliest convenience, return to my home at once so we can make certain that you are not being followed or harassed either.”

The party can choose to ignore the letter and go about some other business, but if they do so then Jared Flint will not be able to assist them in searching for one undead problem to be found under building #7 as he will be gone from the house, and quite possibly dead.

If the party decides to go to Jared's home, they will find his house currently under siege from a small group of skeletons attempting to break into the front door. If this happens, read the following to the players:

At the top of the hill, you witness a horrifying sight: the fence around the front of Jared's home lies crushed into the ground and you see over a half-dozen skeletons standing on or around the front porch trying to bash in the front door with broken swords and battered bows. As one, they all stop their barrage and turn slowly towards you, a dark energy glimmering slightly in their eye sockets as they advance and attack. From inside the house you heard Jared yell, "Use blunt weapons on them! They are the most effective!"

There are a total of **eight skeletons (MM272)** at the house currently attempting to break in and kill Jared Flint when the characters arrive. Five of them will turn from the house and attack while three will stay on the front porch and continue their assault on the front door. The five will attack mindlessly—the ones armed with swords will attack the closest targets until destroyed, while the ones armed with bows will seek out random characters to attack each round. The ones on the front door will continue to bash at the door until it is destroyed (AC15, 18hp). Once inside, Jared Flint will make quick work of them, but hopefully having them work at the door will add to the encounter and give the players some added suspense for the fight.

Once the skeletons have been dispatched, Jared Flint will thank the characters for their aid and explain that it is obvious that they are on the right track as some malevolent being must have sent them after him to prevent his aid. In actuality, his purification ritual attracted some of them from the nearby woods and no one is watching him or the characters.

On the other side of things, if the characters choose to not go to Jared's home after receiving the note, he will not be able to meet them the next morning as the skeletons will have proven to be too much for him. They will find him lying dead in his home any time after the morning, the victim of the attack.

TREASURE

Four of the skeletons still have rotting leather pouches hanging from decaying leather belts. They each contain 12gp, 15gp, 20cp, and 9gp respectively.

CAPTIVE AUDIENCE (400XP)

A wounded dryad wandered into Carrington from the forest on the northeast of town seeking shelter and safety while she healed. Instead of remaining unseen, she instead found Ascir who was just collecting some spare wood from a nearby area. Panicking, she charmed him and set him to watch the door to the house while she rested and healed. Unfortunately, Ascir is a married man and his wife Jasmal suspects him of being unfaithful. Jasmal has been speaking to the town gossip Sister Trilea, hoping to get some information or some clue as to his whereabouts, but found nothing out. She next turned to Rurik's wife Diesa for some counseling as Diesa has a reputation for being a compassionate, quiet woman.

Diesa has promised to keep an eye out for Ascir, but she had been counseling Jasmal that her husband was a good man and not the sort who would go in for that sort of nonsense. The settlement was small enough that it would never be a secret for very long, and he had never seemed anything but absolutely devoted to his wife. That morning, Diesa was out collecting food for some of the families that were getting ready to leave Carrington, and she was almost certain she had spotted Ascir peering out from the curtains of one of the abandoned buildings. Not wishing to cause a commotion, but wanting someone to investigate, she brought it to Rurik's attention who in turn approaches the characters about the problem. Once the characters have been in the village for a few days, but before they have moved on to Section Three, they can encounter this problem. If they do so, read the following to them:

The next morning you are all awoken by a soft knock at the cottage door. You open it to find Rurik standing there quietly, his wife just behind him a short distance away, and a worried look on her face. "Would it be alright if I came in and spoke to you all for a moment," he asks. He steps inside the

building and closes the door behind him with a sigh. "My wife brought me a sticky situation, and I honestly don't know where else to turn. Seeing as you all are outsiders, I thought it best to perhaps ask for your assistance as anyone else from around here might get the wrong idea or do something stupid." He pauses for a moment before continuing. "It seems one of the women in the village, Jasmal Khalid, has approached my wife about her husband going missing – and not missing as in lost, if you get my meaning. Missing as in perhaps found with someone else. Ascir is a good lad, and not one to do such things. But Diesa just came back this morning and says she just saw him at one of the abandoned homes just on the northeastern outskirts of town. Now, I know you all have no reason to help, and this might be an awkward situation, but I need someone who can go and check it out and not make a scene or say the wrong thing to the wrong person. Would you help me out here, please?"

If the characters say no, Rurik will thank them for giving him the time to ask and instead go tend to it himself. However, if the party agrees, he will give directions and a description of the house where Diesa says she saw Ascir. The home was abandoned about two months ago by a family that left Carrington and no one has been living there since. The characters can go about his several ways. They can potentially:

- Be stealthy, hide, and attempt to investigate the house without being seen. If this is how the party handles it, have someone attempt a **DC12 Dexterity (Stealth)** check. Success means that they manage to get a look inside to see Ascir standing near a window looking outside, an odd look on his face.
- Be bold, walk right up to the house and confront whoever is inside. If this is how the party handles it, have someone attempt a **DC12 Charisma (Intimidate)** check. Success means that Ascir comes outside because the dryad feels threatened and will attempt to warn the party away.
- Be logical, search for clues, and examine all the evidence before the make a decision about how to handle the situation. If this is how the party handles it, have someone attempt a **DC12 Intelligence (Investigation)** check. Success means that the party

sees a strange-looking female inside that is definitely unusual lying wounded on a bed, tending to her wounds while Ascir stands watch with a strange look on his face.

These are all meant as examples of how the characters might pursue this scenario, but they might come up with something entirely different that works best for the group and your game. Dryads are not evil creatures, and this one has left the residents of Carrington alone for as long as they have been around because her forest has never been threatened by their actions. Her surprise by Ascir caused her to charm him, and now she is stuck in a situation where she is afraid to let him go out of fear that their might be some sort of reprisal.

If the characters threaten the dryad in any way, she will surrender Ascir by forcing him to get in the way of the party and attempt to flee back into the forest. If they approach her without aggression, she will talk (if the party speaks **Elvan** or **Sylvan**) and explain her actions and free Ascir. If the party shows up with Jasmal, the dryad will immediately free Ascir, seeing the pain she has caused the woman.

TREASURE

If the characters manage to free Ascir from the dryad's charms without harming her or attempting her violence, she will offer to aid them one time should they ever have need of it whenever they require it while within the forest area. What this means during the adventure is that, at any time *after* this encounter, if the characters end up requiring healing after experiencing any of the encounters found from "Tiger, Tiger, Burning, Blight" the dryad will show up afterwards and cast *goodberry* up to two times in order to help them. She will only do this once.

TIGER, TIGER, BURNING, BLIGHT

If the characters decide to enter the forest at the northeast part of town for any reason, there are a series of encounters that can possibly occur depending on how long they spend searching the area. If they spend at least an entire day there, then at least one of the encounters

listed on the following table will happen in addition to the potential for some of the ones from the previous random table. Otherwise, in addition to the rolls made for the random encounters, for every three hours that the characters spend in the forest roll a d10. On a roll of a “1,” roll on the following table and refer to that scenario. Each scenario can only happen once.

d4 Roll	Random Encounter
1	Tiger Ambush
2	Sleeping Tigers
3	Magma Mephit Totem
4	Twig Blight Assault

1. TIGER AMBUSH (200XP)

The characters are ambushed from the trees by a tiger in search of an easy meal that has decided it is tired of waiting. Read the following:

You know the forest is filled with living creatures both large and small, benign and dangerous, so you opt to tread carefully through the low-hanging branches and thick brush as you try to do so as quietly as possible. For a time everything seems to be going really well. Just as you realize that things seem to have gotten really quiet a few minutes ago, you turn and look around frantically as a loud growl from above jerks your attention up and you see a fast-moving streak of orange and black stripes leap from a large overhanging branch at the group.

The **tiger (MM339)** is a fairly easy challenge, and it will attempt to pounce on a random target. If successful, it will claw and bite its victim and continue to do so until it loses at least half of its hit point total before attempting to flee into the forest. If it misses the pounce, it will flee the first chance it gets after taking any damage.

2. SLEEPING TIGERS (400XP)

The characters find a small copse of trees deep in the forest of particular interest. Growing around the trunks are some of the unusual herbs and flowers that Bree Tealeaf is searching for and is interesting in acquiring. However, they are currently being “guarded” by **two sleeping tigers (MM339)** that have found the smell of the flowers pleasant. Read the following:

Deeper into the forest, you are certain that you will find some unusual herbs or flowers that might have some sort of value to particular individuals that deal with that sort of reagent. You pick your way carefully through the undergrowth and thorny bushes, searching for signs of anything unusual or exotic. After a long while searching, you come to an open area with a small copse of trees in the opening. At the base of the trunks lie some very strange bluish reeds with white flowering buds tinged with red on them. Unfortunately, you also see two orange and black stripes forms sleeping next to the trees as well, making your discovery a little more dangerous.

The characters have a few options here, aside from the obvious options of attempting to recover the herbs or leaving the tigers alone. If the party decides to attempt a recovery, they may possibly try to do one of the following:

- Hide, use stealth, and quietly sneak over and harvest the herbs without waking the tigers. If this is the plan, have a character attempt a **DC15 Dexterity (Stealth)** check. If successful, the character harvests the herbs. If not, the tigers wake up and attack.
- Stride in boldly, wake the tigers by attacking, kill the tigers, and take the herbs by force. If this is the plan, roll for surprise and initiative and have at it.
- Try to distract the tigers with a noise, possibly scaring them off or drawing them away from the herbs. If this is the plan, have a character attempt a **DC15 Intelligence (Nature)** check to get the tigers away from the trees. If successful, the character harvests the herbs. If not, the tigers attack.
- Try to approach the tigers and control their behavior, making the character seem harmless or more of a threat than he or she really is. If this is the plan, have a character attempt a **DC15 Wisdom (Animal**

Handling) check. If successful, the character harvests the herbs. If not, the tigers attack.

TREASURE

The tigers themselves obviously do not carry any treasure, but the herbs and flowers can be harvested and sold to someone such as Bree Tealeaf for a total of 50gp.

3. MAGMA MEPHIT TOTEM (400XP)

The characters stumble upon an unusual stone cavern in a hill that is home to a small group of magma mephits that are currently bathing in a small pool of lava and worshipping at a strange stone totem. Read the following:

You find a stone outcropping in a hilly portion of the forest that leads around to a small cave, a ruddy light emanating from inside. The heat coming from the cave entrance is warm, but not too uncomfortable, and the light flickers inside as you hear the sounds of splashing and what sounds like a deep humming sound. You step in to find one of the more unusual sights you have seen: a small pool of what appears to be lava lies in the back of the small cave. Frolicking in and out of the lava pools you see several small reddish, winged creatures with long, pointed noses and spindly fingers. Across from the lava pool is a stone totem that appears to have been carved to represent a pillar of flame with a wise face appearing in the flames. Several more of these small creatures are standing on the ground before it, swaying in place in rhythm to a deep, humming sound that they appear to be making.

The magma mephits are elementals that somehow broke free of their own plane of existence and found their way to this cave. Thinking the totem is the representation of their “rescuer,” they are singing a hymn of thanks to it. The others are playing in the pool of lava, enjoying the heat and liquid like a person might enjoy a warm bath. Have the character in front attempt a **DC10 Dexterity (Stealth)** check. Success indicates that the creatures have no idea that the characters are even there. Failure means that the creatures have noticed them at the cave entrance. If they simply backs out without any

hostility, the mephits will not engage the party. However, any hostile actions by the party will result in the **four magma mephits (MM216)** attacking the closest target. One of the creatures will attempt to **heat metal** and make a character holding a melee weapon drop it. The others will simply attack.

TREASURE

The elementals do not normally carry treasure, they are summoned to protect it. These however found a cave that contains three pieces of smooth obsidian that are worth 10gp each.

4. TWIG BLIGHT ASSAULT (400XP)

The characters will find a large grove containing three very large trees that are currently being attacked by a group of creatures known as blights. One of the trees belongs to the forest dryad from a previous scenario. Read the following:

You can hear the sounds of combat before you even see them, as the noise echoes through the trees from every particular direction. You listen carefully for a moment, hope to have picked the right way, and push through the brush and thorns to find a large open grove with three very large trees standing in the middle. Around each of the trees you see several creatures that look like woody shrubs, slithering creepers, and shuffling, hunched humanoids that are beating at the trees, tearing at the bark and attempting to uproot the massive growths.

The grove is currently filled with **one vine blight (MM32)**, **two needle blights (MM32)**, and **six twig blights (MM32)**. This could be considered a challenging fight for the characters depending on their level. Based on certain factors, you might want to consider having one of the needle blights and one or two of the twig blights focus more on the trees and less on the characters until such time as they can either run away or engage them—or you can just swing for the fences and see what happens. Sometimes a difficult fight can be a rewarding experience for some players.



TREASURE

The creatures do not carry any treasure on them, but the dryads are more than happy to thank the characters for their aid in saving their trees. If they have peacefully resolved the scenario with the one from earlier, she will additionally reward someone in the group with three sprigs of mistletoe on top of what the others have. If not, she and the others will gratefully offer to cast *goodberry* up to three times to assist with healing the characters. Once that is done, they will offer the following as well: 46cp, 17sp, 8gp, and three fist-sized pieces of amber that are a translucent golden color that contain various trapped colorful insects inside. Each of the pieces of amber are worth 100gp each.

UNDERGROUND CRYPT (500XP)

Regardless of having Jared Flint's assistance with locating this area, inevitably the characters will be able to find this location. If Jared is assisting in the search, it will take them several hours and eventually he will feel a strong pull towards the building. If he is not with the group, the owner of the building will approach them instead and mention that something has gone horribly wrong down in the root cellar of the building. Either way, the characters will be able to advance the encounter and find a valuable clue that will eventually lead them to Section Three. When this scenario is encountered, read the following:

The ground shakes briefly beneath your feet, and you hear the startled cries of the villagers all around you and the echoed, "Earthquake!" Just as suddenly as it happens, the ground stops shaking and you all pick yourselves up off the ground. Judging from the looks on the faces around you, this is not a common occurrence.

At this point, one of two things happens: either Jared Flint is suddenly very much aware of the building and the underground crypt and leads the characters to the building, or they is approached by the building owner and led there. Either way, explain it out to the characters however it happens and get their reactions. Have them hear comments from the villagers around them, with some being fearful for their lives, while others commenting that it's not uncommon in some locations for the ground to shake. Give the players the impression that this is definitely the first time it has ever happened and no one is really sure what to do about it. Then read the following to them:

You descend a set of rickety wooden stairs down into an earthen cellar used to store roots and the like, the smell of dry, cool dirt and produce filling your nostrils as you drop the last three feet from the ruined stairs to the floor. Disheveled piles of turnips, corn, and other foods lie scattered all around the earthen floor from the earthquake – but the thing that catches your attention the most is the large hole that appears to have been opened during the shaking. Peering through the hole, you look into the shattered remains of what appears to be a room that is almost certainly not natural. The rough-hewn stone of the walls is sharply contrasted by the ruined marble flooring that might have once been rather ornate and expensive. Now it is marred by numerous cracks and debris. At the far end of the small room you can see what appears to be a crypt of some sort, the lid damaged possibly by the recent shaking.

The “earthquake” has disturbed a number of resting places in the area—the one found down in this cellar is all that remains of an ancient burial ground for some of the former residents of the region. The burial chamber is approximately 15' x 20' with the crypt taking up a large portion of the back wall. If the characters enter the chamber or disturb the crypt at all, the former resident will slowly rise from its slumber and attack.

The formerly deceased, an ancient barbarian from some forgotten tribe, is still massive in death. Use the stats for an **ogre zombie (MM316)** for the barbarian—two minutes after the characters enter the chamber, or immediately

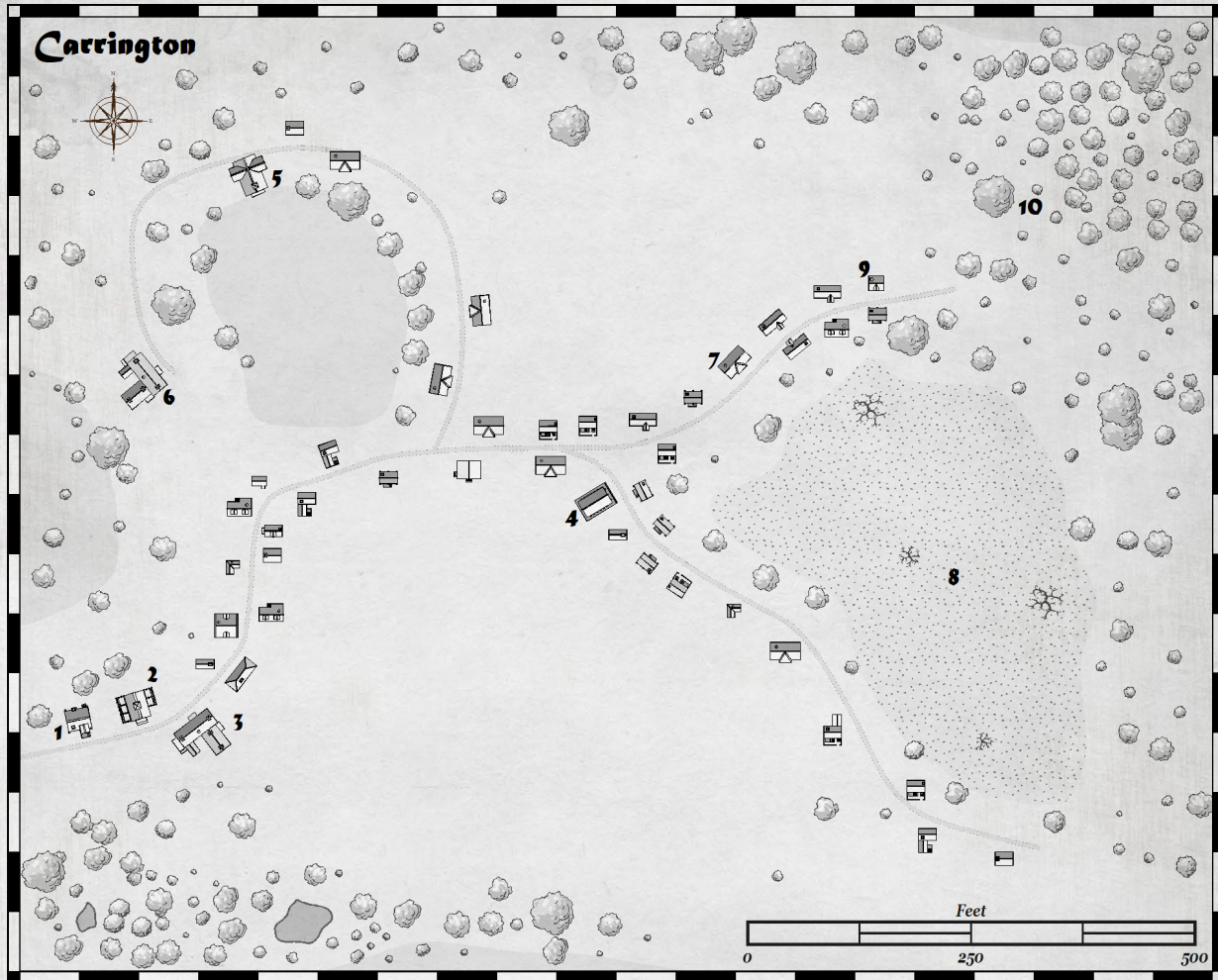
after they disturb the crypt it will rise, a rusty morningstar in hand. It will mindlessly attack until destroyed.

TREASURE

Piled in the bottom of the crypt lie the remains of several rotted sacks that once contained his personal wealth. While the sacks have long since decayed into nothing, the coins and other wealth remain: 124sp, 40ep, and 36gp. The coins are very old but still valuable. The crypt also contains a hidden area that has been slightly damaged and might be easier to find (**DC12 Wisdom (Perception)** check to find it). Hidden within the storage drawer is a suit of **Hide +1** that is decorated with a stag motif burned into the chest portion of the armor.

If Jared Flint is with the characters, he will realize that they need to go and speak with Tobias immediately. While he does not recognize the stag motif, nor the damaged or destroyed décor or the burial chamber, he does suddenly recall something that he and Tobias once spoke of about burial chambers that he now realizes that needs to be addressed. If Jared Flint is not with the characters, Tobias will be standing outside the building once they exit.





INGEN'S TOMB

Once the characters have encountered the “Underground Crypt” from Section Two, they can proceed to this last section of the adventure. Whether they have Jared Flint to thank for his assistance, Tobias for the sudden return of his memories, or just a random chance encounter in the forests and around the village that was too suspicious to keep them in the dark for too long, the characters should begin to learn that it is obvious that something unnatural is causing the problems in Carrington. This section picks up right at the end of events from Section Two.

The characters, one way or another, will need to speak to Tobias about the very recent events in the village. Already, Rurik has gone to retrieve his friend from his home while the characters were investigating the root

cellar, and by the time they come out he will be waiting for them either outside the building or at his home. Either way, once the players are ready to continue with the adventure, read them the following:

Tobias looks as though he has aged nearly ten years since you have last seen him. The lines etched in his face are very clear, and it is evident to everyone present that he has not been getting very much sleep lately judging from the dark circles under his eyes. Still, his voice seems to be stronger and clearer than it was the last time you spoke, even if he seems to be half-speaking to himself about recent events.

“I always knew that there was something about this place. Something that seemed almost too perfect, and yet when we found it all those years ago it never crossed my mind to keep looking for another place. Carrington was always going to be built here. Yet

another victim to my arrogance, I suppose. Wouldn't you agree?" He looks up at you all before shaking his head. "Not what you came to hear though. Ever since you all arrived here, I've been thinking about things. Mostly about the past. And I'm still convinced that what has been happening here is all my fault. Please, let me explain before you disregard me entirely. My friend Rurik can tell me it's something else, but I got to wandering the other night after we first talked. And I found myself walking paths that I haven't found myself on since I was a much younger person. It took me up into the hills just outside this fair village where I realized that I had found a place familiar to me that I had visited regularly in my youth."

He pauses for a moment, a sad look on his face before he continues. "It pains me to remember it now, but the place I found myself was where I had buried my departed wife when I first left Tor. It has been so long and my mind is not what it was once that I cannot believe that I had forgotten. But once there, it all came back to me. And what I found is not at all what I expected to find! Someone has been there! My poor wife's grave has been desecrated! I know it's my fault. She is haunting me, and through me the village is suffering for all my past sins."

Tobias is still convinced that he is to blame for Carrington's plight, and he is somewhat correct. The village was built on top of the site for a former burial location that belonged to a barbarian tribe long lost to history. But the location where he buried his wife unfortunately is in close proximity to the lost chambers where the Lord Marshall Ingen was buried after he left the city over 100 years ago. Because he too felt he had failed his city he left it behind and went out into the wilderness to seek redemption. He did not make it very far, as he was wounded in a battle with some orcs that left him dying in the hills. His faithful servant Hersal found the tombs in the hills and decided to bury his master there. That act of desecration in the past, burying an "outsider" in the sacred chambers of the barbarian tribe, followed later in history by a similar one by Tobias when he buried his wife in the hills so close, led to the problems as they now stand.

To complicate matters further, the tomb where Ingen lies is no longer consecrated, nor is it sealed. Not long after Carrington began to experience its first problems and asked adventurers for aid, a secretive group arrived in the area seeking out a former member of their order. Pretending to be adventurers themselves, these members of the Crimson Robes found Carrington—and by extension Jared Flint—but found something much more exciting to them. They found an ancient burial chamber that had sat undiscovered and unmolested for a very long time. Slowly, over the course of the next year, the small group of them managed to unseal the tomb entirely and gain entry into the chambers themselves. And while this is where their tale ends, as something in the chambers was unhappy with the intrusion, it is not the end of this tale.

The characters can discuss with Tobias the location of his wife's grave, but he will be loath to tell them, still believing that the matter will be resolved once he is gone. To that end, he approached Bree Tealeaf earlier about a certain potion that would allow him to painlessly end his life. By the time he has started speaking to the characters he has already taken this potion and is already feeling the effects. Anyone watching his behavior closely might notice something odd by succeeding on a **DC15 Wisdom (Insight)** or **(Perception)** check. Otherwise, Tobias will quickly begin to fade while the characters are speaking to him, giving him just enough time to maybe give them some important details if they hurry. Anyone trying to get information from him can try to do so by succeeding on a **DC12 Intelligence (Investigation)**, **Wisdom (Insight)**, **Charisma (Deception)**, **Charisma (Intimidation)**, or **Charisma (Persuasion)** or some other sort of check that the players can justify to the DM. If they succeed, Tobias will be willing to tell them the following:

- He recently imbibed a poison that should resolve the problems that are afflicting the village. He is unwilling to explain who gave it to him, but a smart player/character might be able to figure it out.)
- He can mark the spot of his wife's grave on a local map or marker if someone can present him with one. Otherwise, he can give them basic directions that anyone can attempt to find with a successful **DC10 Wisdom (Survival)** check. On a success, the

site is easily found. On a failure, it will take several hours to find.

- He is now certain that he has seen the spirit of his wife wandering the village while out on walks at night. Most recently, he has seen her out behind the back of his home at the tree line of the woods. That is why he told people that the forest and the woods were off-limits, because he did not wish for them to disturb her, or her them.

If Jared Flint is with the characters, he will attempt to do everything he can to heal Tobias, but is unable to do so. Tobias will eventually succumb to the poison and die peacefully as he wished. Jared will then hand over a small satchel with some “helpful items” that the characters will probably need in the next few hours. If Jared Flint is not with them, then Tobias will hand them the satchel with the explanation that Jared Flint left it for them with the same instructions. The satchel contains the following: **two scrolls (cleric: *lesser restoration*), one scroll (wizard: *gentle repose*), one scroll (cleric: *protection from evil and good*), and one driftglobe.**

TOBIAS’ HOME (500XP)

If the characters find out about and decide to check out the back of Tobias’ house, they will find a small yard that has been walled-off with a high wooden fence that has only two entrances—one from the back of the house and one from a gate that leads out to the forest. The back area is as impeccably tended to as the front, with several rows of rose bushes, flower beds, and even a small vegetable garden. The characters will find, however, one small exception to all this ripe growth—there are two dead rose bushes that flank the gate leading towards the forest. If the characters search the back area, go ahead and read the following to them:

You stand in front of Tobias’ home, the front gate held negligently in your hands as you look at the large building that now has no owner. The flower beds that lavishly decorate the front of the building are still in full bloom and will probably be so for several more weeks. Near the front door you spy a small dirt

path that winds around the side of the building that you don’t remember seeing before, and you follow it around until it meets up with a high wooden fence that blocks off the back area of the house, giving the home a small private yard of sorts. The dirt path continues to wind around until it splits—one path leads off towards the forest while the other heads to a large gate in the center of the fence. The gate is unlocked, so you open it and step into yet another lush location that holds several rows of rose bushes, flower beds, and even a small vegetable garden that sits just off to the side of the back door to the house.

Everything appears to be as well-tended as the flowers in the front. Just then, an unusual cool breeze blows across the area, and you pick up the familiar smell of something that does not fit in with the rest of the fragrances. You turn and look at this side of the fence. Just on either side of the gate sits a large rose bush that is completely dead, its branches dried and devoid of any life. Upon further examination, the flowers and plants close to them as well appear to be in various stages of dying or decaying as well, although they are holding up slightly better for some reason, almost as if something at the gate caused this and the rose bushes took the full force of the damage.

While you stand there, the cool breeze turns colder still and you catch a glimpse of something out of the corner of your eye out near the forest. At first you notice just a flicker of motion and a bit of light, as if maybe the sunlight is reflecting off something. But as you watch, the flickering takes on a more familiar form and you stare in slight horror as the light coalesces into the form of an elven woman. What you originally thought was sunlight streaming into the trees is exactly that, but the sunlight is streaming through the woman’s translucent form as she seems to hover slightly above the ground there, a sad look on her beautiful face.

Tobias’ wife has indeed been visiting him for some time now; it was his secret that he never truly shared with anyone, even his closest friends. Unfortunately for the characters, his wife is indeed a **ghost (MM147)**, although she is not hostile for the moment. She is, however, closer than 60 ft., so everyone who is currently looking out

the gate area (or will eventually do so) will be affected by her **horrifying visage** even if she is not hostile at the start. The good news (only good if the characters take the time to search), is that Tobias has planned for this event, so he has a secret cache of scrolls that he has stored that allow him to recover from such events. And, unfortunately again, these scrolls were used for him by the former chapel priest who has fled. Still, the characters can either attempt to use them and risk the possibility of a **scroll mishap (DMG140)**, or else hold onto them and have a priest in the city of Tor use the scrolls for them. The scrolls are located inside his home just past the back door to the garden area. Anyone searching there will find them with a successful **DC12 Wisdom (Perception)** check. There are currently only two scrolls left however.

Once the characters encounter the wife's ghost—her name is Lianna—they have an opportunity to resolve the scenario peacefully, as she has merely made her presence known and not advanced. If they continue to keep things peaceful, she will attempt to speak to them and eventually lead them to her grave. If they act in an aggressive manner, she will either: a) disappear (75%

chance), or b) attack and attempt to possess a characters (25% chance). If she disappears, she will attempt to meet the characters again (or for the first time if this never happened) at her grave site. If she attacks, she will attempt to possess a random character to try and explain that she does not mean any harm.

If she and the characters eventually communicate with one another, someone can try to get some useful information from her by succeeding at a **DC12 Charisma (Persuasion)** check. If successful, they will learn the following:

- She will explain that she *felt* that her time here might finally be drawing to a close for a while now, but something has been keeping her here.
- Recently she has found herself visiting the village more and more without any recollection of choosing to do so. She comes to the edge of the forest to see how her husband is doing, but eventually finds herself somewhere else and time has passed.
- At first, her visits to the village were few and far between, but in the past year they have been



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happening more recently than she expected, almost as if she were expecting something to happen without realizing it.

She will, at some point in the conversation, look about and ask why she does not see Tobias and question the characters as to his absence. If she is told that he died, she will flicker a bit and grow slightly less substantial, but otherwise remain. If she is told the truth, that he took his own life thinking that he was the cause of the problems, she will begin to flicker more frequently, disappearing and reappearing a few times within a 10' area. Unless someone tries to calm her down (**DC15 Wisdom (Insight)** check to realize what is happening and then a **DC18 Charisma (Persuasion)** check to calm her down), there is a small chance that she will lose control of herself and simply attack the characters (10% chance, roll a "1" or a "2" on a d20). If she loses control, she will simply attack until dispersed. Otherwise, she will regain control of herself long enough to lead the characters to her grave site.

If the characters manage to get control of events enough for Lianna to lead them to her grave site, she will lead them deep into the forest and up into the hills. They might begin to understand how Tobias could have forgotten the location as there is no discernable path and Lianna at first seems to be leading them through some of the roughest parts of the forest until eventually they find a small clearing between several of the hills. Within this small clearing Lianna will point out her grave site and then sadly point to a location in the nearby hills before disappearing altogether. However, if this is her first appearance, things might go a little bit differently.

GRAVE SITE (500XP)

The scenario can happen one of two ways. If the characters have already encountered Lianna, then they will simply be led here by the ghost. She will point out the location of the underground crypt and then disappear. If they did not encounter her because they did not go to Tobias' home and instead went into the hills directly to go looking for a crypt, then they will find her here for the first time instead. If this happens, things

will progress almost the same as they would from the previously listed encounter.

Characters simply heading out into the wild to look for signs of an underground crypt will be able to find several signs that will point them in the right direction—whether the search takes a long or a short time will depend on their success. If this is what they do, have them perform a series of checks to find clues as to the location they need to find (**DC12 Wisdom (Survival)**, **DC12 Wisdom (Perception)**, and **DC12 Intelligence (Investigation)** checks). Depending on their success rates, they will find such things as cold spots, areas of dead vegetation similar to those found in the fields, piles of dead bones that could have been animated skeletons at one point in time, etc. Feel free to come up with similar clues of your own if you would like. These clues will eventually lead the characters to Lianna's grave site. With that in mind, if this is the first time they would encounter Lianna, read them the following:

The seemingly random clues you find eventually began to add up and are not so random after all. You are able to begin to piece together a pattern from what you find until these clues start to form a very clear path through the forest leading up into the hills. You slowly follow these clues, each time finding more and more as you get closer into the hills until at last a small clearing appears in front of you that feels different from everything you have followed so far. The grass is wild and overgrown at the edges, but in the clearing itself it does not appear to be growing at all, but appears to have found root enough to sprout and little else. And in the near center of the clearing you can see a very old, weather-stained marker of sorts that sits in front of an area of dead grass that forms a near-perfect rectangle that is roughly the same size as a person.

The chill you feel at your back might have been a breeze blowing and cooling the sweat rolling down your backs, but you look at the trees around you and do not see a single one of them moving and realize that there is no wind currently, and the chill you are feeling seems to be emanating from the clearing itself. Before you can move, a flash of something off to your side catches your attention briefly and disappears before you can see what it was. And then,

the flash appears again across the clearing, flickering and moving in and out of your vision. Finally, the flickering flash appears just over the marker in the center of the clearing, and you see the form of a beautiful elven woman standing there, a sad look on her face. You blink in surprise, and in that time she appears to have moved even closer to you without you noticing.

Lianna appears before the characters because they have found her clearing, and things happen just as they might have in the previous encounter. Because she has appeared to them, everyone will possibly be affected by her **horrifying visage**. As before, she is not acting in a hostile manner, but she does not know who the characters are, and as a **ghost (MM147)** her appearance is somewhat disconcerting for people. As before, she will continue to remain neutral as long as the characters do not attack. If they do, she will have no recourse in this area but to attempt to possess a random character and try to explain her actions. If she succeeds, then the conversation will go the same as previously mentioned. The only difference is that, because she is at her grave site, she will not disappear because she is already where she would go.

If she is attacked here and seemingly destroyed, it is a simple matter for the characters to find the hill that contains the underground crypt from this point, even without her assistance. From the clearing, there are two obvious locations to search, and one contains the entrance to the crypts while the other contains just an empty cave. If the characters resolve this scenario peacefully, she will still point out the correct location and disappear. What is not known is that she disappears after this because she is being summoned to a different location by a more powerful being and has been fighting it all this time. If the characters simply enter the crypts, they will see her one more time. However, if a character attempts to consecrate the location by whatever means (praying and the use of holy water, casting *bless*, etc.) then she will be able to resist the summons and instead be at peace.



INGEN'S CRYPT

When Ingen's servant found this burial chamber, he had no idea that his actions would eventually lead to the consequences that the characters are fighting against now. All he was trying to do was find a fitting place to lay his master to rest, but in doing so he opened up the area to be corrupted by the dark magic of the Crimson Robes order. Already the crypt was no longer sanctified, so all they had to do was work their magic and raise the dead. Unfortunately, there was a curse laid upon the area to protect against such things that was put in place in ancient times, and one of the residents of the crypt did not take too kindly to its rising. It slaughtered the Crimson Robe practitioners and turned its attentions to the "interlopers" that were buried in and around its own crypt.

The original resident of the crypt, a barbarian leader by the name of Túz Härag, was woken from his eternal slumber due to its eventual desecration and killed the wizards that attempted to raise the inhabitants to their own ends. Once that was done, he returned to his sarcophagus once again, dormant but still very much ready to defend the location. Unlike others of his kind—he was laid to rest and prepared in a special ritual to be risen as a **mummy (MM228)** - the leader agreed to be changed at the time of his death in order to serve as guardian to those who slumbered around him. When Ingen's servant initially brought his master into the crypt to be buried, Túz Härag did not rise because none of the others buried within were disturbed. He only did so when the Crimson Robes began their rituals and tried to raise the other corpse within as skeletons, zombies, and others types of the undead.

1. CRYPT ENTRANCE

The original entrance to the crypt has long since been buried under mounds of earth and rocks as time, earthquakes, and weather have slowly worked their effects on it until it collapsed and was lost to the outside world. However, the most recent entrance into the crypt was opened up due to similar effects. The last portion hidden by the exterior of the hill finally eroded over the

past few year and exposed a narrow tunnel of dirt and stone and was since widened by the Crimson Robes using a crew of skeletons as workers to try and stabilize it and open it wider. Recently, the tunnel has begun to weaken again and it has started to collapse in places, shattering some of the skeleton bodies as they worked and forcing the wizards to retreat inside where Túz Härag made quick work of them. When the characters first approach the tunnel, read them the following:

The hills surrounding the village of Carrington are the perfect camouflage for all manner of hidden dangers, and the one such threat you seek stands before you. Carved into one of the hills near a clearing is an obvious natural tunnel that has been improved upon by others, judging from the wooden supports at the exterior that appear to have been hastily erected in order to stabilize it. The tunnel winds down and around into the darkness for what seems to be several hundred feet, widening and narrowing in several places. Here and there the footing becomes difficult from the piles of rock and loose dirt that must have fallen from the earthquake, giving you all a feeling of unease that it might happen again at any moment. Here and there you find the remains of skeletal bodies either crushed beneath the rocks and dirt, or half-buried in the walls and floors.

The tunnel is considered to be **difficult terrain** for most people, so travel is slow-going within the darkness. On top of the speed, the hills still experience a few aftershocks and whatnot that make the whole of the area slightly unstable. And, to complete the tense situation, the tunnel leads down into a desecrated crypt. Because of all these factors, the trip down the tunnel might be a little uncomfortable for some. Any characters with a **passive Perception 12** or higher will experience a few of the follow effects while walking through the tunnels. Roll a d3 for each character and then have them experience the following random harmless effects until they reach the end of the tunnel.

d8 Roll	Random Effect
1	A cold breeze blows through the tunnel from behind you
2	You hear the faint sound of water dripping somewhere
3	You hear a rhythmic scratching sound in the distance
4	A skeletal hand in the wall seems to twitch slightly as you pass
5	Dirt falls on your head as you pass under a smaller section of the tunnel
6	You feel a slight tremor in the ground beneath your feet
7	One of the skulls on the ground shifts in your direction to stare at you
8	The rocks behind you shift as if something under them has moved



Eventually the characters will reach the end of the tunnel where it seemingly ends. All around the end of the stone wall they will find the remains of about three to four skeletal bodies of various sizes, all humanoid. There are scratches on the wall that look like they were made with some sort of tool or claw that can be found by anyone succeeding on a **DC5 Wisdom (Perception)** check as they are fairly obvious. The stone wall contains a concealed door that can also be found by a character that succeeds on a similar check with a successful **DC12 Wisdom (Perception)** check. The door will slide open with some difficulty and allow them into the next area, which is the actual crypt. Just as they enter the first room, the door will slide closed again and they will feel the ground shake again. The sounds of rock and earth crashing down will be heard even through the heavy stone door, and it will not be able to be opened again as the tunnel on the other side has collapsed.

2. MAIN BURIAL CHAMBER (400XP)

This room holds some of the remains of the fallen tribesmen that served Túz Härag in life. They were buried here because of their service to him and their honor they achieved in various battles. The Crimson Robes started their rituals in this room because these were the easiest to raise. In life, they served Túz Härag, but in death they no longer serve any master. Read the following to the players:

This massive chamber has 40' high vaulted ceilings, white marbled floors, and stone walls that have been worked to resemble flagstones much as you would find on a castle wall. Inside you see eight intact coffins set atop stone pedestals, four destroyed coffins, and what appears to be a bronze sarcophagus set in the floor. A heavy iron door is set at the end at either side of the room. The chamber shows signs of recent disturbance as the dust and decay you would normally expect to find on the ground shows signs of recent travel—as well as what looks like a fresh corpse wearing red robes laying sprawled at an odd angle against the bronze sarcophagus.

The corpse is one of the Crimson Robes wizards that managed to survive the initial attack from some of the inhabitants in the crypt that turned on them, only to die directly at the hands of Túz Hārag in this very room. The coffins are all currently occupied by skeletons, but will only come awake if either they or the sarcophagus are disturbed. These **eight skeletons (MM272)** are already awakened when the characters enter this area. They will attack until destroyed but will not pursue the characters outside of this room.

The bronze sarcophagus belongs to Lord Marshall Ingen, and anyone who wishes to spend time reading the etchings on the lid prior to possibly opening it will be able to successfully read the worn script with a successful **DC10 Intelligence** check. The script states that Lord Marshall Ingen rests within, along with the remainder of his personal estate. It also details some of the positive effects he had while he was the ruler of Tor. Feel free to make up a few of these if you would like. If the characters feel the need to open this sarcophagus up, they will need to succeed on a **DC20 Strength** check in order to get the lid loose and move it. Lord Marshall Ingen was protected, fortunately, from the ravages of the Crimson Robes and will not rise. However, anyone rooting around in his remains in order to gain access to his treasure runs the risk of contracting **grave rot** (see below).

Grave Rot

Grave rot is a generic term for a disease that can be contracted by having close contact with the rotting and diseased remains of a corpse. It is characterized by the black, mossy appearance of rot that is infused with yellowish spots that ooze into open sores or similar openings in a humanoid when touched and infect them.

When a humanoid creature comes into contact with a corpse that is so afflicted, the creature must succeed on a **DC11 Constitution saving throw** or else become infected.

The infection does not initially present any symptoms, as it takes 1d4 days for the symptoms to finally manifest in an infected creature. Symptoms often start with night sweats, dehydration, fevered dreams, and exhaustion. The infected creature suffers a level of **exhaustion (PH291)**, and it regains only half the normal number of hit points

from spending **hit dice** and no hit points from finishing a long rest.

At the end of a long rest, the infected creature must make another **DC11 Constitution saving throw**. On a failed save, the creature gains another level of **exhaustion**. On a successful save, the creature's exhaustion level decreases by one level. If the successful saving throw reduces the creature's level below one, the creature recovers from the disease. If the creature receives more than two levels of **exhaustion**, it becomes infectious itself and starts to manifest outward symptoms of the disease and can spread these symptoms to others that come into physical contact with it.

TREASURE

The skeletons were each buried with a small amount of possessions, most of which either have rotted away or rusted. But the coins and such have survived. The characters can find the following in the skeletons' coffins: 9cp and 4sp (first three coffins), 9cp, 4sp, and 2 pieces of malachite with 10gp each (four coffins), 4cp, 18sp, and 12gp (one coffin). Inside Ingen's sarcophagus, they will find: 24ep, 19gp, a breastplate (non-magical, but crafted so well that it has withstood the ravages of time), and a **shortsword +1**. The sword bears a dwarven engraving along the blade which reads "First Honors." Any non-dwarf that openly displays the weapon to a dwarven NPC that is not immediately hostile and attempts to act in an "honorable" manner can lower the DC on a friendly or indifferent creature's reaction by 5 (**DMG245**). It was presented to him by dwarves living under the Toraxxe Peaks for a service he provided to them. If it is ever returned, the dwarves there will exchange it for an item of similar power and status (i.e. another +1 weapon of a character's choice). This could be a plug for a future adventure.

3. SMALL ANTECHAMBER

This small room leads to the burial chambers for the honored guards of Túz Hārag that were worthy of separation from the other tribesmen. Go ahead and read the following:

The door opens into a smaller room with similar marble flooring as the previous room, but the ceiling is only 10' high. Inside there are the remains of several destroyed clay urns and wooden casks that might have once contained spirits or ale or other such types of alcohol that have long since dried up or dissipated.

This room contained casks of wine that were buried with the guards and their servants as an honorific. On each of the doors leading north and south there is a small bronze plaque tarnished with age that reads "Credinciosi in viata, liberi in moarte." Anyone who wishes can attempt to translate this from an older language that was once spoken in the region by attempting a successful **DC12 Intelligence** check to translate an older variant of **Common**. It translates as: "Faithful in life, free in death."

4. BURIAL CHAMBER "A"

This room contains the remains of the guards' faithful non-humanoid servants. The skeletons found in this room are all those of various animals such as wolves, hounds, hawks, horses and the like. Anyone wishing to do so can identify the various types of skeletons by succeeding on a **DC12 Intelligence (Nature)** check. The Crimson Robes did not feel that these skeletons were worthy of returning to undeath, and so they remain unaffected. Go ahead and read the following to the players:

This chamber contains several stone altars upon which rest the skeletal remains of several types of bones all varying in size and shape. Each appears to be laid out with care upon the altars.

If the characters spend too much time in this room, there is a chance that the creatures found in the 'Burial Chamber 'B'' will react poorly to their interaction with their former servants and come seeking to put a stop to it. If the

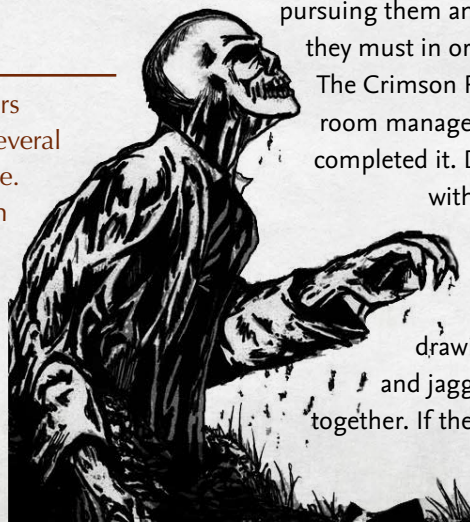
characters do more than examine the bones (i.e. search the room for any hidden treasure, doors, etc.) then the **two ghouls (MM148)** will come and wait just outside the door in ambush for them. Otherwise, they are still waiting in the other room.

5. BURIAL CHAMBER "B" (400XP)

This room contains the remains of several skeletons that were being raised to undeath by the Crimson Robes originally when they were stopped. Instead, they were a little too effective. While in the midst of the ritual, the curse—a prayer to *Zain (NE), the Unfettered*, evil god of the dead—responded and raised **two** of the corpses as **ghouls (MM148)**. With the assistance of Túz Hārag, the ghouls killed the Crimson Robe wizards. While he followed the surviving wizard to dispose of him in the main burial chamber, the ghouls remained behind to feast on the remains here. Read the following:

This chamber contains several stone altars upon which rest the skeletons of several humanoids of various sizes. Also within this room are a few grey-skinned humanoids with clawed hands and long tongues chewing on the bones of some remains clothed in red robes. When the door opens, they leap hungrily upon you.

The creatures will fight the characters to the death, pursuing them anywhere in the burial crypt if they must in order to defend their master. The Crimson Robe wizards that died in this room managed to start the ritual, but never completed it. During the fight, any character with a **passive Perception 12** or higher will notice out of the corner of their eye that the skeleton bones seem to be drawing closer to one another slowly and jaggedly, as if piecing themselves together. If the skeletal remains are scattered apart, they will take several days to re-form unless



the chamber is eventually re-sanctified, Túz Härag is finally laid to rest, or the bones are consecrated properly.

TREASURE

The creatures in this room were not buried with any of their personal belongings as those were buried in the treasure chamber along with the bulk of their masters' belongings. However, the Crimson Robe wizards do have a few items of note on their bodies. The characters will find the following: one body has a small pouch containing 18sp and 47gp as well as a strangely attractive bright blue feather (trinket), and the second body has a yew wand of exceptional quality (non-magical), a component pouch containing a few spell components, 29sp, 83gp, and a spellbook that contains the following spells: **1st:** *burning hands, false life, mage armor, magic missile*; **2nd:** *continual flame, gentle repose, misty step*; **3rd:** *animate dead, vampiric touch*. All the other pages in the book are either ruined due to blood that has soaked into the pages or are written in an indecipherable script that is found to be incomplete and merely research into other spells.

6. LARGE ANTECHAMBER

This room and the connecting rooms were used to prepare the dead to be interred in the crypts. When the characters enter this area, read the following:

This larger room appears similar in nature to the previous room, with 20' high ceilings and marbled flooring. Along the southeast corner of the room is a stone table with several empty bowls and rotten remnants of cloth.

This room was used to wash and polish the treasure going into the "Treasure Chamber". There are bronze plaques on each of the iron doors to the north and south. The plaque to the north reads, "Unguent Chamber," and the plaque to the south reads, "Purification Chamber." The bowls on the table might be worth 15sp each (six total) to



the right collectors in Tor for their historical value.

There is a secret door in the chamber that leads to the "Treasure Chamber." It can be found with a successful **DC18 Wisdom (Perception)** check. The door is locked (**DC18 Dexterity** check to unlock it or **DC20 Strength** check to bash it down).

7. UNGUENT CHAMBER

This chamber contains the tools and resources necessary to finalize a body for burial. Go ahead and read the following:

This "L"-shaped room contains a statue of a robed figure with a skeletal arm holding up a balanced scale set in an alcove. Across from the statue is a large stone table with several intact clay and stone jars filled with some sort of sticky, acrid-smelling substance. Across the room lies a second table made of metal with a slight indentation in the center. The indentation has several small holes in it that lead somewhere down into the metal table. A large wooden crate lies here as well filled with the rotted remains of cloth wrappings.

The room was used to prepare bodies for burial—they were taken here to have certain substances injected into the body and then wrapped in final preparation for their rest. Anyone wishing to examine the statue further can attempt to make a successful **DC15 Intelligence (Religion)** check to recognize that the statue is an older depiction of the former god of death and not its newest incarnation—Zain.

8. PURIFICATION CHAMBER (100XP)

This chamber contains the tools and resources necessary to prepare a body for burial. Read the following:

This "J"-shaped room contains a statue of a robed figure with a skeletal arm holding up an unbalanced scale set in an alcove. Across from the statue is a large stone table that appears to have

been scorched by countless fires, leaving it slightly discolored and smelling faintly of smoke even after all this time. Across the room lies a second table made of metal with a slight indentation in the center. The indentation has several small holes in it that lead somewhere down into the metal table. A small, collapsed wooden shelf lies on the floor here with several tools pitted and rusted with age.

This room is used to remove the organs and blood from a body before it is prepared for burial. The metal table opens on the inside to reveal several stained bowls that contain the remnants of dried blood. The bowls and any organs were then brought over to the stone table. The statue of the former god of death is holding a set of scales that are unbalanced. Further examination of the area reveals several small metal jets pointing to the stone table from the walls nearby. Anyone searching the area will find these jets on a successful **DC15 Wisdom (Perception)** check. Further investigation of the area might reveal the nature of the statue and this room— anyone who tips the scales back into balance will set off the jet which shoot flames atop the table that were used to burn the organs and blood as an offering to the god (successful **DC12 Intelligence (Investigation)** check to figure this out). The jets however have been lying unused for such a long time that the buildup of pressure behind the fire will burst in a 5' radius around the table, causing anyone standing there (i.e. next to the table or adjacent to it) to make a **DC15 Dexterity saving** throw. A failed save will result in a creature taking 3d6 points of fire damage, while a successful save results in half the damage.

9. TREASURE CHAMBER (250XP)

This room contains the entire treasure of the servants, guardians, and Túz Hārag himself. AS each body was laid to rest, their possessions were placed in this room with the rest. The chests contained in this room are trapped as well to punish those who would come after to desecrate the location. Each treasure and trap is detailed separately below. Go ahead and read the following:

The wall slides aside to reveal a small, dark chamber containing several chests and sacks sitting on



the floor. Some of them have split open to reveal their glittering contents. One chest in particular catches your eye—along the southeast corner of the room is an ornately carved chest bound with iron that appears to be untouched by the ravages of time.

There are several different types of treasures located in this room. The sacks contain the bulk of the monetary treasure whereas the coffers and chests contain items of a more important value to their previous owners.

Treasure #1

Several sacks lie in this room, some of which have split open to reveal their glittering contents. The total value of the contents are: 1436cp, 1417sp, and 92gp.

Treasure #2

A small coffer lies in the room, unlocked and untrapped. It contains the following: a porcelain sculpture of a horse worth 50gp, and a silver hairbrush (no bristles left) and comb set worth 50gp total.

Treasure #3

This trapped, locked chest (**DC12 Dexterity** check to find/open) has a poison dart in the lid that will shoot out and strike anyone attempting to open the chest (**DC12 Dexterity saving throw** to avoid or else take 1d4 points of damage and creature struck is **poisoned (PH292)** for 1 hour). The chest contains the following: **two potions of healing**, a **shield +1** (emblazoned with the symbol of a female hand holding a golden coin in her palm—the symbol for *Korillis (NG)*, the *Night Reaper*, good goddess of the dead), and a **wand of magic missiles**.

Treasure #4

This trapped, locked chest (**DC15 Dexterity** check to find/open) has an ampule of poisonous gas trapped in the chest that will fall and shatter on the contents within if not disabled. Anyone standing within 10' of this chest must succeed on a **DC12 Constitution saving throw** or else take 2d6 points of damage as the gas burns in their lungs, causing them to have a massive coughing fit for 1 minute. The chest contains the following: **one potion of healing, slippers of spider climbing, boots of the winterlands, and a bag of holding.**

10. WARDED HALLWAY (250XP)

This hallway was built to protect its main inhabitant—Túz Härag—from any potential trespassers. Read the following:

This long hallway has alcoves set every 10' on either side from one another all down it leading up to a set of large, ornate iron doors at the other end. Within several of the alcoves you can see piles of skulls or skeletons of varying size. The entire area feels oppressive and ominous, even just standing at the entry once you open the door at this side of the hallway.

Just on the inside of the door is a trigger that disables the traps found in the alcoves. Any character searching for something of this sort will find it if they succeed on a **DC20 Wisdom (Perception)** check. The trigger is not a simple button however, and will require further study to determine the best manner in which to fully disable the trap. Anyone attempting a **DC10 Intelligence (Investigation)** check will be able to be able to disable one of the traps. For every success that is 5 or higher, they manage to disable an addition trap until all three piles are disabled (closest to furthest, left to right)).

The traps can also be found by someone that succeeds on a **DC12 Intelligence (Arcana)** check—the character will know that the piles of skulls resonate with necromantic magic. Anyone wishing to attempt to disable them via magic if the trigger was not found will be aware that they need to be in close proximity in order to disable them—and if they fail, the traps will trigger immediately. The

character will need to succeed on a **DC12 Intelligence (Arcana)** check in order to disable each individual trap.

NECROMANTIC TRAP

A blast of necromantic energy explodes from the skulls in a 5' radius, causing anyone caught in the area to succeed on a **DC12 Constitution saving throw** or else suffer 2d6 points of damage.

11. HALL OF THE FALLEN HERO

This room contains the final resting place for Túz Härag and his faithful stallion, Cavântul, which means “As the Wind.” Once the characters open the door, read the following:

This heavy iron door has intricate etchings on it depicting the scenes of a mighty, massive warrior engaged in combat with several foes. Some show an armor-clad warrior driving orc forces before him, while others show him riding amongst other warriors on a massive steed clad in armor as well. The door opens into a massive chamber with 40' high vaulted ceilings and four large pillars rising in the center of the room that lead up to a massive stone sarcophagus—if it can be called such for its tremendous size—that takes up the entire rounded alcove in the back. Rising easily 20' high and 10' across, the stone tomb appears to have been disturbed recently as the great stone door lies on the ground in front of it. From inside you hear the sound of bone clattering on stone and barely have time to register the sight of a large, translucent warhorse bursting from the dark as it charges towards you and then disappears just as quickly just before it tramples over you.

The warhorse is nothing more than a **major image** that was placed here by the combined efforts of several wizards working their ancient magic to frighten intruders. However, the true threat in the room uses it for another purpose—to hide its location from the intruders until it is able to get close enough to attack. The warhorse's appearance should be startling enough that anyone's **passive Perception** is reduced by 5, and

anyone wishing to quickly look around the darkened room must succeed on a **DC15 Wisdom (Perception)** check with disadvantage or they will not notice Túz Härag approaching until he is right within the group.

The fallen warrior was settled in the northeast corner of the room, having already retrieved its armor and weapon from the vault. Roll for surprise for the combat when he approaches if the characters are not successful in seeing it. Unlike standard creatures of this type, Túz Härag will not seek to engage the living with simply his fists. He will alternate rounds—attacking one round with his weapon (*Maul. Melee Weapon Attack*: +5 to hit, reach 5', one target. *Hit*: 10 (2d6 +3) bludgeoning damage) and then attacking with its fist the next with a massive backhand against the same target it swung against the previous round. Túz Härag is also wearing an archaic set of chain mail that increases its AC to 13 for this combat—it would normally be higher but its current condition does not allow for it to make the optimal use of its armor any longer.

Once the combat is over, the characters can examine the rest of the room. The heavy doors to the sarcophagus are decorated with the runes and sigils of the old god of death, much as the statues and such in other areas imply. Anyone wishing to attempt a successful **DC15 Intelligence (Religion)** check can verify that this is the case, and that the runes were once an elaborate sort of curse intended to keep the one interred slumbering as long as the crypt was sanctified (i.e. left alone). Should anyone collect Túz Härag's remains and place them back in their original resting place, they should feel as though the start of this sanctification process has begun. At the very back of the sarcophagus the characters will find a very small hole in the back wall that leads into a narrow tunnel. This tunnel leads up into the hills just outside of Carrington.

TREASURE

The bulk of Túz Härag's treasure resides hidden in the "Treasure Chamber," but the chain mail that he wore in combat is something that was crafted of exceptional quality and is obviously of very ancient design. It also happens to be a suit of **mithral armor (chain mail)**. There is nothing else of value within this room.

When the characters are ready to leave, go ahead and read the following to them about the tunnel:

The hole opens to reveal another dirt tunnel much like the first one you encountered, only this one appears to have been very recently formed. The tunnel winds around for several hundred feet and slowly creeps upward before it opens up into the sunlight and trees that surround the area. You can make out several tracks in the dirt from here that all appear to have been made from skeletal feet leading off into many different directions.

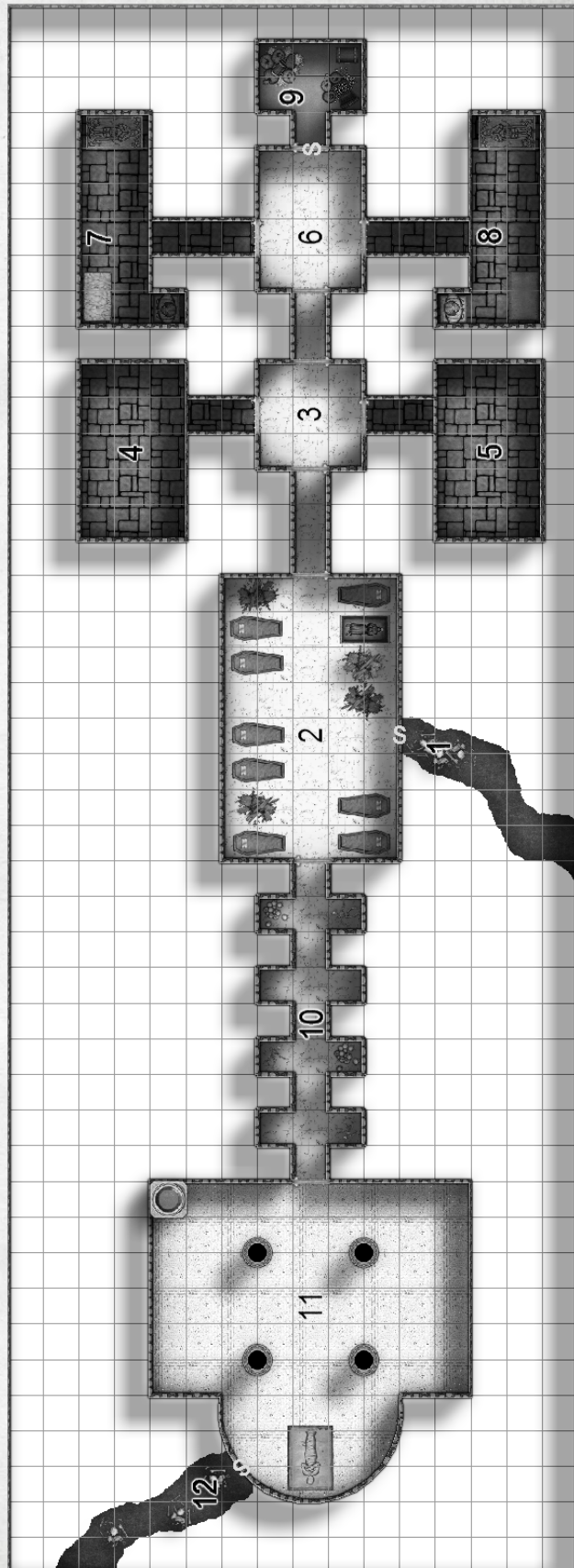
The characters come out about a half-mile to the west of Carrington. Anyone wishing to do so can attempt a **DC12 Wisdom (Survival)** check to be able to determine approximately (or exactly) where the village is located. Once back in the village, the people there will be glad to hear of their success but nervous and fearful of the location of such a burial crypt, especially in light of the possibility of other undead having escaped. Some will suggest sending for aid to Tor so that a priestess of The Eternal Judge, one of the clerics that worship the good deity of death, can return and re-sanctify the crypts.

AFTERMATH

The characters return to Carrington to find Able Hamden and Gabe back from the city of Tor. Traveling with them are two new warriors and an apprentice healer who will see to the character's wounds if necessary. Able will greet them warmly and thank them for giving the villagers aid in their time of need. Gabe will also thank them and announce that preparations are being made to honor the heroes with a feast that night.

Later that evening, the characters will be rewarded by the remaining residents of Carrington with all they can afford: new clothing, provisions for travel (10 days' worth), and 50sp total that they have collected. In addition, Able gives them 10gp each for the services they have rendered and Gabe presents them with a mule and a wagon to help carry their provisions and supplies to Tor or wherever else they may choose to journey.

From this point, the characters have several different options that remain unresolved from this adventure. They have items they might have found that can be returned to their rightful owners in Tor. They may have found that there is a missing relic from the shrine, and perhaps the disappearing priest could be a quest. There is still the matter of summoning priestesses to come and cleanse the burial crypts, as well. All of these still remain available, or none of them, or any variety in-between if the characters so choose. Now that the adventure has concluded, they should know that they now have a village that will always welcome them, and a city nearby to explore—as well as the wilds—that might someday hear of their exploits and call them “heroes.”



APPENDIX

FIG. 1—MUDBLADE LAIR

The following contains larger renditions of the maps contained within this adventure for ease of viewing.



FIG.2—CARRINGTON

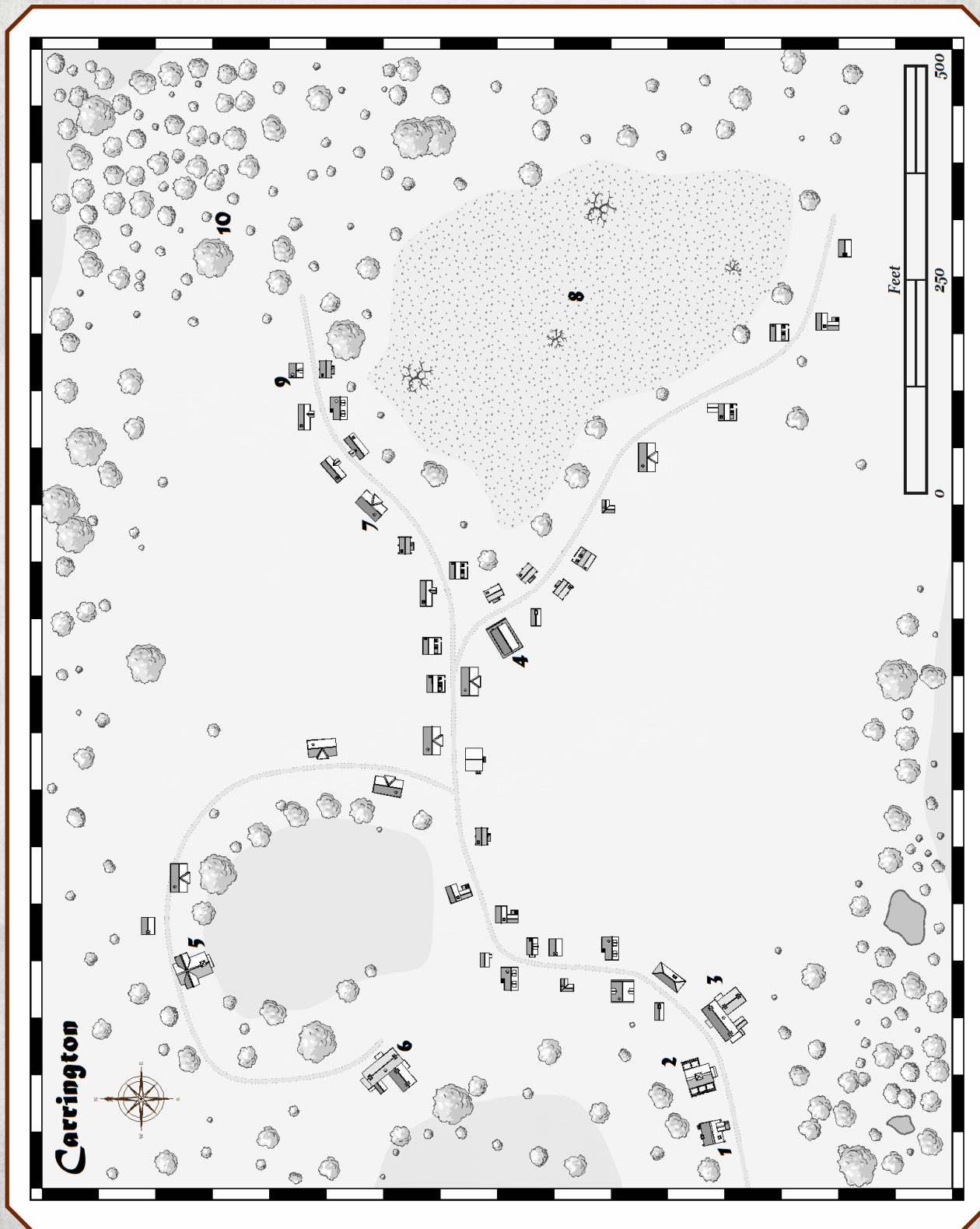


FIG. 3A—INGEN'S TOMB

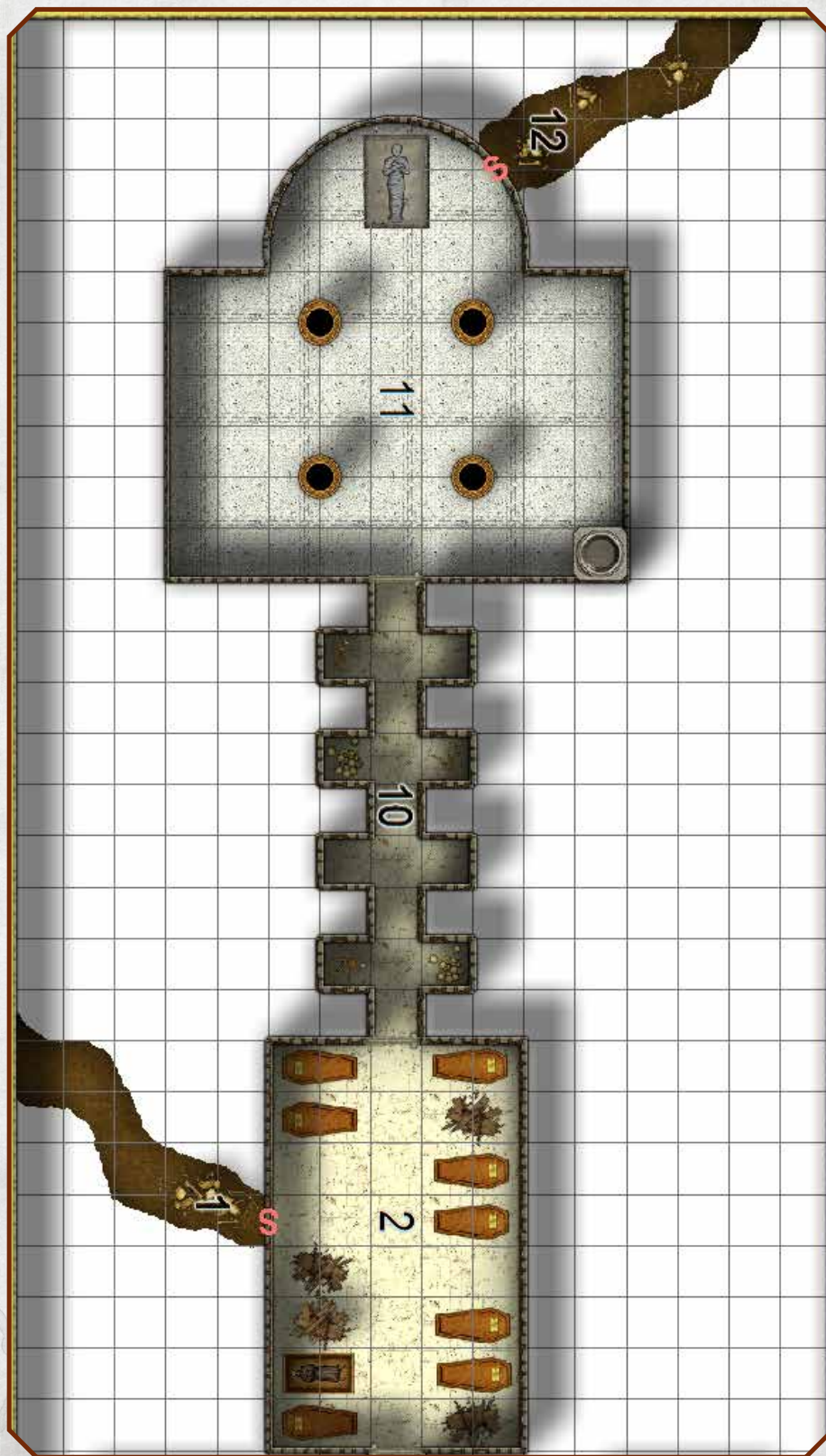
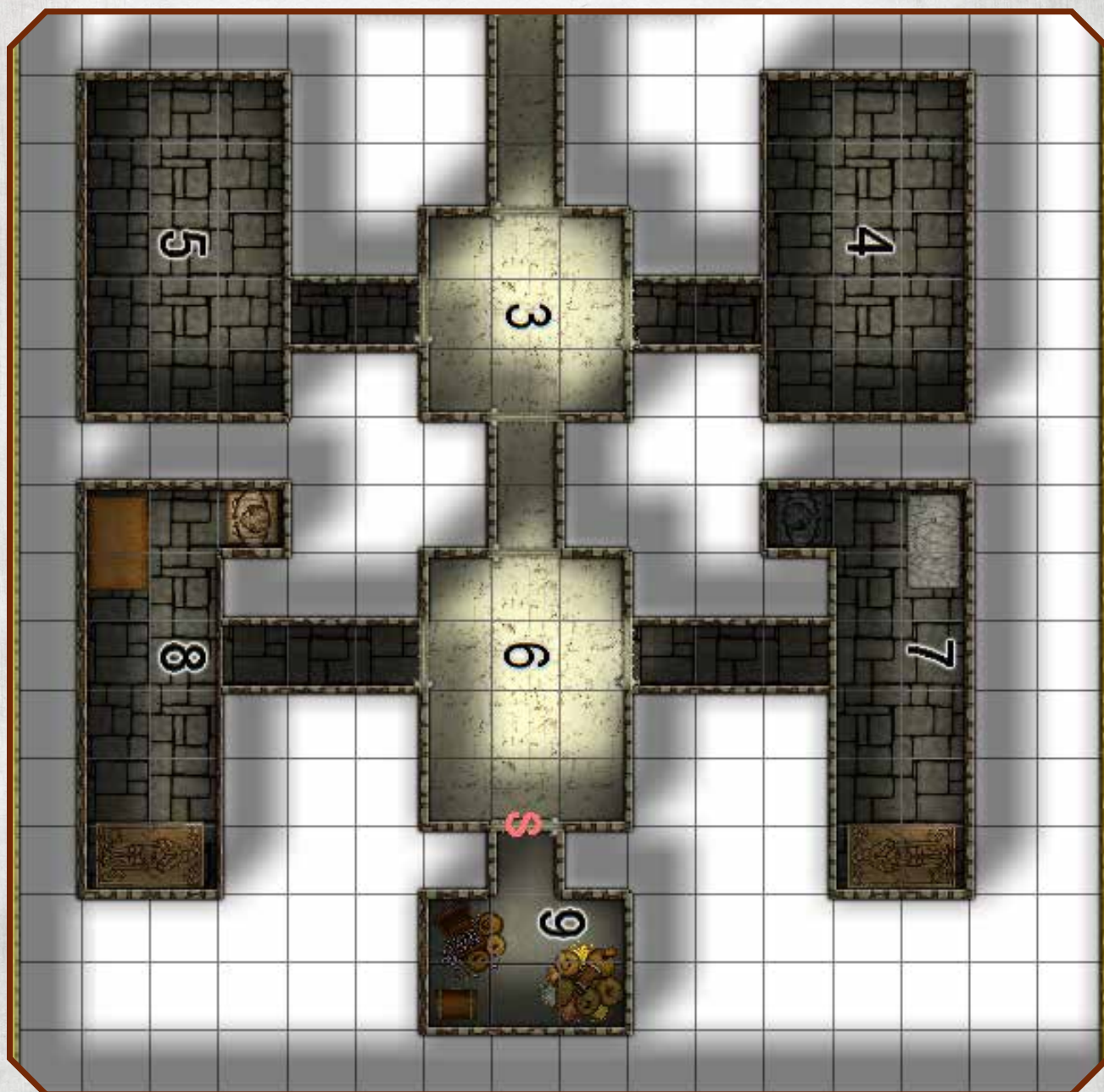


FIG.3B—INGEN'S TOMB



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