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# THE DESCENDANT REVENGE BURNING OF NOVIKOV



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Karl has just hired the adventurers to be town guards in the mining town of Novikov. What looked like an easy job turns out to be much more complicated than they expected. This could be a starting point of a more extensive campaign or as a stand-alone adventure.

#### **Notes:**

The idea of this adventure is that the players spend time doing the central and side quest but also deal with daily petty things like bar fights, missing kids and a lovers quarrel (those are left to the GM to come up) they are working as town guards for the next 20 - 30 days due to the closed and snowbound passages. If you want, it can be extended or reduce the time.

This adventure is based on the principles of Old School gaming. It does not detail every skill test and challenges down to the specific skill and difficulty level. It is left to the Dungeon Master to set suitable challenges for their players and their characters.

#### **Kila**

The adventure begins in Kila, where Karl lives; he is the owner of a mining town that is located in a valley halfway between Kila and Drangnes. The pass is open throughout the year except for the last 20-30 days of winter, where storms and hostile weather isolate the town. Novikov is dedicated to iron mining and forging iron products. The weeks before the closure of the pass, the town stores everything necessary to survive and continue with the production of weapons, armor, tools, utensils, etc.

Karl hires mercenaries for the security of the people during the period of isolation. From this group of mercenaries he selected those who seemed most capable of assigning a mission, several months ago the miners were suffering attacks inside the mines, they already have a couple of dead and most are becoming more reluctant to enter the lower parts where the most abundant iron deposits are found for fear of being killed by the beasts below.

Once given the task and assigned the payment for

the job accomplished, the PCs have the possibility of buying equipment that they consider convenient while in the town the purchase of items is very limited because they are preparing for closing and only being stored necessary.

#### ***Travel from Kila to Novikov (pop. 500)***

For this stage, Wandering Monster Checks during for the characters journey to from Kila to Novikov. This is a harsh winter so even animals may be more aggressive than normal. This town has approximately 500 inhabitants, among them there are miners and blacksmiths all live here with their families. Most of the houses are owned by Karl, and he rents them. The only places that do not belong to Karl are the tavern and the apothecary's house. A few days after arriving in town, the PCs see how the miners begin to leave the mine very scared. If they ask any of them what they are running from, they answer that the monsters have reappeared in the lower level and that there is still a group of them trapped. If they decide to descend, use the map on page 11.

When they reach the lower level, they go through the cave until they meet 2 humanoid beings, which are Flesh Golems that are made of parts of animals sewn together, the Golems choose a prey and do not stop attacking until their target is dead.

If the body of the golem is not burned, after a day, they are rebuilt and attack again as time passes until the Characters discover who is behind these attacks, the same beings reappear and attack the miners.

#### **Golem, Flesh**

Hit Dice: 8 (40 hit points)

Armor Class: 9 [10]

Attacks: 2 fists (2d8)

Saving Throw: 4

Special: Hit only by magic weapons, slowed by fire and cold, immune to most spells, healed by lightning

Move: 8

Alignment: Neutrality

Challenge Level/XP: 12/2,000

A creation stitched together from human limbs



and other parts, a flesh golem is similar to Frankenstein's monster. Only +1 or better magic weapons can harm a flesh golem, and it is slowed by fire and cold spells. Lightning heals the golem for the number of points of damage that it

**Rumors:**

- Amazing how Vitaly became our new boxing champion (this rumor has to go unnoticed and only mentioned once).
- Yes, the attacks continue, I prefer to risk crossing Drangnes before waiting for death here.
- Another attack of these bandits. It does not stop destroying our tools. The other day they cut the elevator rope. Luckily no one was injured. But it's a matter of time for someone to get hurt or killed. The person responsible for the attacks is Dalia, who is the current wife of the innkeeper and the only heiress of Novikov, whose goal is to destroy Karl's family, her plan is divided into several stages, the first is to destroy his source of income, so she attacks the mining complex. She has been building flesh golems using animal parts and reviving them with an elixir. In the low temperatures of the mountains, the golem bodies are preserved in good condition. She has them hidden in a cave near a lake that has underground access to the lowest levels of the mine.

Dalia has been preparing for this moment for years, trying not to leave traces of her plan, so most of the clues point to Viktor.

**The clues are:**

- Ingredients of the resurrection potion are purchased from Lucan, the local apothecary, and seller of strange items. He has all the purchase records.
- Viktor buys dead animals from hunters to taxidermize.
- Dalia documents were replaced in the village barracks with a forgery indicating Viktor as Luther's son.

- Several people in the town see him leave the tavern at night.

If Dalia perceives that they are about to discover who is behind the attacks, she decides to advance the plans. She will and release the army of Golems (50) and escape with her son to Kila to destroy all the lineage of Karl.

She is also waiting to release her golem army when the roads to the city are about to open.

When the Golems are released, a great fight will take place in the town. Players can escape or stay to help.





After the town was attacked by the Golems, rumors start running fast that the land is cursed, and no one wants to work there anymore.

### Other things to do

Lost Miner: Valery approaches the players with a baby of a few months old because Vitaly has not returned home for several days (one of the first rumors that players should hear is how Vitaly has won the boxing title).

Vitaly is the current clandestine boxing champion, a totally prohibited activity in the town since Karl does not want his workers to be damaged by boxing and cannot work.

The last place where Vitaly was seen is the tavern with two of his friends Colin and Sean, with whom he was celebrating his victory. After all they drunk, they don't have many memories of that night.

Boxing fights are usually done inside the mines in the upper levels, and they always change places, so Bogdan doesn't find them. If the players manage to convince Colin or Sean to take them with Lauren, she has no idea where Vitaly can be and is worried. While she doesn't know where she suspects she might be in Lucan's, they can try to convince Lauren to share her theory.

If they decide to go to the brothel there, they will be told that he was celebrating but that he left. To give them more information, they need some persuasion and monetary help.

If the Characters manage to convince them to give the information, they told them that they were not feeling well and that they had gone to Lucan's.

Vitaly has been unconscious for several days because of the excess and the mixture of alcohol and hallucinogens. Lucan is taking care of him and waiting for him to wake up. The apothecary is reluctant to say that he is hiding there since it was his hallucinogens that caused the current state of Vitaly. But with intimidation, Lucan reveals the

truth of the boxer's location. Bandit group: Bogdan tired of the attacks of this group asks players to take care that they do not happen again. The last known location of the group is next to the lake.

Ceana's group is preparing a raid to cut the rope from the elevators and free horses. If the players decide to track Ceana and her group, she is open to dialogue. To be willing to withdraw, the group must be convinced that the Characters are going to investigate what is happening. The group also wants reassurance that they are going to destroy the origin of this power, blighting the town area.

Hunting for supplies: The provisions of the town are low, and people are beginning to worry that they will not last until the roads are reopened. Bogdan orders players to go hunting and bring prey.

In the area, there are animals for the hunting of all sizes, large animals, man-eaters, and small animals. Before leaving the village, Viktor offers them that if they bring him a large animal, he will pay them.

Quarantine: Miners begin to escape from the mine. When they were working on one of the veins, there was a hidden pocket of poison that, when inhaled, the miners began to get sick. Immediately the guards help people and take them to Lucan, trying not to inhale the toxic vapors. Lucan tells them that the only way to heal people is to go looking for special flowers that grow inside a cave a few days from the town, and that time is essential. In the cave that flowers are found in the habitat of a band of Kobolds.

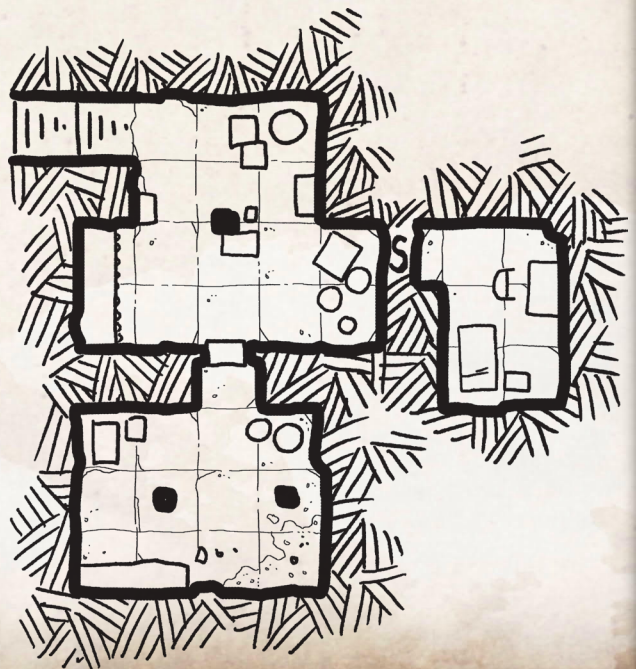
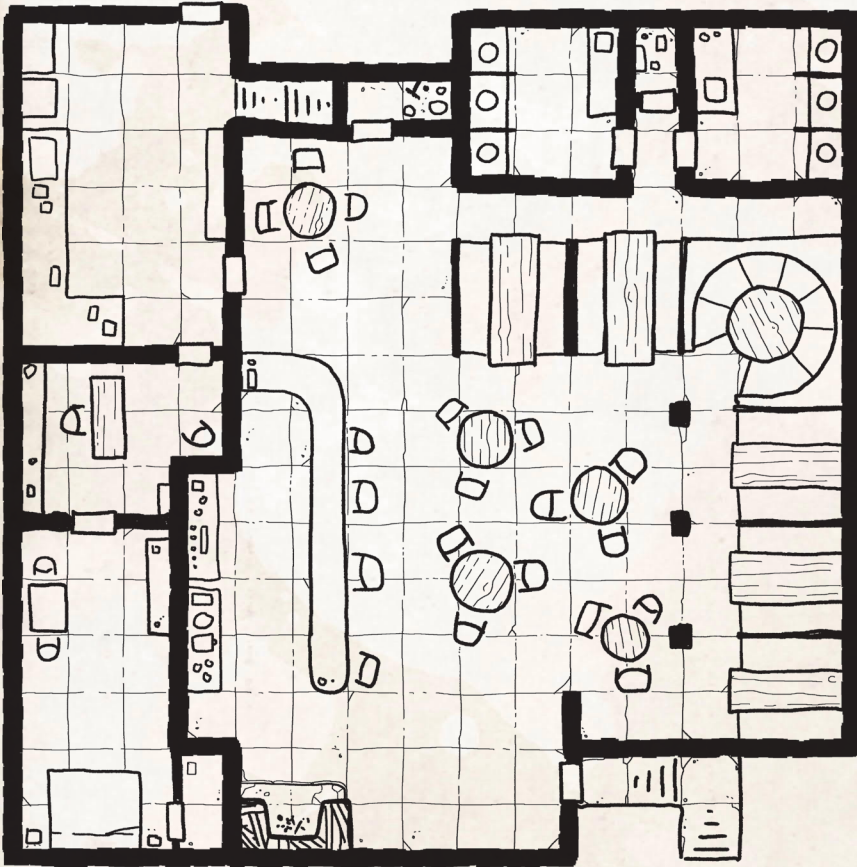
***NOTE: You can use the best possible tactics for these Kobolds to make these relatively weak monsters a threat to a more powerful party.***





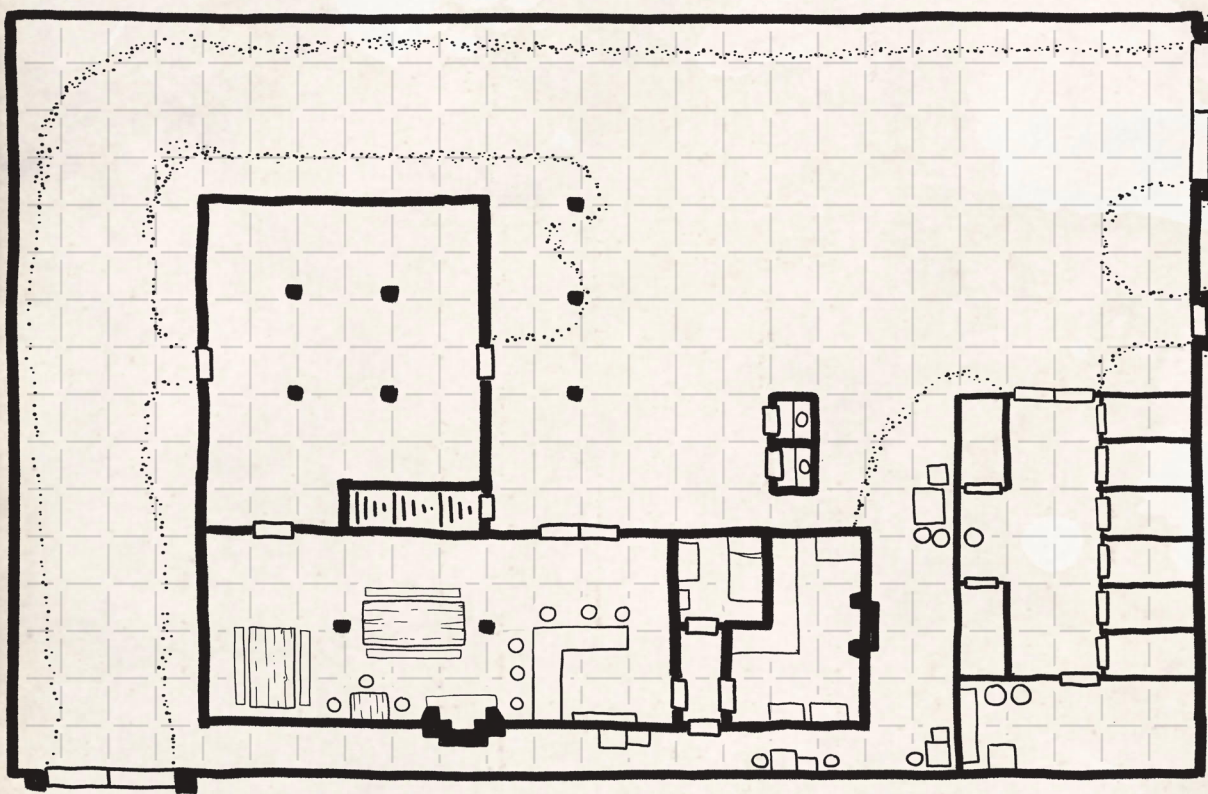


**Tavern:** It is the typical two-story tavern. It has a lot of movement since at night most of the miners will eat there. In the basement is the work area of Viktor. That is where he prepares the animals for taxidermy, and in the main room, there is a door hidden in the floor where you can access a small cavern where Dalia makes the potions to revive the Golems.





**Brothel:** A place for lonely miners and not so alone. Here they find comfort, pleasure, and company; they usually prefer the latter. The business is managed by Lauren, who also handles clandestine boxing bets and organizes the matches.





**Apothecary:** It is a relatively sizeable two-story house provided with herbs and elements to prepare most potions. They also have a hidden room where he attends the injured boxers.

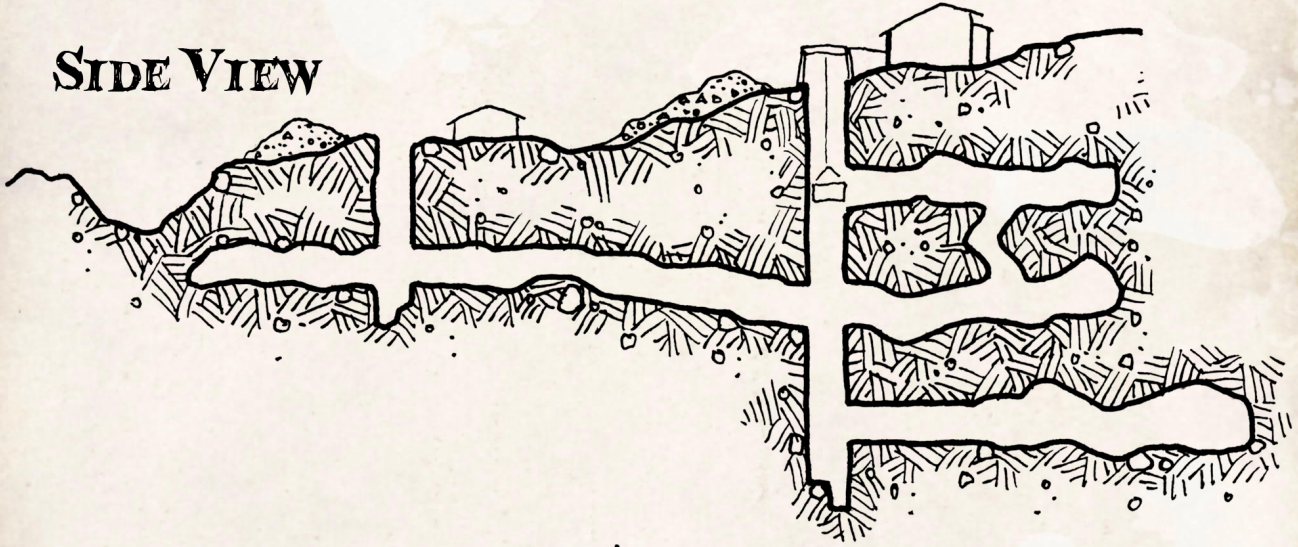
**Market:** It has everything necessary for people to function. But there are no sumptuous goods. The market forges are only used to make metal items (armor, swords, utensils, and others)

**Barracks:** These are the mansion where Luther lived with his family. The players notice that it is not the typical barrack since it shows that it was a place of luxuries, and with some inquiries, they

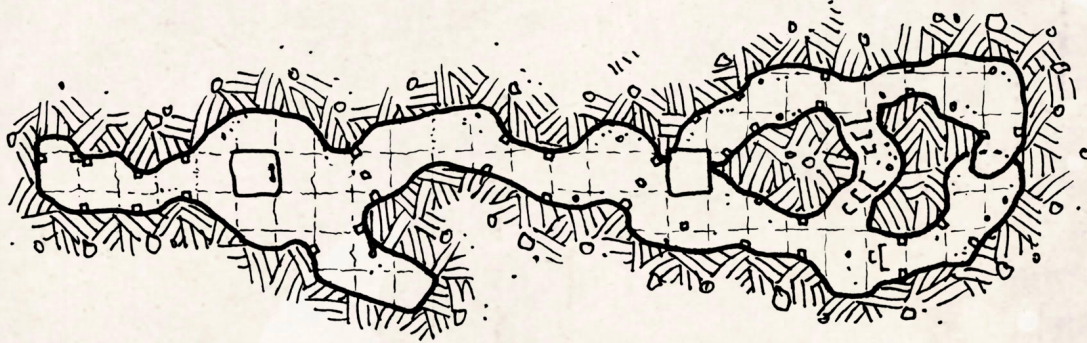
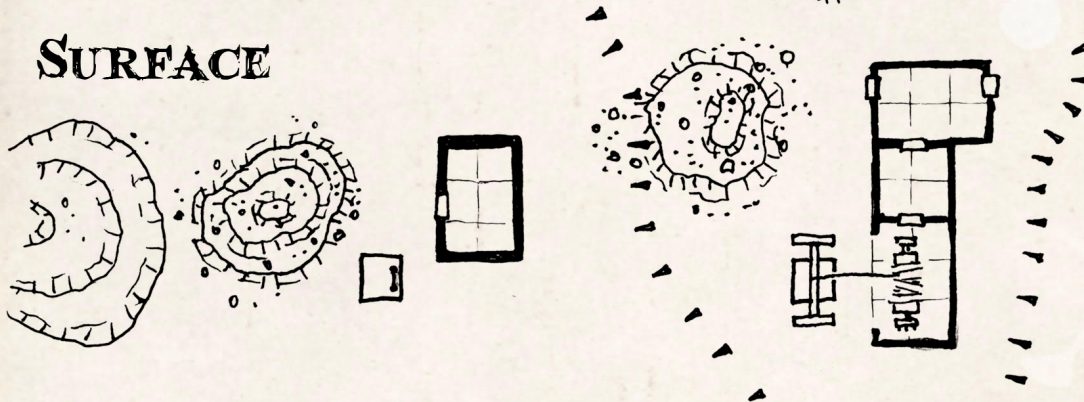


find out who the former owners were. Exploring the barracks in the basement, there are portraits of the family. In more than one painting, a baby

## SIDE VIEW



## SURFACE





is shown. Searching also reveals documents that were modified to blame Viktor.

**Mines:** The mines are a massive complex with several levels.

## DRAMATIC PERSONAE

**Dalia:** Her real name Alida Novikov is a descendant of Luther Novikov, the former owner of the land. Her plan is through her creations, don't let the miners work and drive them away, causing Karl's ruin.

She came to town 10 years ago she started working in the tavern flirting with Gunnar, the old owner. When Viktor appeared, he was much easier to manipulate and use it as a scapegoat, she decided to poison Gunnar when she had become pregnant with Agni. To cover the fact that the boy in his womb was conceived by the ruinous powers. In exchange for destroying Karl, he had delivered her son and his soul. At Gunnar's death, she was the



owner of the tavern.

Her attitude is usually of a woman very dependent on Viktor pretends to be silly so as not to arouse suspicion.

**Agni:** Son conceived through ruinous powers to be used as a vessel and bring chaos to the world.

**Viktor Ivanov:** He arrived a couple of years ago traveling to Drangnes. When he stopped at the tavern, he was delighted with Dalia, so Viktor decided to stay in the village first working in the mine, and then when Gunnar became ill, he began



to help Dalia and then so that she was not alone they began to live together. Raise Agni as if it were his own.

In addition to devoting himself to the tavern, he also sells taxidermized, stuffed, animals.

**Lucan Mills:** It is the local apothecary, it deals with curing and treating local diseases. Your store has the ingredients to make most of the potions,



he has a small stock that recharges as he needs them.

As an extra income, he commercializes hallucinogenic items and takes care of the fighters of clandestine boxing.

**Vitaly:** One of the many miners who work for Karl. He is currently the clandestine boxing



champion. After the fight that crowns him as the champion, he goes out to celebrate with his friends. He has an overdose of alcohol and hallucinogens that left him unconscious. Lucan is treating him in the secret room of his house. The place is often used to treat the fighters and is waiting for Vitaly to recover.

**Valery:** The miner's wife is worried that she has not seen him for several days and is not going to the mine either thinks that she has been eaten by the beings that are attacking the mines. They have a baby named Ernie.

**Bogdan Lebedev:** He is the current chief of

guards and also the one who orders the PCs where to go or where to patrol. Try to keep order and reduce fights to a minimum. That is why betting and clandestine boxing is not allowed and does not accept bribes to turn a blind eye since Karl paid him very well and does not want to ruin him for letting the miners fight and then not work.

Guard names: Thor, Kentigern, Helge, Vasiliy, Asmund, Andrei, Andrey, Theodor, Tore, Edvin,



Jens, Rolf, Lauge, Bhaltair, and Geir. These should be treated as Human, Sergeant-at-Arms

**Karl Mason:** He is currently the owner of Novikov. He won the title from Luther in a poker game, taking advantage of his addiction to gambling. It is still unclear whether he earned it by cheating or not.

**Ceana:** Is a grim warden that came with two companions sensing that ruinous powers are acting in the area. She knows that the presence is inside Novikov. She believes that the ruinous power is sealed ground and that the excavations will make her wake, up destroying everything.



This group makes sneak attacks wrecking tools, releasing horses, or any other element that allows the work to continue. Always taking care not to hurt anyone. She seeks to stop the ruinous power but not at the cost of lives. Ceaná is a 6th Level Paladin. The Grim Wardens should be treated as Paladins of 1d6 level each.



**Marcus:** Ceaná's companion.



**Gallus:** Ceaná's companion.



**Lauren:** It is currently the brothel madame and the one that handles the clandestine boxing fights and manages the bets and organizes the meetings between the contenders. It is challenging to find and goes very unnoticed. But it is highly respected by miners.





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