

Fifth Edition Compatible

Blackstone Tomb

Designed for a party of five level one characters



By Rowan & Doug Schultz

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Adventure Number 1

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We sincerely hope that you enjoy playing our adventure and welcome any comments, criticism or feedback. If at any time you have any questions or need clarification about something please don't hesitate to contact us.

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Running the Adventure

Encounter Levels

The Blackstone Tomb Adventure is designed for a party of five adventurers who begin at level one. Over the course of the adventure they should gain enough experience points to reach level two.

Preparation

Before beginning play, it's recommended that the game master (GM) become familiar with the entire adventure. This will help in planning for the challenges the adventurers will face and allow time to gather all the materials necessary for things to run smoothly. Having the fifth edition core rulebooks handy will also be helpful. Many of the details have been accounted for, but it may be necessary to reference the books when more detail is needed. It will also be helpful to have your characters created in advance so the GM knows the strengths and weaknesses of your group.

Reading the Entries

Setup: The initial paragraph of the encounter contains a short overview and description of the goal of the encounter as well as the number of monsters, creatures, animals or non-player characters. It also includes any traps, obstacles, magic items or anything else that needs to be specifically described. All creature and NPC statistics are contained within the Appendix. There may also be a summary of how taxing the encounter should be for the group.

Features: The text highlighted in blue typically contains detailed text that describes the setting, physical features, rooms, clues, objects, obstacles and items to be found in the encounter. This text is meant to be read aloud to the players. It can be read as is or paraphrased as necessary.

Narrative: The text highlighted in green contains a read-aloud as if one of the monsters, creatures or NPCs in the encounter is speaking. This text can be also be paraphrased if necessary to match the current condition of the storyline.

Tactics: If needed, information is given about how the enemies in the encounter will act before or during combat. This might include their initial positions, if there's a chance they surprise the adventurers, or any other tactical advantage they might have.

Possible Variables: Sometimes the players may decide on a course of action that's different than we imagined when writing the adventure. At the end of an encounter a Possible Variables section might be provided to give suggestions of how to handle various situations or timing that doesn't quite match what we've planned.

Outcomes: This section is provided to summarize what the next steps are to keep the adventure running in the right direction.

Adventure Extras

There are also many maps, notes, letters and miniature grids included within the adventure or Appendix to provide all the materials you'll need for a rich visual experience.

Adventure Outline

1. The Fort of Fire & Ice

Here the adventurers meet the good-natured citizens of a small outpost on the edge of the Guardian Woods. While there, Captain Whitefield approaches them and offers them the prospect of work. They also meet a curious old wizard named Fred who might have something that will help them later in the adventure.

2. Travel to Hallendorf

On Captain Whitefield's suggestion, the adventurers travel to garrison headquarters at Hallendorf looking for a job. On the way to Hallendorf they encounter a strange caravan of gypsies. The gypsies are selling trinkets and inexpensive jewelry, they offer to perform for money, and one of the old grandmothers offers to tell their fortune, giving them clues of events to come. Just before reaching Hallendorf they're attacked by a small group of marauding goblins.

3. The Journey Begins

The adventurers get paid to deliver a message to Castle Blackstone and find that it will take about a week to travel there on foot. During the first two days they encounter a group of merchants and lumberjacks while they're traveling along the Greenway Road.

4. A Clue on the Greenway

The third night of their journey proves to be a special night. Not only is it the first day of summer and the first night of the full moon, but they make a strange discovery. Aided by a ghost, they find the remains of a Southern Realm soldier and a map with a secret message.

5. Reporting to Captain Azurite

The adventurers are ambushed by group of goblins before finally arriving at Castle Blackstone to complete their assignment. After delivering their message they have a new objective, investigating the clue in the secret message.

6. Another Discovery

The adventurers visit someone they hope can help them find more information about the tomb, and they make another amazing discovery: an old letter with clues to finding the way in.

7. The Captain's Directive

Before the adventurers enter the tomb, Captain Azurite has something to say about their motives.

8. Entering the Tomb

Through dark passages and secret doors, at last the adventurers find their way to the tomb entrance. But do they dare enter?

9. Restoring the Forgotten

If the adventurers can complete their mission by conquering all the monsters in the tomb, they report back to Captain Azurite. He praises them for a job well done and asks them to deliver a message to the Duke of Hallendorf. They don't know that it contains a description of the good deed they did at Castle Blackstone and that a special reward awaits.

Introduction

Somewhere in a room of hewn stone piled high with crates and supplies, a tall man in armor enters.

"Is the tomb sealed?"

Another short balding man sitting behind a table piled high with papers replies in a confident tone:

"Yes sir. The dwarves I've hired have done their work. But how are we going to keep it a secret?"

The man in armor replies:

"There's only four of us still alive who know about it, and I've already secured oaths from the other two not to speak a word of it. Do you still have maps of the tomb?"

The man at the table answers:

"Yes sir. What should I do with them?"

The man in armor pauses for a moment, as if in deep thought and then says:

"Destroy them all save one. I'll send that and a message to the Duke of Hallendorf. He must know what we've done in case anything happens to us. Now go and get that map while I ready a courier."

The other man replies in a serious voice:

"Yes sir. Right away."

Adventure Background

In the depths of Black Mountain there's a secret. Hidden for a generation Castle Blackstone's Tomb lies waiting for redemption.

In use for more than 100 years, Blackstone Tomb was used to bury important captains and warriors who died in the line of duty defending the Southern Realm at Castle Blackstone. The tomb lies underground, skillfully carved into the mountain especially to honor them and was designed and constructed with the help of dwarf craftsmen. Sculptors were also employed to decorate the entrance portal, vestibule and ceremonial chamber. It was a place to truly honor those who served.

About 30 years ago a dark wizard secretly infiltrated the tomb and with malicious intent practiced his evil magic there. He desecrated the resting place of Castle Blackstone's heroes and used their bodies, practicing spells to reanimate the dead. When he was discovered, Southern Realm soldiers captured him, but not before many of them died. The few who survived worked to seal the tomb and keep it a secret, knowing that the halls were now haunted by the undead.

After the tomb was sealed and hidden behind secret doors, the captain of the guard and the Storemaster destroyed all the maps of the tomb except one. They sent a messenger to the Duke of Hallendorf with the map and a letter to inform him of what happened at the tomb. During his journey the messenger was attacked by goblins in the Guardian Woods. He never made it to Hallendorf to deliver his message and the tomb was forgotten.

The only other clue to the secret of the tomb is a letter written and hidden by the Storemaster before he died. As the last living person to remember the ordeal of the tomb, he wanted to leave a record of it on the chance that someday someone would be brave enough to conquer the monsters within. And that day may be at hand. With the help of your group of adventurers, the memory and honor of those brave warriors of the Southern Realm who still rest there can be restored to their families.

Setting

The setting for the adventure is the northeastern Southern Realm. The Southern Realm is a relatively peaceful land on the southern coast of the continent of Arvum. The country spans 480 miles east to west and 240 miles north to south, covering approximately 115,200 square miles. Its borders are protected from the Wild Lands to the north by the Kindred Mountain range. The eastern border of the Realm is slightly less populated than the west and is bordered by the Guardian Woods, the Barred Hills and the Enchanted Woods. On the western side the Kindred Mountains dip south to meet Whale Bay and act as a natural barrier to the Dragon Lands beyond.

Climate & Terrain

Although it's called the Southern Realm, the climate is actually quite temperate because of the cooling affect of cold ocean currents off the southern coast. The temperature in the summer reaches the low 90s during the day and can dip down into the 50s at night. In the winter it will snow in the foothills of the mountains but rarely gets below zero even at night. The spring and fall both last for a long time and the summer growing season is perfect for producing all kinds of crops. The open expanse of the Hallen Plain, with its plethora of wild grasses, is able to support livestock and wildlife of many species.

Government

The land is a monarchy ruled by King Richard Hellmuth II. He is descended from Godfrey Hellmuth of the Hellmuth Clan, a great warrior who united the clans of the Southern Realm for the common good during the Great War.

History

Five hundred years ago the lands that now make up the Southern Realm were filled with many clans who kept to themselves and lived in relative peace. But as populations began to increase, disputes between the clans over territorial boundaries and farming and grazing lands became more frequent. At that time there was very little law or any organized government to deal with these disputes, causing small conflicts to erupt. Frequent raids from goblins, orcs, hobgoblins and other creatures from the Wild Lands, not to mention attacks by dragons from the Dragon Lands, also plagued the region. Times were hard and they were about to get harder.

A great half-orc warrior named Zsamok succeeded in uniting a massive army in secret in the Wild Lands and even secured alliances with the evil dragons of the Dragon Lands. With the goal of conquering the entire region, he attacked the lands to the south and no one was prepared. The clans found themselves in a desperate battle and were literally pushed to the coast of Whale Bay as they struggled to defend themselves against Zsamok's army. At their most desperate hour, Godfrey Hellmuth, leader of Hellmuth Clan, called an emergency council of all the clans. The mighty silver dragon, Arget, friend of Godfrey, even attended in the form of an elf. Godfrey succeeded in uniting all the clans and secured an alliance with the good dragons to stand against Zsamok's army. The people, and their dragon allies, of the newly formed Southern Realm fought with renewed vigor against the host of the Wild Lands and eventually drove them back to where

they came from. Godfrey himself defeated Zsamok and once that happened his forces were scattered.

From then on the campaign to liberate the Southern Realm has been referred to as the Great War. Under the newly formed monarchy, King Godfrey Hellmuth I appointed clan leaders to govern the major cities of the Southern Realm and charged them with raising an army to keep the peace and protect the land from invasion. Fortresses were built at the major mountain passes in order to keep special watch at these vulnerable points. Since then, the Southern Realm has seen an age of peace and prosperity.

The features and settlements described below are only those that pertain to this adventure. There are many more, along with a fair number of small homesteads, scattered throughout the land.

Prominent Features

Black Mountain (13,911 ft.): A mountain peak in the northeastern Southern Realm overlooking Castle Blackstone. It gets its name because the mountain is predominately made up of black and dark gray granite.

Guardian Woods: The Guardian Woods is a large forest that, along with the Barred Hills, makes up the eastern border of the Southern Realm. Being a borderland of sorts, the Guardian Woods is wild and frequently infiltrated by creatures from the Wild Lands trying to prey on farmers, peasants and traders.

Greenway Road: The Greenway Road is an important trade route that stretches from Castle Blackstone to the Port of Newland.

Kindred Mountains: The Kindred Mountain Range stretches from the Dwarven Highlands in the west to the Eastern Hem on the Eastern Ocean. The range acts as a natural barrier between the Southern Realm and the Wild Lands.

Hallen Plain: The Hallen Plain is without a doubt the defining physical feature of the Southern Realm. The broad grassy plains are dotted with small farms that produce a variety of crops in the fertile soil. The plains are also home to a myriad of animal species, most notable are the herds of horses and bison that run wild. Most areas of the plains are flat, some have rolling hills, and other areas near the forests have sparse shrub growth.

Lizard Swamp: Like the Hallen Lowlands in the central Southern Realm, Lizard Swamp is fed by runoff from the Kindred Mountains. The Sun River begins above it, runs through it and feeds it, then continues out the southern end. There are unconfirmed rumors that report some sort of strange creatures that make the swamp their home.

These features are included on the Black Mountain Region map located in Appendix D: Maps.

Chapter 1

The Fort of Fire & Ice

In this encounter the adventurers find themselves at the Fort of Fire & Ice where they meet a few of its citizens. There are two objectives: 1) hear about the prospect of work; and 2) obtain a copy of a runic code. Deciding to travel to Hallendorf to look for work will set them on the path for the next step in the adventure. There's also the opportunity to gain a new friend. A map of the Fort along with a detailed description of its features is included in the Appendix.

The group encounters the following at the beginning of the adventure:

It's mid-day on a sunny spring day when you arrive at the Fort of Fire and Ice. The gates are open and people as well, are in an open and pleasant mood.

When you enter the south gate you find an archery competition in progress on the shooting range. There appears to be five contestants and there are a few people standing around watching, most notably a tall, formidable-looking man in armor.

The archers are rangers Sylvia Moonstone, Darren Elsner, Yew Haberling and two older guardsmen. The man in armor is Stoney Whitefield, captain of the fort's guard force. The contest is a grudge match between the rangers and the guardsmen, so the adventurers aren't allowed to enter the competition.

The Prospect of Work

To get them started on the adventure, Captain Whitefield approaches the adventurers while they're watching the archery competition (or while they're exploring the fort). At some point during the conversation it's important that Captain Whitefield convinces them to go to Hallendorf to look for work. This will set the adventurers on the path to Castle Blackstone. If the captain doesn't convince them, any other citizen can offer the same advice as the adventurers move around the fort.

As the adventurers are watching the competition or walking around the fort:

Captain Whitefield: "Say, I haven't seen you before. Who are you and what brings you to the fort?"

Pause to let the adventurers answer. Then the captain continues:

Captain Whitefield: "You wouldn't happen to be looking for work? If you are, I know the Southern Realm is in desperate need of messengers right now because they have so few troops to spare. If you were to report to the captain of the guard at garrison headquarters in Hallendorf, I'm sure he'd have an assignment for you. And I hear they're paying pretty well."

The captain can also offer other information, including:

- The captain can also tell the adventurers that Hallendorf is 22 miles away and can generally be reached by traveling one long day on foot.
- He can tell them to contact Captain Hartmann at garrison headquarters in Hallendorf to ask for work.

- He can tell them where they can get supplies at the fort, and recommends a visit to the Wondrous Items shop.
- He can provide background information about the fort.

A Plea from the Druid House

John Downs, leader of the Druid House, also approaches the adventurers and solicits a donation from them. This an opportunity for role-playing and for the adventurers to meet another member of the community.

Sometime during the day:

John Downs: "Greetings, my name is John Downs and I'm the leader of the local Druid House. I'm wondering if you'd consider donating money to our cause at the house? Our mission is to heal the sick, help the old, assist the poor and we even heal wounded animals from time to time."

Outcomes

You can allow the conversation with John to go on and provide more information about the fort or surrounding area.

Runic Code

While the adventurers are at the fort, it's important that they obtain a copy of the runic code. This could easily happen while they're preparing for their trip to Hallendorf. This encounter provides a chance to obtain the code by visiting the Wondrous Items shop. The owner, Fred, is using a copy of the code to translate something. Obtaining a copy of the runic code is important later in the adventure.

Fred is a human wizard and a small, thin, very old man, about 5' 5" tall with gray-blue eyes and wispy gray hair. His skin is pale and wrinkled. He normally wears light gray robes under a gray-green cloak and a small gray wool hat. He has a kindly way about him that makes most people feel instantly at ease when they're around him.

Also present in the shop is Fred's familiar, a gray morph screech owl named Engel. The owl is sitting on a wooden perch in a corner of the room, sleeping, when the adventurers enter.

As the adventurers enter the Wondrous Items shop:

When you enter the Wondrous Items shop there is an old man sitting at a table who appears to be concentrating very hard on writing something. As you come nearer you can see that one of the sheets of parchment he's looking at has some sort of runic letters on it. He doesn't look up right away (because he's a little hard of hearing) but when he finally notices your group he quickly covers up the sheet with the runic letters on it and addresses you saying:

"Good afternoon (or appropriate time of day) may I help you?"

If the adventurers ask about the sheet and code, Fred tells them about it.

"This alphabet is one of many old runic alphabets that was sometimes used in years past to write secret messages or spells so not everyone could read them."

If the adventurers ask if they can get a copy, Fred will sell them one for 2gp. They'll need a copy of the code to help them later in the adventure. A page with the code is provided in the Appendix.

Fred is very friendly, almost fatherly, and before the adventurers leave his shop he asks them if they would like to come to dinner at his house. If it's not close to evening yet he offers that the adventurers can return later in the day once they have finished their other business at the fort. If things go well at dinner, Fred will also ask the adventurers if they have anywhere to stay and invites them to stay with him.

When the adventurers return, Fred gathers a few papers before leading them to his home.

Possible Variables

If the adventurers don't get the hint about the runic code at the shop, going to Fred's house will give them another opportunity to obtain a copy.

If they don't decide to take Fred up on his offer they can also spend the night at the Fort Inn. The inn is a friendly place where they'll be treated well and get a good night's rest. We leave it up to the GM's discretion to decide what to charge the adventurers for meals and lodging. If they haven't visited the Wondrous Items shop, someone at the inn could suggest they make a stop there because it's an interesting place.

Meeting at Fred's House

The purpose of the encounter is to establish Fred as an important NPC in the community and potential friend to the adventurers. It also creates the opportunity for the players to role-play and further expand their character's back story. This might be especially fun if you're playing with a group that has a set of newly created characters.

Fred has a small, well-kept medieval style home with timber and plaster walls and a thatched roof.

Arriving at Fred's house you're greeted at the door by Fred's very large, fat, fluffy orange cat named Pumpkin. You find that his home is somewhat small but very neatly ordered except for the room that seems to be a combination of a library and study. That room has books and papers stacked floor to ceiling, shelves full of containers and an extremely cluttered desk in the middle of it all. The room smells somewhat dusty and musty, a scent you attribute to the age of the books and papers.

When you reach another room that appears to be the combination of a kitchen and dining room, he opens his pantry, gets out some cheese and slices it. Then he unwraps and slices a loaf of fresh bread that he bought at the farmer's market. He offers the adventurers some tea or ale. He asks one of you to start a fire under a large black pot in the hearth. The pot contains a hearty beef soup that he shares with you for dinner.

At dinner Fred tells you some of his story:

"My full name is Ferdinand Rahl Eldred Doucain, and I've been living here at the fort for about the last 20 years. You see, back when

I first moved here, my wife had just passed away. For years we used to live north of here in the Guardian Woods. Of course from time to time we'd travel here to buy food, supplies and other things we couldn't make or grow on our own. We had good relationships with the folks here, and many of them were our good friends. They would come and stay with us in the woods and we would stay with them when we were at the fort."

"After my wife was gone, it got lonely out in the woods. I still employed a few people who lived out there with me, but it just wasn't the same without Gretta. It was time to make a change. Since I still had so many friends at the fort I decided to move here. The Fort of Fire & Ice is a good place to live because it's a small community where everyone knows you and people look out for each other."

"Being a wizard by trade it seemed natural to start a little shop that specialized in magic and all that goes with it. So here we've been ever since, the Wondrous Items Shop and me."

Besides sharing his story, Fred can also provide the adventurers with other information, including:

- The Fort Trail east of the fort is used very little these days. It was once a popular trade route between the Southern Realm and the Eastern Hem.
- The Guardian Woods can be dangerous at times, especially at night. The woods are home to many animals and creatures, and sometimes people are waylaid by monsters and groups of marauding goblins, orcs or other creatures from the Wild Lands to the north.
- He can give the adventurers a description of Hallendorf. Use the map and description in the Appendix to answer their questions and assume that Fred knows a lot but not everything.
- Fred can also share some of the history of the Southern Realm.

At the end of the evening Fred shows the adventurers to three small rooms at the back of his house. The rooms have two small but comfortable beds in each.

When the adventurers wake up in the morning they find Fred in his study. Fred offers them breakfast before they leave. They have a nice but short breakfast and Fred wishes them good luck, telling them that they can always stay with him when they visit the fort.

Possible Variables

If the adventurers didn't get a copy of the runic code they get another chance the next morning before breakfast. Again he's working with the runic code and will offer give it to them this time if they ask about it.

Outcomes

Hopefully Captain Whitefield or some other member of the community has convinced the adventurers to travel to Hallendorf to look for work. The adventurers need to decide what to do next. Because Hallendorf is 22 miles away, it is a very long day on foot. Depending what time of day it is they might decide to make preparations, if they haven't already done so, or start toward Hallendorf.

If they leave for Hallendorf any other time than early in the morning they won't make it there before night falls. Being near the Guardian Woods can be dangerous at night. Use the goblin attack encounter in the next chapter to surprise the adventurers after night falls.

Tactics

The goblins wait to attack until after night falls, or until the adventurers have set up camp and settled in to sleep. Even if they adventurers set a watch before they go to sleep the goblins consider this an advantage.

Chapter 2

Travel to Hallendorf

The distance to Hallendorf is 22 miles away, or one long day on foot. If the adventurers start early in the morning, they'll arrive at Hallendorf just before sundown. Allow them time to make whatever preparations they think are necessary before setting out, and adjust the time of their arrival depending on the time of their departure. During their journey the adventurers encounter a gypsy caravan traveling to the Fort of Fire & Ice. They are also attacked by a group of goblins at dusk as they approach the crossroads near Hallendorf (if they were not attacked the night before).

As the day begins the adventurers notice these features:

It's a partly cloudy day with a light breeze from the northwest. It starts out cool in the morning and warms a bit as the day goes on. The terrain along the road is moderate with slightly rolling hills, and the edge of the Guardian Woods is always in sight to the north, sometimes very close and sometimes farther away.

As the adventurers travel along the road they have the following encounter:

Gypsy Caravan

Sometime during the day the adventurers encounter a gypsy caravan of three wagons with a family in each. The wagons are brightly colored and decorated with highly intricate designs and varnished woodwork. A horse pulls each wagon, and one of the wagons is leading an extra horse that is for sale for 80gp (with no tack). The people all have tan skin, dark hair, brown eyes and are wearing loose, brightly colored clothing. The women and girls are also wearing many items of inexpensive jewelry like brass and silver bracelets, necklaces and earrings.

The families and their names are as follows:

1. Batista

- a. Georgio – Father
- b. Catarina – Mother
- c. Silvano – Grandfather with a salt-and-pepper goatee
- d. Antero – Twenty-something daughter
- e. Bernardo – Teenage son
- f. Paulina – Teenage daughter

2. Da Gama

- a. Vasco – Father
- b. Priscila – Mother
- c. Miguel – Grandfather
- d. Esmeralda – Grandmother
- e. Filipe – Twenty-something son
- f. Zulina – Teenage daughter

3. Santos

- a. Arnaldo – Father
- b. Angelica – Mother
- c. Telma – Grandmother and fortune-teller
- d. Raquel – Pre-teen daughter
- e. Luis – Young son
- f. Orlando – Young son

Although their appearance may seem garish or humorous to some, these people are gypsies – they're not to be taken lightly or trusted too much. Their main objective is to get as much money from anyone they meet as possible and are friendly only to this end. The two young Santos boys will immediately approach anyone they encounter and try to pickpocket them. Anyone who doesn't succeed in a DC 10 Wisdom (Insight) check loses his or her coin pouch. If the adventurers decide to attack the caravan, assume that the gypsies easily overpower them and win the battle (they are all skilled fighters and magic-users). They then strip the adventurers of all their belongings except their clothes and leave them on the side of the road.

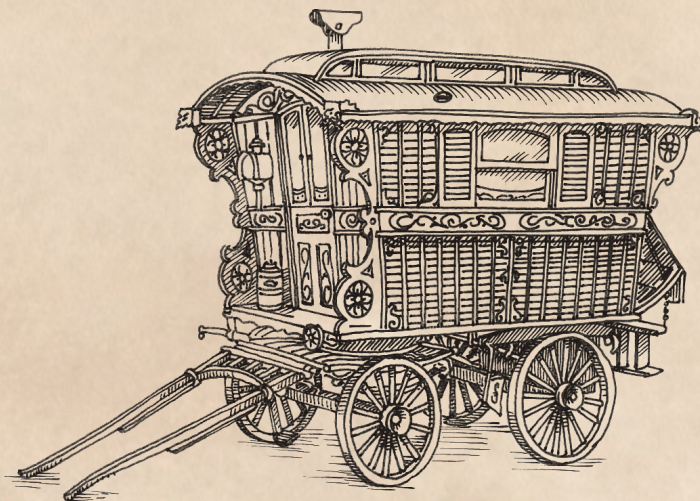
They will also offer to perform music for money and will take whatever the adventurers are willing to pay them. The instruments they use are the violin, pan flute, accordion, guitar and string bass.

They have a number of odd trinkets for sale, including:

- A small mirror with a leather wrist strap – 2gp
- A brass chime etched with patterns of spider webs – 5sp
- A dragon's fang engraved with a runic letter – 2sp
- An ivory pawn carved in the form of a wolf – 1gp
- An iron key – 2cp
- A wooden sphere painted with a map of strange stars and constellations – 8sp
- A 12-sided die crafted in solid glass – 5gp
- A monocle of blue-tinted glass – 10gp
- A tiny steel sword bent into the shape of a ring – 1gp
- A four-sided die engraved with the alchemical symbols of the elements – 7sp
- A small hematite (black stone) pyramid – 5sp
- A dragon scale bracer – 20gp

They have many jewelry items for sale, including:

- Thin brass bracelets – 2sp each
- Thin silver bracelets – 1gp each
- Silver hoop earrings – 1gp per pair
- Silver hoop necklaces – 2gp each
- Braided horsehair bracelets – 1sp each
- Leather bracelets – 5cp each
- Braided leather bracelets – 1sp
- Leather necklaces with carved wooden charms – 5sp each



Telma Santos will also offer to tell the group's fortune for 2sp each. If the adventurers agree, they're asked to wait a short time while one of the wagons is prepared.

When you're escorted into the back of the wagon, the blinds have been drawn and it's dark inside. The air is slightly smoky and heavy with the smell of incense and spices. In the middle of the wagon Telma Santos is sitting behind a small table with a single candle burning. On the table in front of her is a crystal ball.

She opens her arms in a gesture of welcome and motions you to sit. There are cushions placed here and there around the table. Then she closes her eyes, passes her hands over the crystal ball and whispers a few words that you can't quite make out. When she opens her eyes she looks into the mists now circling inside the ball and speaks:

"Welcome my pretties. Let's see what the crystal says about your future. Let me see..."

I see a wooded path that leads into the wilderness. There's a black snow-capped mountain looming in the distance. And what's this? It's a cavern with an underground lake. Oh, and it's very dark in the tunnels... And wait, what's that, DANGER!"

She quickly throws a handkerchief over the crystal ball and sits back in her chair for a moment breathing hard.

"My apologies, I was startled. Sometimes the images seem very real to me. You should go now. But before you leave there's one more thing I should mention, there's a special day that's coming soon. In three nights it will be the first day of summer and a full moon. That only happens every 30 years you know. Farewell."

Outcomes

The gypsies don't have any other information to share with the adventurers. If Telma Santos is asked about what she saw, she'll only say that she saw hands reaching for her in the dark.

Goblin Attack

Monsters: Four Goblins

These four goblins employ themselves by trying to attack and rob travelers on their way to and from the Fort of Fire & Ice. They spot the group and follow them at a distance using the woods for cover, waiting for dusk to attack. It's OK if this encounter is taxing for the group as they will have time to recover before they to fight again.

Tactics

There's no strategy to their attack, and they have no reason to believe there's anything special about the group. When they're in range, the goblins attack by throwing javelins first and then rushing in to attack.

As you approach the crossroads where the trail from the Fort of Fire & Ice meets the Greenway Road, you see a massive oak tree that must be hundreds of years old. As you're walking toward the tree, javelins sail through the air toward your group. A moment later four goblins burst out of the woods and attack.

Treasure

The goblins were carrying some coins. (3gp, 13sp, 3cp), (5gp, 18sp, 7cp), (12gp, 22sp, 12cp), (4gp, 21sp, 9cp)

Awarding Experience Points

Divide 200 XP equally among the adventurers if the group defeats the goblins.

Hallendorf Gate

As the adventurers get near Hallendorf, night is falling. The doors of the gate are closed after dark, but the guards will still admit people if they live in town, they are on business or they're looking for a place to stay for the night. There is also a place called the Greenway Inn outside the gate that the adventurers could stop for the night. For a detailed map and description of Hallendorf, see the Appendix.

After their battle the adventurers observe the following:

Night is falling as you approach the main gate at Hallendorf and you can see lights in the windows of homes and buildings dotting the countryside here and there.

If the adventurers approach the gate at Hallendorf, the gate guards challenge them. The guards seem gruff to begin with but let them in without any trouble if the adventurers are polite and are honest about their business.

Guard: "Hoy there. State your name and business."

After the guards allow them to pass they can offer other information, including:

- The names of local inns or other establishments of interest in Hallendorf.
- The location of garrison headquarters.

Outcomes

If they're going to ask for work they need to locate garrison headquarters. The guards will also tell them, if they're asked, that garrison headquarters is closed at this time of night. If the adventurers decide to spend the night somewhere before going to garrison headquarters, skip to the encounter with Captain Hartmann at the beginning of Chapter Three.

Garrison Headquarters

When the adventurers find garrison headquarters there is a soldier keeping watch at the door. When they tell him their business, he tells them that they'll have to see Captain Hartman who has stopped seeing people for the night. If they insist on seeing him, the soldier tells them that the captain isn't there. If the adventurers ask where he is, the soldier will tell them that he's dining with the Duke of Hallendorf with a successful DC 18 Charisma (Persuasion) check. If the adventurers are bold enough to go to the Duke's castle this late at night, they encounter two more soldiers keeping watch at the door there. The soldiers tell them that they'll need to go to garrison headquarters in the morning if they want to see the captain.

As the adventurers reach the door at garrison headquarters, they find a soldier standing watch.

When you arrive at garrison headquarters it's late and dark. There's a soldier wrapped in a cloak keeping watch by the door under the light of a large hanging oil lamp.

Outcomes

At this point the adventures will have to find somewhere to stay for the night. If they ask, the guards will give them the names and directions to local inns in Hallendorf.

Chapter 3

The Journey Begins

In the morning when the adventurers arrive at garrison headquarters, there's a soldier keeping watch by the door (a different one than the night before). If they ask to see the captain, the soldier asks them what their business is and will admit them once they provide a reasonable answer. Once the soldier allows adventurers to pass, he can give them directions to help them find Captain Hartmann's chamber.

There is a soldier standing watch when the adventurers arrive:

When you arrive at garrison headquarters in the morning, there's a soldier keeping watch by the door. He asks who you are and what your business is.

Captain Hartmann

When the adventurers find Captain Hartmann's chamber:

When you find Captain Hartmann's chamber, his door is open. You see him sitting behind a large wooden desk with his head down, writing with a feather quill pen. He's a large, strong-looking man with a red beard wearing a suit of highly polished half plate armor that's obviously of masterwork quality.

The chamber itself is not very large and has very little furniture other than the chair and desk where Captain Hartmann is sitting. There's a bed in the corner partially screened by a curtain, a small bookshelf filled with old-looking books and papers, a large iron bound chest, and a weapon rack with assorted swords, bows, arrows and shields. Captain Hartmann looks up and greets you.

Sir Hartmann: "You're a motley crew (somewhat jokingly). What can I do for you this fine morning?"

Give the adventurers a chance to explain their business. If they ask for work, the captain responds with a job for them.

Sir Hartmann: "Well, let me see. I do have this letter for Cardigan Azurite, captain of the guard at Castle Blackstone, that needs to be delivered. None of my men have had the time to make the trip and I'd really like him to have it as soon as possible. It's a pretty long journey; about six full days on foot. Would you be willing to take it there for me? I'll pay you each 20 gold pieces here and have Captain Azurite pay you each 10 more when you reach Castle Blackstone. I'll even provide you with some provisions for the road. "Will you take the job?"

Give the adventurers a chance to talk about it. If they ask for more money, Captain Hartmann won't go any higher than his original offer but reluctantly responds that he can provide a few items of adventuring gear. Don't offer these items to the adventurers right away, but let them ask for items before starting to offer them slowly. Items: no weapons except arrows or crossbow bolts up to the original amount that the adventurers can fit into their quiver or case; lamp oil (1 pint each); one hemp rope (50ft.); whetstone (1); grappling hook (1); hooded wool traveling cloaks for each player that wants one.

The captain writes a note to Captain Azurite asking him to pay you 10 gold pieces each when you arrive and deliver the letter. Then he puts the letters in a small scroll case and hands it to you. Before you leave he takes you to the garrison Storemaster and asks him to provide you each with trail rations for six days (and whatever gear, if any, was agreed upon).

Captain Hartmann can also offer any information about Castle Blackstone found in the description in the Appendix. We leave it up to the GM's discretion whether or not to give the players a copy of the Black Mountain region map.

Outcomes

If the adventurers ask for directions Captain Hartmann tells them they need to take the Greenway Road north and stay on it until they arrive at Castle Blackstone. If the adventurers are looking for horses, they can't find any. There are none for sale at the stable and Captain Hartmann can't spare any.

The Greenway Road

The adventurers can take their leave and start their journey. The distance from Hallendorf to Castle Blackstone is 115 miles (six full days of travel on foot). By the time they leave town it might be mid-morning depending on what they decide to do.

Wandering Creatures: The Guardian Woods are home to many different creatures that the adventurers could encounter at any time. If the players' interest seems to wane or their characters are becoming complacent, use these random creatures to keep the adventurers on their toes. Statistics for the creatures are found in Appendix A: Monsters and NPCs.

d8 Roll	Result
1	Brown Bear (1)
2	Elk (1)
3	Giant Badger (1)
4	Giant Centipede (1d4)
5	Giant Fire Beetle (1d4)
6	Giant Wasp (1)
7	Wolf (1d4)
8	Deer (1d4)

Day 1: Group of Merchants

Soon after they set out, the adventurers encounter a small caravan of four merchant wagons bringing some of their goods to sell in the market at Hallendorf. There are three hired fighters on horseback protecting them. They're friendly and will engage in a short conversation although they don't have any specific information that's useful to the adventurers. They don't really have any finished goods that the adventurers would find useful to buy, only raw materials like cloth, leather, yarn, etc. If the adventurers ask about enemies along the road, they respond that they haven't seen any.

As they're traveling along, they observe they following:

It's a partly cloudy day with a light breeze from the west as you pass through the main gate of Hallendorf. Soon after leaving town, heading north, the Greenway Road plunges into the Guardian

Woods. On the first day the road is wide enough for horse-drawn carts with enough room for carts to pass one another.

About midday the adventurers observe the following:

You meet a small caravan of four merchant wagons heading south on the Greenway Road. In front of the caravan you can see two armed men on horseback that don't appear to be Southern Realm soldiers. As the group gets nearer, the two fighters ride out to meet you and a third comes from behind the wagons to take position up front as the caravan stops. When the first two get within earshot they stop and one of them calls out.

One of the fighters: "Are you friend or foe?"

If the adventurers answer "friend" and do not act in a threatening manner, the fighters become more relaxed.

The fighters motion for the caravan to proceed, and it turns out that the merchants are quite friendly. They ask how business has been in Hallendorf.

Outcomes

Even though the merchants are friendly, they prefer not to linger on the road and are eager to keep moving. The fighters prefer not to fight, but if they're threatened or attacked, they won't hesitate to retaliate. If a fight breaks out, the lead fighter will do his best to stop the fight before it goes too far.

The first night passes without incident, but there are more night sounds now that the adventurers are deeper into the woods and farther from Hallendorf. They can hear coyotes barking and many other sounds.

Day 2: Lumberjacks in the Woods

Late in the afternoon the adventurers encounter a group of lumberjacks working in the woods. They're friendly and will engage in a short conversation, but they don't really have much useful information to share with the adventurers and are in a hurry to get back to work because it's getting close to dinnertime.

As they're traveling along they observe the following:

The road winds its way through rolling, wooded terrain and is still wide enough for carts but becomes increasingly narrow.

Later in the afternoon they encounter the lumberjacks:

Late in the afternoon you begin to hear the sounds off in the woods. As you get closer you hear something that sounds like chopping, men singing and chains clinking. Reaching the source of the sounds you see a group of lumberjacks working about 50 yards off the road in the woods. They are chopping trees, singing a working song and hitching logs with chains to the harnesses of draft horses.

Outcomes

The second night passes without incident. Although, in the middle of the night, whoever is on watch hears what sounds like someone screaming in the woods. Anyone who succeeds at an Intelligence (Nature) check DC 8 recognizes the sound as the call of a screech owl. The owl stops after a half hour when the bird flies off. The sound may be cause for alarm to anyone who cannot identify it.

Chapter 4

A Clue on the Greenway

The night the messenger from Castle Blackstone died in a goblin attack was the night of the summer solstice and the first night of a full moon, an occurrence that only happens once every 30 years. The night the adventurers set up camp on day three of their journey is exactly 30 years later; the first time the full moon has appeared on the first day of summer since the messenger died.

Day 3: Ghost of the Messenger

Sometime in the afternoon the adventurers encounter a small, shallow river that is easily crossable on foot.

On this unique night the ghost of the messenger arises and seeks a way to fulfill his last mission: delivering the message and map sent to the Duke of Hallendorf about the tomb. This unfinished business is what's bound the ghost to earth. He will finally be able to rest in peace and cross over when the adventurers find the map.

At midnight the ghost of the messenger appears to the adventurers. He doesn't speak but beckons them to follow him a short distance farther into the woods to the spot where he fell in battle fighting the goblins.

It's a windless, cloudless night and the full moon is high in the sky. At about midnight something very strange happens. A ghost wearing a cloak, a tunic with the shield of the Southern Realm over studded leather armor and a helm appears from out of the woods. As he approaches you can see that he has an arrow in his chest. He doesn't seem to be able to speak but has a worried and somewhat urgent look on his face. He makes a motion with his hand that looks like he wants you to follow him.

If the adventurers follow him (if they don't see possible variables below):

The ghost leads you to a place a short distance into the woods and stops. In the spot where he stops you can see something on the ground. Taking a closer look it appears to be remains, including the bones of a man and horse, scraps of leather that could have been a saddle and studded armor, a rusted sword and a helm just like the one the ghost is wearing. You notice short black sticks protruding from the remains here and there. When you remove and examine one it reveals a goblin arrowhead. At the same time you notice the ghost look down at the one in his chest.

If the adventurers continue to search they find the remains of his saddlebags and discover a scroll case that contains a map of Blackstone Tomb with a clue written in runic letters. The clue can be translated using the runic code that Fred gave the adventures or with a single successful DC 18 Intelligence (Arcana) check. Any letter or other papers that may have accompanied the map have been destroyed by time and the elements.

A map for the players is provided in Appendix D: Maps.

The clue reads:

*Beware those who would enter the Tomb of Blackstone.
The honored resting place of heroes has been cursed!*

The way is hidden, the entrance is sealed and the vestibule disguised, a secret within a secret, within a secret.

Bless the master of the storehouse for his wisdom and discretion.

Finding the map and reading the clue prompts a change in the ghost. He seems excited by your find. As he crowds nearer and acts eager and very interested as you look it over.

The adventurers will also find the remains of the messenger's gear, including: a water skin, a bedroll, a rusted hand axe, a rotted wooden shield, a shard of flint and a rusted piece of steel, a small and very rusted hooded lantern, a rusted dagger, a small tarnished silver flask and an ivory holy symbol of Pelor.

When the adventurers read the clue, the ghost seems somewhat relieved. The more they talk about the tomb and finding it, the more at peace the ghost seems. The ghost stays with them until they talk about a plan to find the tomb even if that means he returns to camp with them. When they speak about finding the tomb something interesting happens:

When the ghost hears you talking about your plans to find the tomb, he is nodding his head and has a very content look on his face. He motions with his hands like he's asking you to gather around him. He then puts his hands together as if in prayer, bows to each one of you and then, rising into the air, he disappears.

Possible Variables

If the adventurers don't follow the ghost into the woods he doesn't leave them alone. He stays at the adventurers' camp and acts very sad. He'll continue to sulk around and bother them, always trying to get them to follow him. If they refuse for long enough, he will begin to make a low moaning sound, the only sound he can make. If they leave the spot where they decided to camp, the ghost will follow them and haunt them until they decide to follow him.

Day 4: Cavalry Patrol

On the fourth day, in the middle of the afternoon, the adventurers encounter two cavalry soldiers patrolling the road. They are on their way from Castle Blackstone to Hallendorf. To provide security along the Greenway Road, Southern Realm cavalry patrols are supposed to ride at regular intervals from Castle Blackstone to Hallendorf and back. Unfortunately patrols have been less frequent lately, thus the need for hired messengers.

The day begins with the following features:

It's a mostly cloudy day with a warm wind from the south that smells like rain. The road continues to present the same terrain as the previous day.

Later in the in the afternoon two Southern Realm cavalry riders appear on horseback. They're on guard and wary of anyone who doesn't look familiar to them. They ask what business the adventurers have on the road. If the adventurers tell them what their assignment is, they allow them to go about their business. They don't really have any useful information but can confirm that Castle Blackstone is still at least a day and a half away.

Day 5: Goblin Ambush

Monsters: 5 Goblins

The adventurers are attacked by a group of goblins that have been robbing travelers along the Greenway Road. Assume that the adventurers encounter the goblins as evening approaches.

Tactics

The goblins are hidden in the trees and wait for the adventurers to get close before they attack. When they're in range the goblins attack by throwing javelins first and then rushing in to attack.

The fifth day begins with the following:

It's a cloudy day with light rain. On the west side of the road there seems to be a swamp with a dense growth of willows that you can smell as well as see. The mountains are now visible to the north when there is a break in the trees. Among the peaks is a single mountain of dark stone that rises above the rest, wearing its snow-capped peak like a crown. Sometime in the afternoon you encounter another small, shallow river that you're able to cross on foot.

Later in the day:

The sun is starting to go down as you're walking down the road. Suddenly five javelins come hurtling toward you from the trees. A moment later five goblins attack.

Treasure

The goblins were carrying some coins. (4gp, 15sp, 4cp) (5gp, 19sp, 7cp) (6gp, 23sp, 9cp) (13gp, 24sp, 20cp)

Awarding Experience Points

Divide 250 XP equally among the adventurers if the group defeats the goblins.

Outcomes

The rest of the night passes without incident, although the adventurers hear wolves howling throughout the night.

Day 6: Trapper

Sometime late in the day the adventurers are surprised by a trapper named Mouffette as they travel along the Greenway Road. The adventurers almost don't notice him standing off to the side of the road in the woods. Assume that the adventurer with the highest passive Perception spots him.

It's a cloudy day with the wind from the east. The Kindred Mountains are looming now and the forest is a mix of deciduous and coniferous trees. The terrain is uphill with many rocks protruding through the ground.

Just before noon someone notices a man:

As you're walking along, (player's name) spots someone in the woods. He's a tall, wild-looking man with tan skin, a mane of unkempt black hair with a white stripe in front and black beard, wearing mostly leather and furs for clothing. He's carrying a longbow and wearing a sword. His horse is pulling a cart with his belongings and a pile of various animal skins and furs.

Outcomes

Mouffette is only marginally friendly and very wary. He lives in the wilderness alone for long periods of time and is very adept in staying hidden in the woods if he likes. Being a ranger, he's very knowledgeable about nature and the ways of animals.

He only allows himself to be seen because he doesn't see many interesting people and wants to get a glimpse of the group. If the adventurers approach him he'll move off. If they follow him and try to engage him in conversation he'll speak to them only when asked something and gives very short answers.

He will prefer to not stay with the adventurers, and he won't agree to guide them as they travel. He can tell them that they will most likely reach Castle Blackstone sometime the next day depending on how fast they travel.

After their encounter with Mouffette the night passes without incident. In fact, the night is very quiet and still with heavy cloud cover.

Chapter 5

Reporting to Captain Azurite

The adventurers arrive at Castle Blackstone after the sixth day of travel from Hallendorf. A map and detailed description of Castle Blackstone can be found in the Appendix. There is also a player's version of the map to share with the group to give them an idea of the layout of the castle, castle fort and underground places.

It's a cloudy, still day. The landscape is going steadily uphill and the deciduous trees have completely given way to the coniferous. You don't encounter anyone on the road today. There is little wind and the woods are quiet. As the Greenway Road slowly curves to the right, the trees give way to a scree-filled valley and Castle Blackstone comes into view. The main wall of the castle blocks the valley like a dam. As you enter the valley, the road forks, the left path leads to the castle and the right path leads to the castle fort near the mountainside.

Determine if the adventurers approach the castle or the fort. If it's daytime, the captain will be in the castle council chamber. If it's evening, he'll be in the captain and knight's quarters. Whichever gate the adventurers approach they're challenged by the guards (two Southern Realm regulars).

Guard: "You there, state your name and business."

A reasonable answer and a respectful demeanor will put the guards at ease. After allowing them to pass the guards can offer other information, including:

- Directions to find the captain, wherever he might be at that time of day.
- Any physical information about the castle or the castle fort.

The adventurers meet Captain Azurite:

Captain Azurite is a tall, strong-looking man with piercing blue eyes and a scar on his right cheek. He has close-cut hair that's mostly gray with hints of black, and a goatee with a big, full mustache. His ornate armor looks well-used, hinting at a life full of many battles. A large blue cloak made from thick wool is slung over his shoulders.

He is an accomplished swordsman, rider, archer, military tactician and generally someone you'd want on your side in a fight. His favorite quote: "Courage is not the absence of fear, but rather the judgment that something else is more important than fear." Captain Azurite grew up and went to military training with Captain Stoney Whitefield, captain of the guard at the Fort of Fire & Ice. Their families lived near each other west of Hallendorf on the Hallen Plain.

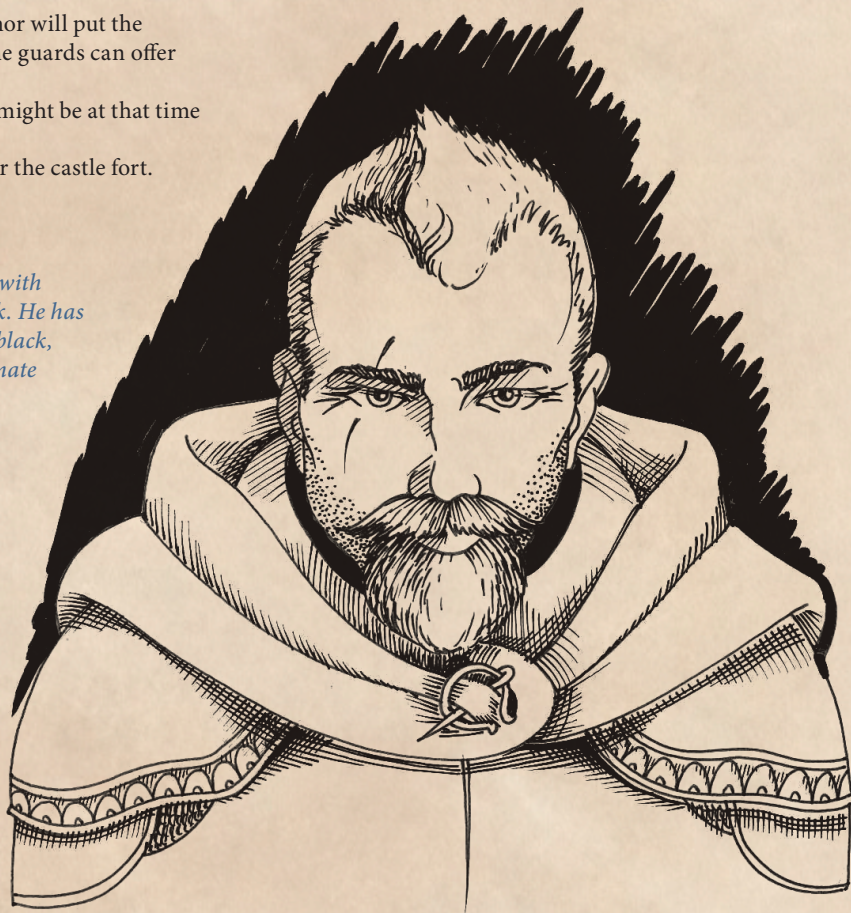
Captain Azurite: "Thank you for delivering this message. Please wait here while I read it. (Pause) There's something

for you here as well. It says that you're all to receive 10gp after successfully delivering the message. Here you go." (Gives each player 10gp)

"You can lodge with the regular troops tonight if you wish. I might have another message for you to return in a day or two. Or, if you choose, you can go on your way."

Outcomes

The adventurers will most likely ask to visit the Storemaster after the captain has released them because of the clue on the map. They may ask Captain Azurite where to find him, and he directs them to the storehouse. The Storemaster occupies one of the chambers in the storehouse complex inside the mountainside. Any other person they meet at the castle or the fort will also be able to give them directions to the storehouse.



Chapter 6

Another Discovery

If the adventurers go to the storehouse they meet Storemaster Ulrich Straus. He is the current Storemaster in long line of Storemasters from the Straus family of Hallendorf. When a new Storemaster is chosen from the family, they're sent to the fort at Castle Blackstone for a time to apprentice with the current Storemaster until they retire.

Ulrich is a big, heavy fellow who seems a little frazzled most of the time and gets winded easily when he's in a hurry. He lives in a chamber of stone hewn out of the mountain long ago. These are the same quarters used by the Storemasters for generations. The room has a large, extremely old wooden table in the center piled with books, papers, candlesticks and used cups and plates. There are supplies of all kinds piled here and there in crates, barrels and boxes. In one corner of the room there's a screen, behind which the foot of a bed can be seen.

After some initial questioning by the adventurers it should become apparent that Ulrich doesn't know anything about the tomb at Castle Blackstone or any secret entrances. But he can answer questions that might lead the adventurers to realize that they're not looking for the current Storemaster. Because the tomb was hidden about a generation ago, Ulrich's Uncle Robert, the man Ulrich apprenticed under, would have been the one who helped hide the tomb. He is no longer living. But Ulrich remembers that, like himself, his uncle kept a series of logbooks that might reveal something.

Ulrich the Storemaster greets the adventurers: "Who are you and what can I do for you?"

Ulrich can offer other the adventurers information, including:

- He's the current Storemaster in a long line of Storemasters from the Straus family in Hallendorf.
- He apprenticed under his Uncle Robert before he retired then passed away.
- Before he was the Storemaster, his Uncle Robert held the post for almost 40 years.
- The chamber they're in has always belonged to the Storemasters and his Uncle Robert lived there before he did.
- Most Storemasters, including his uncle, kept logbooks of supply shipments and sometimes added notes about events that were happening at Castle Blackstone.

Outcomes

The adventurers should come to the conclusion that maybe there's something in one of the logbooks that will help them in their quest to find the tomb. If they're having trouble coming up with this themselves Ulrich can interject that maybe there's something in the logbooks that will give them a clue.

The Letter

The adventurers scour the logbooks with Ulrich for a long time before finding a clue. The clue can be found in one of Robert's logbooks with a successful DC 18 Intelligence (Investigation) check. Each failed attempt results in a one hour time delay.

While scouring the logbooks you come across some vague references to the business of hiding the tomb. The only clue to its whereabouts is a single sentence in one of the logbooks.

From Robert the Storemaster's logbook: "If someday I'm gone and someone needs to enter, look inside the table."

The clue for the location of the entrance is hidden in one of the legs of the old wooden table in the center of the Storemaster's quarters. A secret compartment has been hollowed out of the table leg from the bottom, and the table would have to be overturned to find it. If the adventurers knock on the legs they would be able to tell from the sound that one of the legs is hollow. Overturning the table reveals the secret compartment, which is a hole drilled in the leg. The table has no other drawers or compartments that are visible, making it seem strange that the clue says "inside the table."

The adventurers can roll to find the clue with a successful DC 18 Intelligence (Investigation) or Wisdom (Perception) check. This could also be an opportunity to have a role-playing session to discover it.

Once the adventurers find the letter it would be nice to give them the copy of the letter that's provided in the Appendix. Below is the content:

If you've found this letter the time must be right for the secret of Blackstone's Tomb to come to light.

Years ago, a dark wizard used the tomb to practice his evil magic. He desecrated the resting place of Castle Blackstone's heroes and used their bodies, performing spells to reanimate the dead. When his crimes were discovered Southern Realm soldiers captured him, but not before many of them died. The few who survived worked to seal the tomb and keep it a secret. I was one of them.

To enter the tomb one must pass through three doors wrought by the skill of dwarves. Look for the first in the Deep Lake cavern. Once inside, follow the tunnel south and look for the next door of the same make in the east wall. Here, you'll find a chamber disguised as an armory, the location of the final secret door.

Take good care those who enter, and may the gods protect you.

*Robert Straus
Storemaster of Castle Blackstone*

Chapter 7

The Captain's Directive

Ulrich is very excited after the discovery of the letter and the secret of the tomb. He would like to go tell Captain Azurite right away believing it will increase his credibility with him the other military members of Castle Blackstone.

The Storemaster says: "This is an amazing discovery! We should go to Captain Azurite and tell him right away."

If the adventurers agree, skip to Captain Azurite's Directive below. If the adventurers insist on forging ahead and going to find the tomb on their own, the Storemaster will insist they get permission from the captain of the guard saying:

"I don't know about this. I'd feel better if you went to Captain Azurite to ask his permission to enter the tomb. He should know about it and what you're planning to do."

Possible Variables

If the adventurers still decide to continue on their own the Storemaster alerts the captain who sends guards to stop the adventurers. The guards escort the group to the captain's chamber where he delivers his directive.

Captain Azurite's Directive

The Storemaster accompanies the adventurers to the captain's quarters (or the castle council chamber if it's daytime) to meet with Captain Azurite and tell him what they've found. The captain is wary of the adventurers' motives for wanting to find the tomb. He thinks that it should be restored. If they tell the captain they're planning to find and enter the tomb he responds by saying:

Captain Azurite asks: "Why do you want to enter the tomb? Are you planning to restore order there or are you just treasure hunting?"

Give the adventurers a chance to tell their story. The captain pauses for a few moments when they're done and responds with:

"Now that I know about the tomb I'd like to see order restored there and whatever soldiers' remains and artifacts are still in tact turned over to their families, if possible. I'll allow you to enter the tomb if you swear to act as my agents in helping me in this endeavor."

"I'll allow you to enter the tomb under the following conditions:

- You operate under my directive to clear the tomb of any monsters so that workers can be sent in to restore the tomb*
- You do not keep any artifacts, heirlooms or weapons that you find in the tomb but leave them where you find them.*
- You are to leave, in tact, any warriors remains you find in the tomb.*
- You allow a soldier briefed with these conditions to enter the tomb with you as your companion.*
- You report to me when you leave the tomb.*
- I understand the risk you're undertaking by going into the tomb so I'll allow you to keep any coinage you find in the tomb."*

"Do you agree?"

There is no room to negotiate. Either they agree or they aren't allowed to enter the tomb. If the adventurers don't agree to the captain's terms they're given the choice to sleep on it or leave the castle if they wish. Even if they leave the castle and come back, the captain will give them the same terms.

If they agree the captain responds:

"Good. Ulrich, find Thomas Feldman and bring him to me. In the mean time you adventurers wait in Ulrich's chamber."

Ulrich meets them at his chamber about a half hour later and introduces them to Thomas Feldman a human paladin guard (see Appendix A for character stats) who has been stationed at Castle Blackstone for about six months. Feldman has been instructed by Captain Azurite to keep an eye on the adventurers and make sure they follow his terms as they agreed. He's also been instructed to assist the adventurers if necessary but it's not up to him to lead them or defend them. He's a young, strong soldier with a keen sense of loyalty and duty. If the adventurers treat him well during the adventure he will take a more active role in helping them to engage whatever they encounter in the tomb. Feldman will act as the authority on what can and can not be taken from the tomb.

We leave it to the GM's discretion whether or not to track his loyalty to the party based on game rules found in the core rule books.

The Storemaster says: "I'm going to have Feldman lead you to the lake. I'm somewhat bothered by the fact that I've been down there so many times not knowing that the tomb was so close. I don't think I can go down there again until I know it's safe."

Possible Variables

If the adventurers ask for any other assistance the captain will agree to support them with provisions during their mission. He asks them to report to the Storemaster if they are in need of food, water or supplies. The only weapons the Storemaster is allowed to supply are arrows and crossbow bolts up to the amount the adventurers can carry.

Search for the Tomb Entrance

In this section the adventurers need to find and open a series of secret doors in order to find the tomb entrance. It would make sense, because they're working as a group, to use the rules for a group ability check. Feldman is able to lead the adventurers down the passage to Deep Lake. He will most likely want to have some light because he's human and can't see very well in the dark.

All secret doors were crafted by dwarves to match the stone or stonework of the surrounding walls with a button that is fashioned to look like stone too. To spot a secret door at a distance of more than five feet requires a successful DC 17 passive Perception check. The location of a secret door can be found with a successful DC 15 Wisdom (Perception) check. Each failed attempt to locate a secret door results in a 30 minute time delay.

The entrances to the secret doors are marked with an A, B and C on the GM's version of the Castle Blackstone map.

The passage to Deep Lake is dark, it slopes slightly downhill and has irregular hewn stone walls. Periodically there are torch holders along the walls with torches in them but they're not lit. When you get to the lake what you find is a large underground cavern with a subterranean lake. You can hear the faint sound of running water and dripping, and can see stalactites (ceiling) and stalagmites (floor) here and there on the cavern floor and ceiling. The walls of the Deep Lake cavern are a combination of unworked and hewn stone.

If the adventurers ask, Feldman can tell them that the water in Deep Lake is safe to drink.

Secret Door A

The first secret door is located in the west wall of Deep Lake cavern. When the adventurers find the secret door and stone they encounter the following:

As you're searching the walls you notice many places where the walls have been carved as to remove outcroppings of rock. It's in one of these areas that you find a place that has been carved so that it's mostly smooth. Upon closer examination you see a small stone that is nearly round in shape about four feet off the cave floor.

After pressing the stone you hear a series of clicks and a sound like something moving inside the wall then cracks begin to appear and the door grinds open. What you see is a passageway that is pitch black.

The walls of the secret passage are much like those of the Deep Lake passage, irregular hewn stone with flat areas carved here and there.

Secret Door B

The second secret door is about 30 paces (about 30 yards or 90 feet) from the entrance of the secret passage in the east wall and leads to a small room. The room is a nondescript chamber that was once the entrance vestibule but was altered from its original state to pass as an armory in order to disguise it. When the adventurers find the secret door and stone they encounter the following:

As you're searching the walls, again you notice a place where the walls have been carved mostly flat and smooth. There's another small stone that is nearly round in shape this time about a foot off the cave floor. After pressing the stone you hear a series of clicks and a sound like something scraping inside the wall and the door swings slowly open.

In the small room beyond the door are wooden racks that hold weapons and shields. The room contains nothing else except a single torch holder on the east wall with no torch in it. Some of the weapons appear that they might have special qualities.

Secret armory contents:

- 2 – Mithral shields (+3)
- 2 – Quivers of arrows
- 2 – Cases of crossbow bolts
- 1 – Short sword (+1)
- 2 – Short swords
- 1 – Long swords (+1)

- 4 – Long swords
- 1 – Two-handed sword (+1)
- 2 – Two-handed swords
- 2 – Javelins

Anyone who makes a successful DC 12 Intelligence check can discern which items are special and what properties they have.

Secret Door C

The final secret door to reach the tomb is located in the east wall of the secret armory. Pulling the torch holder on the same wall activates the mechanism that opens the secret door. When the adventurers discover the torch holder opens the secret door they encounter the following:

After pulling the torch holder you hear a series of clicks; a scraping sound inside the wall and a door that perfectly matches the stonework of the wall slowly opens.

You see a short passage 20 feet wide with masonry walls and a stone floor that leads to the main tomb door. The passage is dark and empty except for a thick layer of dust and a little bit of rubble on the floor. The ceiling is high and comes to a peak in the middle, maybe 20 feet above your heads.

Chapter 8

Entering the Tomb

The halls of Blackstone Tomb are still haunted by the undead as well as being inhabited by a number of other creatures who have made it their home. During their mission to clear the tomb the adventurers will face challenges that will test them in many ways. These challenges have been designed so they should be able to handle them all without help once they're inside. There's no time line on completing the task so it's possible for the adventurers to stop at any point to take a rest and recover, granted they find a safe place to do so. They can even be allowed to return to the Storemaster to resupply if necessary but Captain Azurite will not send any other soldiers to give them help. His troops are too busy with their duties guarding Black Pass.

Important Features

Passages: Most of the passages in the tomb are 10 feet wide with ceilings that come to a peak at 10 feet. The walls and ceilings are a combination of hewn stone and masonry construction. There is no natural light within the tomb.

Torch Holders: Each torch holder the adventurers find within the tomb has one of four conditions: 1) no torch, 2) torch is unusable, 3) torch lights but goes out immediately, 4) torch can be lit and is usable. Rolling a d4 will determine the condition.

Sarcophagi: Most sarcophagi that have or had a soldier buried in it have some sort of special weapon inside. The weapons are most often heirlooms that have been passed down through the generations.

Wandering Monsters: Most monsters in the tomb are bound to a burial chamber or its general area but there's the chance of encountering a monster anywhere. Use these random monsters to keep the adventurers on their toes or from believing anywhere in the tomb is safe.

d10 Roll	Result
1-3	Stirge (1)
4-5	Skeleton (1d4)
6	Ghoul (1)
7-8	Zombie (1d4)
9-10	Dire Rats (1d4)

The following features and encounters are keyed to the Blackstone Tomb dungeons master's map.

1. Double Wooden Entrance Door

The door is locked and requires a successful DC 20 Dexterity check to pick the lock. Each failed attempt to pick the lock results in a 30 minute time delay. If the adventurers try to break the door it has an AC 15 and HP30. They hear nothing. The doors swing inward to open. If they break the door to enter the bats in the entrance chamber will have been disturbed and fly out when it's opened, filling the hall and the entrance chamber.

Just ahead you see is a set of double wooden doors, 10 feet tall, with ornate metal hinges and large metal handles. The entire entrance resembles the portal of a cathedral. There are torch holders set in the walls on either side of the doors. One of the doors has a metal plate with a keyhole. There is an inscription carved above the doors that reads:

"All those who enter these halls of honor proclaim the valor of those resting here. Their service and sacrifice shall never be forgotten."

When the door opens:

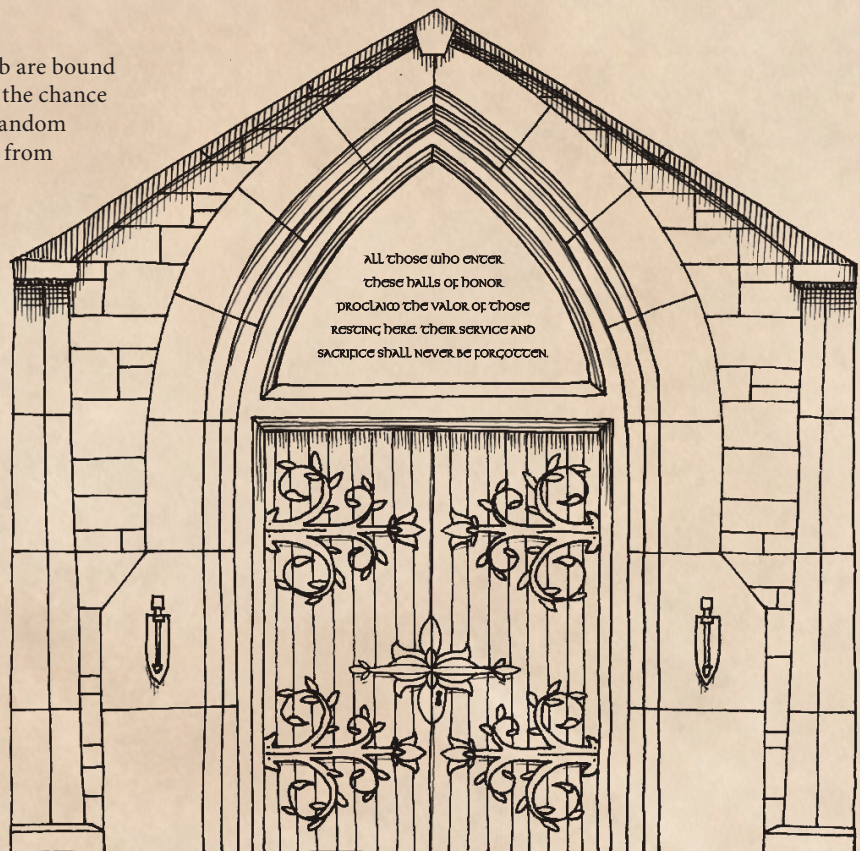
When the door opens there's a sound like a deep sigh. Nothing can be seen inside but a looming darkness, deathly quiet and ominous. The smell is dank and musty as cold air creeps out and surrounds you conjuring up an image in your mind of standing in a graveyard at night. When your eyes adjust you can see that there's a thin fog next to the floor within the entrance chamber.

Each adventurer must make a DC 15 Wisdom saving throw against fear to enter or wait outside the door for 1d12 minutes until their fear has passed. Adventurers who succeed in the saving throw are not able to convince those who didn't to enter.

2. Entrance Chamber

Creatures: 123 Bats

When the adventurers enter roll a passive Perception check against the adventurers' Stealth check to determine if the bats are disturbed. If the adventurers disturb the bats they take flight,



filling the air around the adventurers and get in their way. Some fly out through the small hole in the wall and some fly down the passage with the adventurers and continue to be an annoyance. They don't attack and eventually they fly away back to the entrance chamber.

The stone walls are carved with battle scenes in relief and ceiling is vaulted so that the corners meet in a apex in the middle about 20 feet above the center of the room. The floor and a small section of the wall on the northeast side of the room has collapsed, letting in water from Deep Lake, creating a pool. Immediately to your right there's an open passage.

3. Wooden Door

This is a plain wooden door with iron hinges. The door is stuck and requires a successful DC 13 Strength check to force open. If the adventurers try to break the door it has an AC 15 and HP10. There is a torch holder on the wall next to the door.

The passage is about ten feet wide and has a low ceiling. There is a left turn and the passage ends at a plain wooden door with iron hinges. There is a torch holder on the wall next to the door.

4. Wooden Door

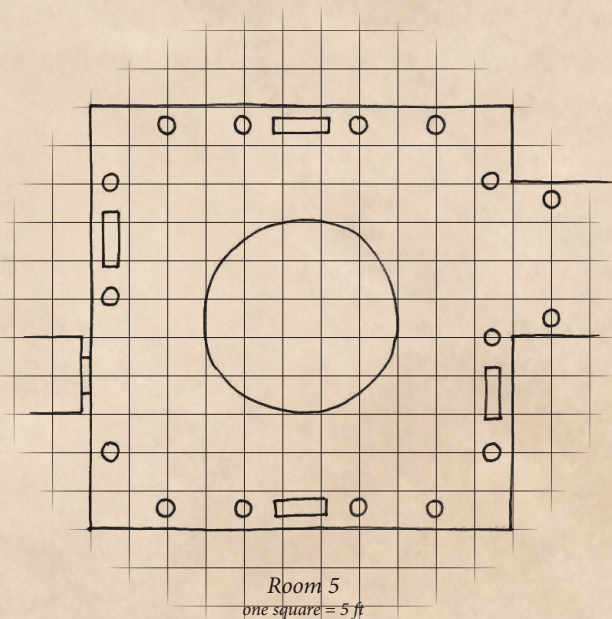
This is a plain wooden door with iron hinges. The door is closed but unlocked. There is a torch holder on the wall next to the door.

5. Ceremonial Chamber

Monster: One Ghoul

This is the main chamber of the tomb where internment ceremonies were conducted. It's now inhabited by a ghoul.

It's dark but in the middle of the room you can see a raised dais about a foot tall and 25 feet in diameter. The vaulted ceiling reaches 40 feet high in the center and there are numerous carved pillars and benches lining the walls. Each pillar is fitted with a torch holder. Extending out from the other side of the room is a long wide passage and coming toward you from out of the gloom is a ghoul.



The ghoul speaks in a low raspy voice: "You don't belong here. Leave now or suffer."

The adventurers might notice these other features when the ghoul is defeated and they have time to search.

Also, in the room there are the remains of two warriors, their weapons and armor are rusted, decayed and useless. The long wide passage looks like it could have been used for funeral processions or internment ceremonies. It has a vaulted ceiling too and there are stone benches along the walls.

Treasure

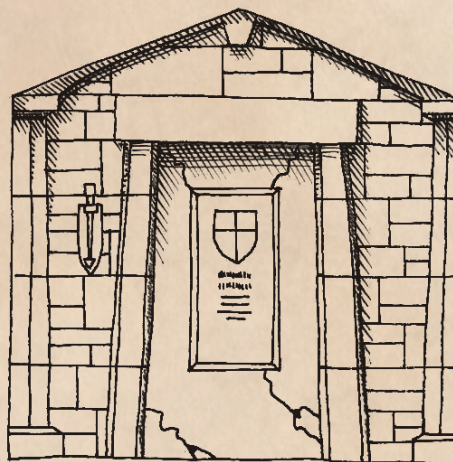
The warriors were carrying some coins. (21gp, 17sp, 9cp) (55gp, 77sp, 22cp)

Awarding Experience Points

Divide 200 XP equally among the adventurers if the group defeats the ghoul.

6. Stone Door – no inscription

This is an entrance door to an unused burial chamber with a stone door that has no inscription. The door is closed and there's a torch holder on the wall next to the door. All stone doors are well balanced and can be opened easily from the outside without a strength check.



Typical Tomb Entrance

7. Burial Chamber

This burial chamber was never used. The three sarcophagi inside have no lids and are empty. There are two torch holders on the opposite wall and one on the east wall next to the entrance door. Like many other burial chambers it has a vaulted ceiling with carved masonry walls.

8. Stone Door – no inscription

This is an entrance door to an unused burial chamber with a stone door that has no inscription. The door is half open. There's a torch holder on the wall next to the door.

9. Burial Chamber

The three sarcophagi inside have no lids and are empty. There are two torch holders on the opposite wall and one on the east wall

next to the entrance door. Like many other burial chambers it has a vaulted ceiling with carved masonry walls.

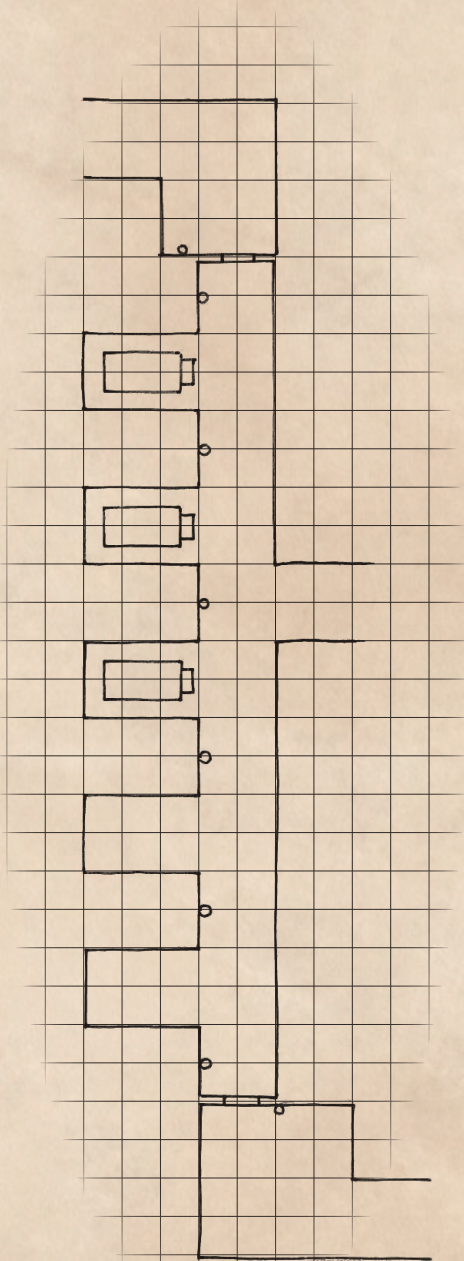
10. Ante Room

This is a small room just outside a burial chamber. There is a plain wooden door with iron hinges on the south wall. There is a torch holder on the wall next to the door.

11. Burial Chamber

Monsters: Three Skeletons

The door on the north side of the chamber is locked and requires a successful DC 15 Dexterity check to pick the lock. Each failed attempt to pick the lock results in a 1d10x2 minute time delay. If the adventurers try to break the door it has an AC 15 and HP12.



Room 11
one square = 5 ft

The door on the south side is shut but unlocked. If any one of the adventurers listen at the door and succeeds in DC 12 passive Perception check they hear the faint sound of footsteps and a clinking sound from the skeletons' armor scraps. The skeletons inside are alerted by the sound of the adventurers picking the lock or bashing the door and will be waiting just inside to attack.

The chamber itself is a long hallway with sarcophagi placed in niches carved into the wall. The door opens into a long hallway. Along the west side of the hall there are five niches (or openings) in the wall. In between each niche there is a torch holder on the wall. In the east wall there's a passageway that has no door.

The adventurers might notice these other features when they have time to search.

Out of the five niches you find that three have been used and the lids are askew. Each sarcophagus is made from carved stone and has a carved stone figure on the lid and has a small locked wooden chest at the foot. The sarcophagi also have a crest or coat of arms and an inscription carved at the foot end facing the hall. The inscriptions read:

*Heinrich Wilhelm – I will only lay down my sword in death
Thorsten Longshanks – Death does not change the deeds of life
Justinus McKinley – Honor in death as in life*

Also, in the room there are the remains of three warriors, their weapons and armor are rusted, decayed and useless.

Treasure

The chests are locked and require a successful DC 15 Dexterity check to open. Each failed attempt to pick the lock results in a 1d10x2 minute time delay. If the adventurers try to break open the chest it has an AC 15 and HP8. The chests each contain 50gp and one contains a potion of Healing (Common, cures 2d4+2 HP, 50gpv). The warriors were carrying some coins (4gp, 6gp, 5sp, 3cp) (12gp, 4sp, 4cp) (9gp, 7sp, 5cp). Feldman will agree that it's OK to take the potion and all the coins.

Awarding Experience Points

Divide 150 XP equally among the adventurers if the group defeats the skeletons.

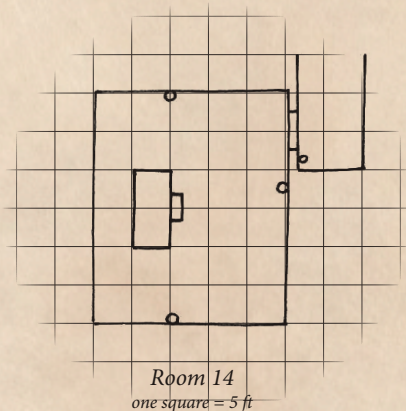
12. Ante Room

This is a small room just outside a burial chamber. There is a plain wooden door with iron hinges on the north wall. There is a torch holder on the wall next to the door. If the adventurers have not entered the chamber on the north side of the door refer to #11.

13. Stone door

This chamber has a door with an inscription that is open just a crack. The inscription carved on the door reads:

*Geoffrey Cypress – Fear not death, but death without honor.
The door is open just a crack and there is a torch holder on the wall next to the door.*



14. Burial Chamber

Monster: One Skeleton

If any one of the adventurers listen at the door and succeeds in DC 12 passive Perception check they hear the faint sound of footsteps and a clinking sound from the skeleton's armor scraps. If the adventurers hear the skeleton before they open the door they surprise it.

As the door opens directly in front of you there's a sarcophagus with a small wooden chest in front of it. You notice the lid of the sarcophagus is askew.

The adventurers might notice these other features when they have time to search.

The room has a vaulted ceiling with carved masonry walls and three torch holders on the walls. There is a wooden chest near the sarcophagus and a sword inside.

Treasure

The chest is locked and require a successful DC 16 Dexterity check to open. Each failed attempt to pick the lock results in a 1d10x2 minute time delay. If the adventurers try to break open the chest it has an AC 15 and HP10. In the sarcophagus is a great sword. The chest contains 90gp, 100sp, 1 gem (dark purple amethyst 100gpv). Feldman will agree that it's OK to take the coins but not the gem or the sword.

Awarding Experience Points

Divide 50 XP equally among the adventurers if the group defeats the skeleton.

15. Stone Door – no inscription

This is an entrance door to an unused burial chamber with a stone door that has no inscription. The door is closed and there's a torch holder on the wall next to the door.

16. Burial Chamber

This burial chamber was never used. The sarcophagus inside has no lid and is empty. In the center of the room there's an empty sarcophagus with no lid. The room has a vaulted ceiling with carved masonry walls and there are torch holders on the north, south and west walls.

If an adventurer is trying to escape from this room because they were transported here by a spell the door is difficult to open from the inside. The door requires a successful DC 18 Strength check to force open because it wasn't meant to be opened from the inside. If an adventurer tries to break the stone door it has an AC 17 and HP60.

Adventurers searching for someone trapped would not be able to hear the person inside the room until they were in the hallway just outside the door.

17. Stone door

This door has an inscription but is shut. There is a torch holder on the wall next to the door. The stone door with an inscription carved on it. The inscription reads:

Vincent Columbine – May the blade that shines in the light let darkness never overcome it.

18. Burial Chamber

Monster: One Zombie

If any one of the adventurers listens at the door and succeeds in DC 12 passive Perception check they hear the faint sound of the zombie's shuffling footsteps. If the zombie is alerted by the sound of the adventurers it will be waiting just inside to attack.

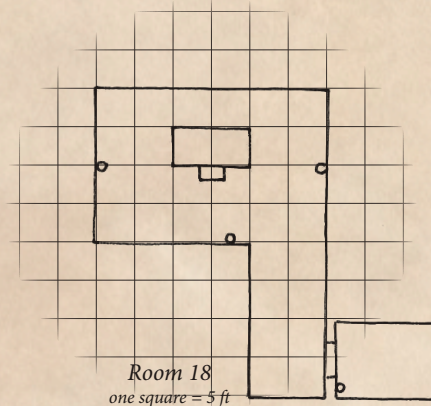
The door grinds open and you see a passage leading to the right. The passage is short and it opens into a burial chamber with a sarcophagus in the center. A zombie shuffles toward you and attacks.

The adventurers might notice these other features when they have time to search after the zombie is defeated.

The room has a vaulted ceiling with carved masonry walls and three torch holders on the east, west and south walls. The lid of the sarcophagus is askew and there is a small wooden chest nearby and a sword inside.

Treasure

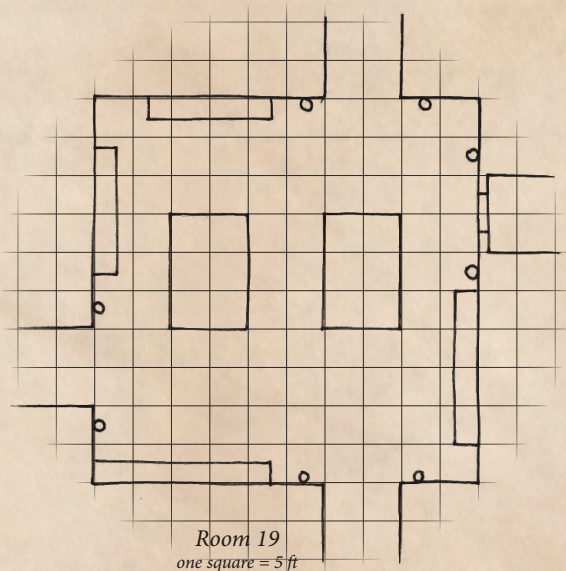
The chest is locked and require a successful DC 14 Dexterity check to open. Each failed attempt to pick the lock results in a 1d10x2 minute time delay. If the adventurers try to break open the chest it has an AC 15 and HP9. In the sarcophagus is a longsword. The chest contains 70gp, 200sp, and a Wand of Light (The wand has 3



charges. While holding it, you can expend one charge as an action to cast the Light spell from it. The wand regains 1d3 expended charges daily at dawn. 50gpv). Feldman will agree that it's OK to take the coins and the wand but not the sword.

Awarding Experience Points

Divide 50 XP equally among the adventurers if the group defeats the zombies.



19. Embalmer's Chamber

Creature: One Giant Wolf Spider

A giant wolf spider has made the embalmers chamber its home. When it's not out stalking prey in the tomb it hides under one of the embalmer's tables waiting to pounce and anything living that happens to wander by.

Approaching from the west, north or south are long, dark hallways that have openings with no doors at the end. The room is very dark and quiet.

You can allow the adventurers to do a Wisdom (Perception) check for the spider but add a +5 bonus to the spider's already high Stealth modifier for three-quarters cover. The spider will attack the first person to come near the table it's hiding under. We leave it for the GM to choose which table the spider is under. It won't fight to the death but will attempt to run and hide if its hit points are getting low.

This large chamber has a vaulted ceiling and has two large wooden tables in the center that look like worktables. Around the walls of the room are other small tables with tools on them, shelves lined with pottery containers, and a few wooden cabinets. On the west wall is a locked wooden door.

If the adventurers have not entered the chamber through the door on the west side of the room refer to #24. The door is shut but unlocked.

Possible Variables

If spider escapes before the adventurers defeat it they should encounter it again before they leave the tomb.

Awarding Experience Points

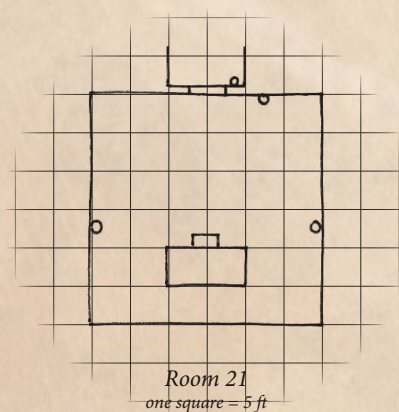
Divide 200 XP equally among the adventurers if the group defeats the spider.

20. Stone door

This door has an inscription and is open half way. There is a torch holder on the wall next to the door.

Approaching the room the hallway is dark and quiet. You see a stone door with an inscription carved on it. The inscription reads:

Paxton Ward – May courage forever triumph over fear.



21. Burial Chamber

This chamber has a door with an inscription but the sarcophagus has not been disturbed. When the adventurers enter the room and find it intact Feldman encourages them to leave it as is. There is a small wooden chest near it. The room has a vaulted ceiling with carved masonry walls and torch holders on the east, west and north walls. The chest is trapped.

Magic Trap (Teleport): The trap is triggered when anyone tries to open the lock of the chest and resets immediately. No attack roll necessary; one target; Wisdom (Perception) or Intelligence (Arcana) DC 15 is required to detect the trap. When activated, the spell transports the adventurer trying to pick the lock to room 16. An adventurer can attempt an Intelligence (Arcana) check DC 15 or cast a successful Dispel Magic DC 13 spell to disable the trap.

The chest can also be broken open. If the adventurers try to break open the chest it has an AC 15 and HP8. If the chest is destroyed so is the lock and there is no chance of activating the spell.

Treasure

The chest contains what looks like a ceremonial electrum dagger with onyx stones set in its hilt and 90gp, 170sp. Feldman will agree that it's OK to take the coins but not the dagger.

Awarding Experience Points

If the adventurers successfully disable the trap divide 100 XP equally among the group.

22. Wooden door

This is a plain wooden door with iron hinges. The door is unlocked but closed. There is a torch holder on the wall next to the door. Beyond the door there is a dark, quiet hallway leading south.

If the adventurers have not entered the chamber to the south refer to #19.

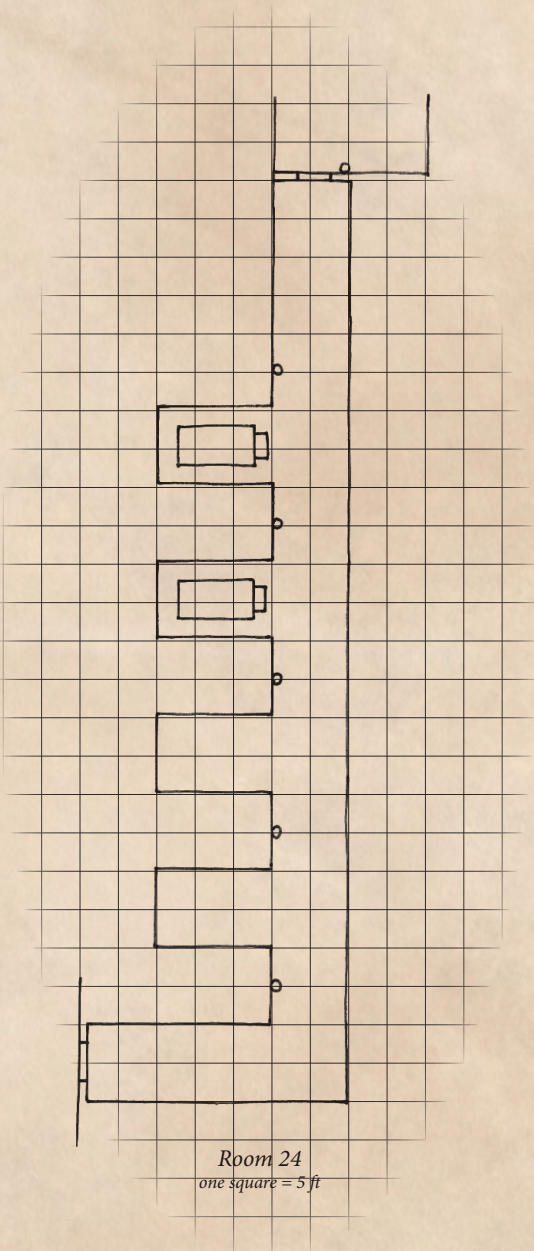
23. Ante Room

This is a small room just outside a burial chamber. There is a plain wooden door with iron hinges on the north wall. There is a torch holder on the wall next to the door.

24. Burial Chamber

Monsters: 2 Skeletons, 1 Zombie

The door is locked and requires a successful DC 12 Dexterity check to pick the lock. If the adventurers try to break the door it has an AC 15 and HP13. If any one of the adventurers listen at the door



and succeeds in a DC 12 passive Perception check they hear the faint sound of footsteps and a clinking sound from the skeletons' armor scraps. The skeletons and zombie inside are alerted by the sound of the adventurers picking the lock or bashing the door and will be waiting just inside to attack.

The chamber itself is a long hallway with sarcophagi placed in niches carved into the wall. The door opens into a long hallway. Along the west side of the hall you can see niches (or openings) in the wall. In between each niche there is a torch holder on the wall.

The adventurers might notice these other features when the monsters have been defeated.

Out of the five niches you find that two have been used and the lids are askew. Each sarcophagus is made from carved stone and has a carved stone figure on the lid and has a small locked wooden chest at the foot. The sarcophagi also have a crest or coat of arms and an inscription carved at the foot end facing the hall. The inscriptions read:

*Leopold Taggart – Mourn not my death, but celebrate my victories
Arnhold Banner – Evil can never stand in the light of righteousness*

Also, in the room there are the remains of three warriors, their weapons and armor are rusted, decayed and useless.

Treasure

Each chest is locked and require a successful DC 12 Dexterity check to open. Each failed attempt to pick the lock results in a 1d10x2 minute time delay. If the adventurers try to break open the chest it has an AC 15 and HP7. In one of the sarcophagi is a two-handed sword and the other contains a battle axe. The chests contain 100gp each. The warriors were carrying some coins (14gp, 9sp, 5cp) (16gp 7sp, 6cp). Feldman will agree that it's OK to take the coins but not the weapons.

Awarding Experience Points

Divide 150 XP equally among the adventurers if the group defeats the skeletons and the zombie.

25. Wooden door

At the end of a short passage is a plain wooden door with iron hinges that is unlocked on the north wall. There is a torch holder on the wall next to the door. The passage beyond leads to room #19 the Embalmer's Chamber.

If the adventurers have not entered the Embalmer's Chamber refer to #19.

26. Stone door

Monsters: Two Skeletons

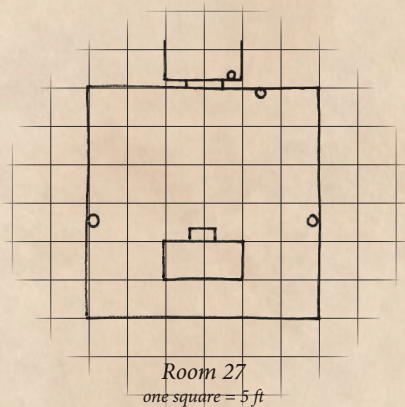
The door is open and there are two skeletons wandering in the hallway but they will only venture about 30 feet in either direction of the door.

You see two skeletons roaming the passageway outside the door. There is a torch holder on the wall next to the door. The door is open and an inscription carved on it. It reads:

Salvador Valentina – A life of service above all else.

27. Burial Chamber

This chamber has a door with an inscription and the sarcophagus has been disturbed.



Inside is a burial chamber with a sarcophagus in the center. The room has a vaulted ceiling with carved masonry walls and three torch holders on the walls. There is a small wooden chest near it. The lid of the sarcophagus is askew and contains a longsword.

Treasure

The chest is locked and require a successful DC 12 Dexterity check to open. Each failed attempt to pick the lock results in a 1d10x2 minute time delay. If the adventurers try to break open the chest it has an AC 15 and HP10. In the sarcophagi is a longsword. The chest contains 100gp. Feldman will agree that it's OK to take the coins but not the weapon.

Awarding Experience Points

Divide 100 XP equally among the adventurers if the group defeats the skeletons.

28. Ante Room

This is a small room just outside a burial chamber. There is a plain wooden door with iron hinges on the north wall. There is a torch holder on the wall next to the door.

29. Burial Chamber

Monsters: Three Skeletons

The doors on the east and west side of the chamber are locked and

require a successful DC 16 Dexterity check to pick the lock. If the adventurers try to break the door it has an AC 15 and HP10. The door on the south side of the chamber is shut but unlocked. If any one of the adventurers listens at the door and succeeds in a DC 12 passive Perception check they hear the faint sound of footsteps and a clinking sound from the skeletons' armor scraps. The skeletons inside are alerted by the sound of the adventurers picking the lock or bashing the door and will be waiting just inside to attack.

The chamber is a long hallway with sarcophagi placed in niches carved into the north wall. In between each niche there is a torch holder on the wall.

The adventurers might notice these other features when they have time to search.

Out of the five niches you find that three have been used and the lids are askew. Each sarcophagus is made from carved stone and has a carved stone figure on the lid and has a small locked wooden chest at the foot. The sarcophagi also have a crest or coat of arms and an inscription carved at the foot end facing the hall. Inside one of the sarcophagi is a longsword. The inscriptions read:

*Romek Nadir – Life may end but honor endures
Errol Wulfic – May my sword ring with the ring of truth
James Westfall – Always use might to do right*

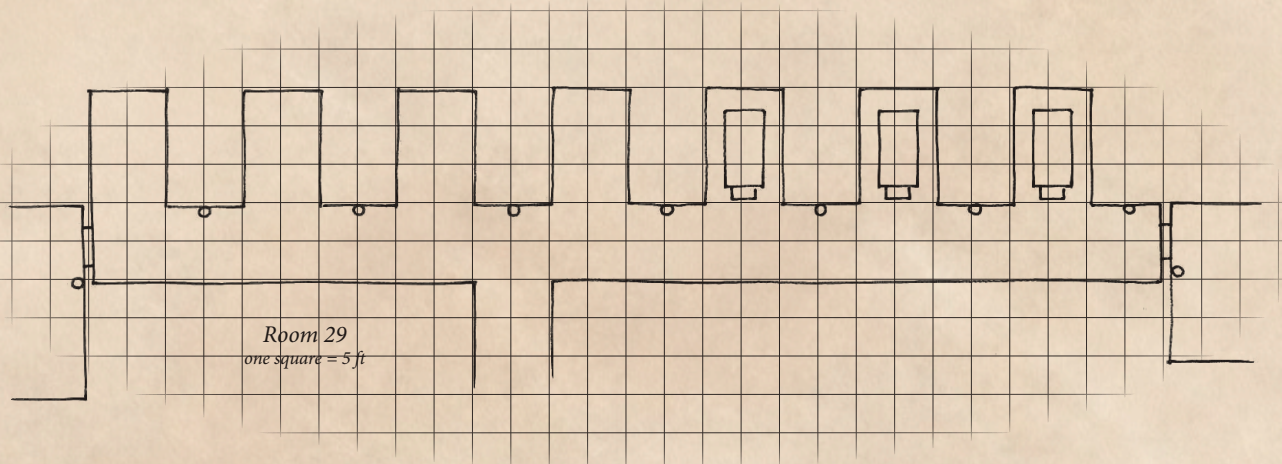
Also, in the room there are the remains of four warriors, their weapons and armor are rusted, decayed and useless.

Treasure

Each chest is locked and require a successful DC 16 Dexterity check to open. Each failed attempt to pick the lock results in a 1d10x2 minute time delay. If the adventurers try to break open the chest it has an AC 15 and HP12. In one of the sarcophagi is a longsword that belonged to Errol Wulfic. One chest contains a chain shirt, med (50gpv) and 25 gp in each chest. Another chest contains an amulet with a fire opal. The warriors are carrying some coins (16gp 7sp, 6cp) (10gp, 5sp, 3cp) (12gp 4sp, 4cp) (9gp, 7sp, 5cp). Feldman will agree that it's OK to take the coins and the chain shirt but not the weapon or the amulet.

Awarding Experience Points

Divide 150 XP equally among the adventurers if the group defeats the skeletons.



30. Ante Room

This is a small room just outside a burial chamber. There is a plain wooden door with iron hinges on the north wall. There is a torch holder on the north wall. If the adventurers have not entered the burial chamber refer to #29. The stone door on the west side of the room has an inscription carved on it. The inscription reads:

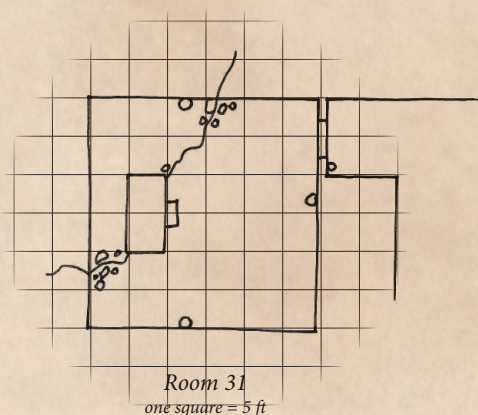
Francois Reinhold – May the deeds of my life honor my death

31. Burial Chamber

Creatures: Two Dire Rats

This chamber has a door with an inscription but the sarcophagus has not been disturbed but there are two dire rats lurking in the room. The rats will be aware of the adventurers as they enter the room but may hide behind the sarcophagus before they attack. The chest is trapped.

Magic Trap (Grease): The trap is triggered when anyone tries to open the lock of the chest and resets immediately. No attack roll necessary; one target; Wisdom (Perception) or Intelligence (Arcana) DC 15 is required to detect the trap. When activated, the spell releases a Grease spell that covers the chest and the ground in a 10-foot square radius for one minute. An adventurer can attempt an Intelligence (Arcana) check DC 15 or cast a successful Dispel Magic DC 13 spell to disable the trap.



The chest and the area surrounding it become difficult terrain for the duration of the spell. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. This applies to the adventurers or the rats.

The chest can also be broken open. If the adventurers try to break open the chest it has an AC 15 and HP8. If the chest is destroyed so is the lock and there is no chance of activating the spell.

The room has a vaulted ceiling with carved masonry walls and three torch holders on the walls. The floor in the northwest corner of the room has collapsed and has also created a pool that fills from Deep Lake like in the entrance chamber. Directly in front of you there's a sarcophagus with its lid on. There is a small wooden chest near it. The sarcophagus contained in the chamber is partially submerged.

Crouching near the pool you see two Dire Rats that regard you with a hungry look before they attack.

Treasure

The chest contains 150gp, 200sp. Feldman will agree that it's OK to take the coins.

Awarding Experience Points

Divide 50 XP equally among the adventurers if the group defeats the rats. If the adventurers successfully disable the trap divide 100 XP equally among the group.

32.Niche

Creature: One Animated Armor

The niche contains a memorial to the warriors of the tomb and a suit of armor standing on a pedestal. What once was a plain suit of armor has been imbued with magic. When someone reads the inscription aloud or disturbs the armor it comes to life and attacks.

In the corner there's a niche with a stone pedestal with a very dusty suit of full plate armor standing on it. Behind the armor is an inscription carved into a framed area of the wall as memorial to the fallen warriors of the tomb. It reads:

"Here rests in honored glory the warriors who came before us and carved a way for us with their lives. May they rest forever in the eternal houses of their fathers."

When the inscription is read the statue comes to life and attacks.

Awarding Experience Points

Divide 200 XP equally among the adventurers if the group defeats the animated armor.

33. Wooden door

This is a plain wooden door with iron hinges. The door is stuck and requires a successful DC 15 Strength check to force open. If the adventurers try to break the door it has an AC 15 and HP12. There is a torch holder on the wall next to the door.

34. Stone Mason's Storage Chamber

There is a plain wooden with iron hinges and no lock on the south wall of this area with a torch holder next to it. The room is full of all types of tools that would be used in the building of the tomb and carving of stone.

35. Partially Collapsed Ceiling

In this area the ceiling of the passage has collapsed creating a pile of rubble on the floor. The passage isn't completely blocked and the rubble can be climbed over without an ability check.

36. Collapsed Wall

In this area the wall of the passage has completely collapsed blocking the way.

37. Collapsed Floor

In this area of the passage the floor has collapsed leaving a large rough hole. The hole is about 20 feet long, 10 feet deep and spans the width of the passage except for a narrow ledge along the south wall. The ledge is passable with a successful DC 13 Dexterity

check. An adventurer that falls into the hole takes 1d6 bludgeoning damage and lands prone at the bottom in difficult terrain. An adventurer attempting to climb down into and then out of the hole must succeed in a Strength (Athletics) check DC 13.

38. Remains

The human remains of someone who was possibly a cleric. It's mostly just a pile of bones and the clothing is so decayed it looks like it would turn to dust if it was touched. If the adventurers search more closely they find some shiny trim on the clothing that has not decayed as fast as the other material.

39. Collapsed Floor

In this area of the passage the floor has collapsed leaving a large rough hole. The hole is about 40 feet long, 10 feet deep and spans the width of the passage. An adventurer attempting to climb down into and then out of the hole must succeed in a Strength (Athletics) check DC 15. An adventurer that falls into the hole takes 1d6 bludgeoning damage and lands prone at the bottom in difficult terrain.

40. Collapsed Wall

In this area the wall of the passage has completely collapsed blocking the way.

41. Remains

The human remains of someone who was possibly a cleric. It's mostly just a pile of bones and the clothing is so decayed it looks like it would turn to dust if it was touched. If the adventurers search more closely they find some shiny trim on the clothing that has not decayed as fast as the other material. There is also the remains of a leather belt that holds a sheath with a dagger. The sheath is in bad shape but the dagger looks well made, like it could still be sharp.

Treasure

The dagger is a masterwork +1 dagger.

42. Collapsed Floor

In this area of the passage the floor has collapsed leaving a large rough hole. The hole is about 25 feet long, 5 feet deep and spans the width of the passage except for a narrow ledge along the south wall. The ledge is passable with a successful DC 13 Dexterity check. An adventurer that falls into the hole takes 1d4 bludgeoning damage and lands prone at the bottom in difficult terrain. An adventurer attempting to climb down into and then out of the hole must succeed in a DC 13 Strength (Athletics) check.

Chapter 9

Restoring the Forgotten

The tomb was the resting place of 13 great warriors who served the Southern Realm in years past. Below are their names, epitaphs and the chamber where they were laid to rest.

- Heinrich Wilhelm
I will only lay down my sword in death
- Thorsten Longshanks
Death does not change the deeds of life
- Justinus McKinley
Honor in death as in life
- Geoffrey Cypress
Fear not death, but death without honor
- Vinzent Columbine
May the blade that shines in the light let darkness never overcome it
- Paxton Ward
May courage forever triumph over fear
- Salvador Valentina
A life of service above all else
- Leopold Taggart
Mourn not my death, but celebrate my victories
- Arnhold Banner
Evil can never stand in the light of righteousness
- Romek Nadir
Life may end but honor endures
- Errol Wulfic
May my sword ring with the ring of truth
- James Westfall
Always use might to do right
- Francois Reinhold
May the deeds of my life honor my death

Exiting the Tomb

When the adventurers exit the tomb they should report to Captain Azurite per his directive. Feldman can remind them of this, if they forget. Once they report back to the captain he offers them a chance to rest and regain their strength. He also asks them to recount their story and describe what they saw. He listens intently to their story.

Captain Azurite says: "You must be tired. Why don't you go get something to eat and then spend the night in the troop's quarters. I'd also like to hear about the tomb and what you saw. But please feel free to rest and regain your strength first if you wish."

After the group tells Captain Azurite their story he praises them saying:

Captain Azurite says: "Nice work, my friends. You should be proud of what you've done. Now that you've made it safe to enter again I can have the tomb restored to honor those who are buried there."

Captain Azurite asks the group to return to Hallendorf with a letter for the Duke describing what's happened. He tells Feldman that has earned a promotion and a week's rest before returning to his duties.

Outcomes

The group is allowed to take whatever time they need to rest and are given provisions for their trip back to Hallendorf. If the group asks, the captain allows them each to borrow a horse from his stable with the understanding that they should return to garrison headquarters in Hallendorf when they arrive there.

Return Trip

The return trip to Hallendorf should be relatively uneventful. If the adventurers are riding horses their journey will take about three days. Random encounters can be added here for each day or play can expedited to get the adventurers back to Hallendorf faster.

Wandering Creatures: As in the journey to Castle Blackstone random encounters with creatures in the Guardian Woods can be added along the way.

d8 Roll	Result
1	Brown Bear (1)
2	Elk (1)
3	Giant Badger (1)
4	Giant Centipede (1d4)
5	Giant Fire Beetle (1d4)
6	Giant Wasp (1)
7	Wolf (1d4)
8	Deer (1d4)

The following combat encounter is also provided to add interest to their travels.

Orc Attack

Monsters: Four Orcs

At the end of a long day of travel the adventurers encounter a group of orcs attacking some farmers. The encounter should take place as the adventurers are getting closer to Hallendorf because farmers wouldn't be too far from civilization. The farmers group consists of two men and their young teenage sons. They're driving a hay cart with a donkey.

Tactics

These orcs have been harassing travelers in the area for a few days and Southern Realm patrols haven't encountered them yet. Their attack is haphazard and they have no reason to believe there's anything special about the group. Their focus is initially on the farmers so the adventurers may have a chance to surprise them.

On the evening of the second day of your travels the shadows are lengthening across the road as you round a bend and about 50 yards ahead you see orcs attacking what appears to be a group of farmers. The four orcs have the farmers outmatched but luckily it seems you've happened upon them at the beginning of the fight.

Awarding Experience Points

Divide 400 XP equally among the adventurers if the group defeats the orcs.

Hallendorf

When the group arrives at Hallendorf they're challenged at the town gate. When the group tells the guards they have a letter for

the Duke from Castle Blackstone they are allowed to enter. Really any reasonable answer would do and as long as the group doesn't act in a threatening manner the guards let them pass. If they have borrowed horses from Captain Azurite they will need to visit garrison headquarters to return them.

Guard: "Hello there, what business do you have in Hallendorf?"

The Duke can be found at his castle during the day and the guards there will allow them to enter with the letter. Anyone entering the castle is asked to leave their weapons outside with the guards. After the group has delivered the letter from Captain Azurite to the Duke he asks them to stay in town to be honored by the warriors' families.

After he reads the letter the Duke of Hallendorf says: "It seems you've done the families of these honorable men a great service. If you'll stay in town for a day or two, I'd like to inform them of what's happened. They may want to thank you in person."

The adventurers have time to walk the town and recover from their travels. When the Duke informs the families of the warriors of what's happened they decide to have a feast in their honor of the adventurers. At the feast, the families present the adventurers with gifts.

Later that day a messenger from the Duke's castle finds you and tells you that the families of the heroes of the tomb request that you attend a feast to be held the next night in your honor. He says that preparations have already started and there's to be a pavilion set up in Wildwood Square for the event. The whole town is invited and there's going to be food, drink, and music.

The next night the feast is held in Wildwood Square.

The next night at the feast Luke Wilhelm, the grandson of Heinrich Wilhelm stands up to address the crowd.

He says: "Ladies and gentlemen, tonight we're gathered here to honor these brave adventurers who have discovered the secret of Blackstone Tomb and restored to us our long lost loved ones. I stand before you tonight representing all the families of the heroes of the Tomb. We wish to extend our sincere gratitude by offering these gifts as tokens of our thanks."

The adventurers are awarded special items from the warrior's ancestor's treasuries. The families have tried to give something that's either an uncommon or rare magic item instead of treasure that would offer them protection or advantage in battle. Some suggestions are included below but the GM's can also choose magic items or treasure as they see fit.

- Cloak of Displacement – The cloak is as described in the core rule books and is deep blue with a silver clasp.
- Breastplate Armor (+1 to AC) – The armor is old but engraved with beautiful designs.
- The Gloves of Dexterity (+2)
- Ring of Protection (+1 to AC and saving throws) – The ring is as described in the core rule books and is made of platinum designed with runic letters.

- The holy long sword Anointer – The sword has a +2Ab and does an extra 1d6 points of damage to all enemies of evil alignment.
- The Quiver of Ehlonna – The magic quiver as described in the core rule books.

"Thank you once again and may peace and good fortune follow you all of your days."

After Luke Wilhelm addresses you, the merriment continues late into the night and many other people approach you with their congratulations.

The End. For now...

Appendix A

Monsters & NPCs

Animated Armor

*Medium Construct, Unaligned***Armor Class:** 18 (natural armor)**Hit Points:** 33 (6d8+6)**Speed:** 25 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	11 (+0)	13 (+1)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities: Poison, psychic**Condition Immunities:** Blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned**Senses:** Blindsight 60 ft. (blind beyond this radius), passive

Perception 6

Languages: –**Challenge:** 1 (200 XP)

Antimagic Susceptibility: The armor is incapacitated while in the area of an *Antimagic field*. If targeted by *Dispel Magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

False Appearance: While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack: The armor makes two melee attacks.**Slam:** Melee weapon attack; +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage.

p. 19 MM

Bat

*Tiny Beast, Unaligned***Armor Class:** 12**Hit Points:** 1 (1d4–1)**Speed:** 5 ft., fly 30 ft.

Str	Dex	Con	Int	Wis	Cha
2 (–4)	15 (+2)	8 (–1)	2 (–4)	12 (+1)	4 (–3)

Senses: Blindsight 60 ft., passive Perception 11**Languages:** –**Challenge:** 0 (10 XP)**Echolocation:** The bat can't use its blindsight while deafened.**Keen Hearing:** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite: Melee weapon attack; +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

p. 318 MM

Brown Bear

*Large Beast, Unaligned***Armor Class:** 11 (natural armor)**Hit Points:** 34 (4d10+12)**Speed:** 40 ft., climb 30 ft.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	10 (0)	16 (+3)	2 (–4)	13 (+1)	7 (–2)

Skills: Perception +3**Senses:** passive Perception 13**Languages:** –**Challenge:** 1 (200 XP)**Keen Smell:** The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multitask: The bear makes two attacks: one with its bite and one with its claws.**Bite:** Melee weapon attack; +5 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.**Claws:** Melee weapon attack; +5 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.

p. 319 MM

Deer

*Medium Beast, Unaligned***Armor Class:** 13**Hit Points:** 4 (1d8)**Speed:** 50 ft.

Str	Dex	Con	Int	Wis	Cha
11 (0)	16 (+3)	11 (0)	2 (–4)	14 (+2)	5 (–3)

Senses: passive Perception 12**Languages:** –**Challenge:** 0 (10 XP)

Actions

Bite: Melee weapon attack; +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

p. 321 MM

Elk

Large Beast, Unaligned

Armor Class: 10

Hit Points: 13 (2d10+2)

Speed: 50 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	10 (0)	12 (+1)	2 (-4)	10 (0)	6 (-2)

Senses: passive Perception 10

Languages: –

Challenge: 1/4 (50 XP)

Charge: If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Ram: Melee weapon attack; +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) bludgeoning damage.

Hooves: Melee weapon attack; +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4+3) bludgeoning damage.
p. 322 MM

Giant Badger

Medium Beast, Unaligned

Armor Class: 10

Hit Points: 13 (2d8+4)

Speed: 30 ft., burrow 10 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	10 (0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses: darkvision 30 ft., passive Perception 11

Languages: –

Challenge: 1/4 (50 XP)

Keen Smell: The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multitattack: The badger makes two attacks: one with its bite and one with its claws.

Bite: Melee weapon attack; +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage.

Claws: Melee weapon attack; +3 to hit, reach 5 ft., one target. Hit: 6 (2d4+1) slashing damage.
p. 323 MM

Giant Centipede

Small Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 4 (1d6+1)

Speed: 30 ft., climb 30 ft.

Str	Dex	Con	Int	Wis	Cha
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses: blindsight 30 ft., passive Perception 8

Languages: –

Challenge: 1/4 (50 XP)

Actions

Bite: Melee weapon attack; +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4+2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
p. 323 MM

Giant Fire Beetle

Small Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 4 (1d6+1)

Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	10 (0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses: blindsight 30 ft., passive Perception 8

Languages: –

Challenge: 0 (10 XP)

Illumination: The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Bite: Melee weapon attack; +1 to hit, reach 5 ft., one target. Hit: 2 (1d6–1) slashing damage.
p. 325 MM

Giant Rat

Small Beast, Unaligned

Armor Class: 12

Hit Points: 7 (2d6)

Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses: Darkvision 60 ft., passive Perception 10

Languages: –

Challenge: 1/8 (25 XP)

Keen Smell: The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics: The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite: Melee weapon attack; +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.
p. 327 MM

Giant Wasp

Medium Beast, Unaligned

Armor Class: 12

Hit Points: 13 (3d8)

Speed: 10 ft., fly 50 ft.

Str	Dex	Con	Int	Wis	Cha
10 (0)	14 (+2)	10 (0)	1 (-5)	10 (0)	3 (-4)

Senses: passive Perception 10

Languages: –

Challenge: 1/2 (100 XP)

Actions

Sting: Melee weapon attack; +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
p. 329 MM

Giant Wolf Spider

Medium Beast, Unaligned

Armor Class: 13

Hit Points: 11 (2d8+2)

Speed: 40 ft., climb 40 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills: Perception +3, Stealth +7

Senses: Blindsight 10 ft., darkvision 60 ft., passive

Perception 13

Languages: –

Challenge: 1/4 (50 XP)

Spider Climb: The spider can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores movement restrictions caused by webbing.

Actions

Bite: Melee weapon attack; +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6+1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
p. 330 MM

Ghoul

Medium Undead, Chaotic Evil

Armor Class: 12

Hit Points: 22 (5d8)

Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	15 (+2)	10 (0)	7 (-2)	10 (0)	6 (-2)

Damage Immunities: Poison

Condition Immunities: Charmed, exhaustion, poisoned

Senses: Darkvision 60 ft., passive Perception 10

Languages: Common

Challenge: 1 (200 XP)

Actions

Bite: Melee weapon attack; +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6+2) piercing damage.

Claws: Melee weapon attack; +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

p. 148 MM

Goblin

Small Humanoid (goblinoid), Neutral Evil

Armor Class: 15 (leather armor, shield)

Hit Points: 7 (2d6)

Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	14 (+2)	10 (0)	10 (0)	8 (-1)	8 (-1)

Skills: Stealth +6

Senses: Darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1/4 (50 XP)

Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar: Melee weapon attack; +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

Shortbow: Ranged weapon attack; +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

p. 166 MM

Orc

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13 (hide armor)

Hit Points: 15 (2d8+6)

Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (0)	10 (0)

Skills: Intimidation +2

Senses: Darkvision 60 ft., passive Perception 10

Languages: Common, Orc

Challenge: 1/2 (100 XP)

Aggressive: As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe: Melee weapon attack; +5 to hit, reach 5 ft., one target. Hit: 9 (1d12+3) slashing damage.

Javelin: Melee or ranged weapon attack; +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage.
p. 246 MM

Skeleton

Medium Undead, Lawful Evil

Armor Class: 13 (armor scraps)

Hit Points: 13 (2d8+4)

Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities: Bludgeoning

Damage Immunities: Poison

Condition Immunities: Exhaustion, Poisoned

Senses: Darkvision 60 ft., passive Perception 9

Languages: Understands all languages it knew in life but can't speak.

Challenge: 1/4 (50 XP)

Actions

Shortsword: Melee weapon attack; +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

Shortbow: Ranged weapon attack; +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

p. 272 MM

Thomas Feldman

Medium Humanoid (human), Lawful Good (Paladin)

Armor Class: 18 (Breastplate, shield)

Hit Points: 11 (1d10+1)

Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	15 (+2)	14 (+2)	13 (+1)	14 (+2)	10 (0)

Saving Throws: Wisdom +4, Charisma +2

Skills: Athletics +6, Insight +4, Perception +4, Survival +4

Senses: passive Perception 14

Languages: Common

Challenge: 1/4 (50 XP)

Divine Sense: As an action until the end of the next turn a paladin can know the location and type of any celestial, fiend, or undead within 60 feet that is not behind total cover. Within the same radius, he can also detect the presence of any place

or object that has been consecrated or desecrated, as with the *Hallow* spell. This feature can be used a number of times equal to one + your Charisma modifier. After finishing a long rest, all expended uses are regained.

Lay on Hands: A paladin can heal wounds by touch from a pool of hit points equal to paladin level x 5. A paladin can also expend 5 hit points from the pool of healing to cure a target of one disease or neutralize one poison affecting it. Multiple diseases and poisons can be cured with a single use of Lay on Hands by expending hit points separately for each one. The pool of healing power replenishes after a long rest. This feature has no effect on undead and constructs.

Actions

Slam: Melee weapon attack; +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.
p. 316 MM

Actions

Longsword: Melee weapon attack; +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.

Background

Appearance: Plain-looking, clean-shaven, wears old family armor

Abilities: Strong but a little dull and boring

Talent: Can draw well

Mannerism: Fidgets with armor

Interaction Trait: Quiet

Useful Knowledge: Knows weapons very well and can tell through examination their properties.

Ideal: Responsibility

Bond: Dedicated to upholding traditions

Flaw: Prone to depression

Zombie

Medium Undead, Neutral Evil

Armor Class: 8

Hit Points: 22 (3d8+9)

Speed: 20 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws: Wis +0

Damage Immunities: Poison

Condition Immunities: Poisoned

Senses: Darkvision 60 ft., passive Perception 8

Languages: Understands the languages it knew in life but can't speak.

Challenge: 1/4 (50 XP)

Undead Fortitude: If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Appendix B

Place Descriptions

Fort Of Fire And Ice

(Population ~150)

The fort is a small settlement about 22 miles east of Hallendorf on the edge of the Guardian Woods. The outpost sits on the old road through the Barred Hills that was once used when there was more trade with the coastal cities of the Eastern Hem. It has a wooden wall surrounding it with four guard towers and two gates, one on the north side and one on the south. It's home to a community of mixed races that get along well and there are numerous small enterprises. There is a stable, blacksmith shop, a small inn and a very robust trading post with some very interesting shops.

Important Features

- 1. Wall & Guard Towers:** A 20 ft wooden wall with guard towers, one on each of its four corners surrounds the fort. The fort has two gates. The main gate is on the south side of the fort and a secondary gate is on the north side.
- 2. Wondrous Items:** Here you'll find spell components, spell books, parchment, quills, ink, seals and wax. Fred is the fort's resident expert on all things related to potions, scrolls, spells and spell casting with a bit of lore thrown in. He can be commissioned to scribe scrolls level four or lower or craft wondrous items caster level five or lower. For Sale: Scrolls of Dispel Magic (375gp), Fireball (375gp), Invisibility (150gp), Fly (375gp), Mage Armor (25gp), Web (150gp); Potions of Healing [2d4+2] (50gp), Resistance [Fire] (150gp).
- 3. Farm Market:** The farm market is Grace Halvorson's local outlet for farm-grown produce, baked goods, meat, cheese and whatever's in season.
- 4. Gear & Supplies:** Here you'll find Vincent Flanders selling a little bit of everything. There's cookware, lamps, oil, candles, torches, rope, tools, packs, leather goods, kits, etc.
- 5. Maps:** Elrich Hagen is the mapmaker. He'll have a few maps of the Southern Realm's lands available in different scales. Elrich's working knowledge is best from Castle Blackstone south to Estburg. He studied mapmaking under the king's mapmaker Kiel Mensing. Maps cost between 6 – 12 gp.
- 6. Gadgets:** Edwin Merchant's shop is full of small, hard to find items and he will repair, or at least attempt to repair, anything he sells. Some of the items he sells include: compasses, clocks, locks, glasses, lenses, spotting scopes, etc. Edwin can also craft special locks upon commission (up to DC20).
- 7. Clothing & Cloaks:** Betty Hagen's (Elrich's wife) shop has clothing for all seasons. She will also sometimes buy, sell or trade armor and protective gear. There's also a 10% chance that they'll have some sort of magic cloak for sale.
- 8. Shooting Range:** The fort guard maintains a shooting range for practice and training. The residents of the fort and surrounding area are encouraged to use the range whenever there isn't training. Captain Whitefield maintains that this increases the security of the entire area by encouraging weapon proficiency. The range has also been the site of many impromptu shooting competitions between the guards, rangers, adventurers, and citizens.

9. Halfling's House: The Halfling's House is managed by Emmet Grassfoot a 50-something retired adventurer with numerous scars to prove it. One of Emmet's most notable possessions is the tooth from a blue dragon. The house is also the permanent residence of a few of Emmet's old adventuring buddies. It also welcomes Halfling travelers and offers them rooms to rent. Many late-night Halfling parties have had to be quelled by the fort guard.

10. Ranger's & Elves' Quarters: Sylvia Moonstone is in charge of maintaining the fort's Ranger's Quarters. Because of the fort's close proximity to the Guardian Woods it's a frequent stopping place for rangers needing to resupply. It's also home to a few older rangers who have retired to a more settled life. Be warned though, these "retired" guys are expert bowmen and never shrink from a chance to enter an archery competition or the opportunity to help train new guards in archery skills. Even though Sylvia is a relatively young elf she is as deadly accurate with a bow as the old rangers and they are forever hounding her for another shoot out to try and beat her.

11. Druid House: The Druid House is overseen by John Downs. There he oversees three apprentice druids whose mission is to look after the people of the fort and surrounding area when they're in need. They have the ability to heal people and animals using the old natural ways. Because the residents at the fort donate to them on a regular basis they're able to do a lot of good work in the community. For Sale: Potions of Animal Friendship (150gp), Healing [2d4+2] (50gp), Resistance [Poison] (150gp).

12. Storehouse: It's fitting that Eva Flanders, wife of the fort's gear supplier Vincent Flanders, manages the storehouse.

13. Fort Kitchen & Inn: Martha Merchant runs the Fort Kitchen. Everyday she has meals prepared for the guards and offers a menu of food, wine and ale. Travelers will also find a few small comfortable rooms available for rent. It's said the Martha's cooking is only surpassed by her hospitality.

14. Stables: Rosemary Whiefield (Stoney's wife) runs the stables and boards horses and pack animals for a modest fee. She also buys, sells and trains horses and sells horse related gear and tack. She will sometimes have one or two riding horses and a pack animal for sale.

15. Blacksmith Shop: In the shop Rowan Bluespring and his apprentice Christof Amon take on all sorts of blacksmithing work. Rowan will also at times craft armor and weapons. He has the ability to craft items of normal craftsmanship and +1 weapons when he's allowed enough time. Normally they have a good supply of arrows and crossbow bolts, along with a few assorted weapons and shields. They also have a few extraordinary items for sale: Scale Mail +1 (1,500gp), Glaive +1 (400gp).

16. Guard's Quarters: Captain Stoney Whitefield is in charge of the fort's security and maintaining and training the guard force. He always has a minimum of 16 soldiers at his command. He is a Southern Realm cavalry soldier and is under the command of the garrison of Hallendorf.

17. Horse Pen: An open area where the Whitefields turn out their horses and the soldiers' horses they care for.

18. Fred's House

19. Whitefield House

20. Well

21. Garrison Headquarters

Important People

Sylvia Moonstone, (L6) Elf Ranger (CG): Sylvia is the caretaker of the Rangers' Quarters.

Ferdinand Rahl Eldred Doucain (aka Fred), (L10) Human

Wizard (LG): Fred is the proprietor of the Wondrous Items shop. Fred is getting very old and is a little hard of hearing.

Captain Stoney Whitefield, (L6) Human Fighter (LG): Stoney

Whitefield is the captain of the guard at the Fort of Fire & Ice.

Stoney grew up and went to military training with Cardigan Azurite, Captain of the guard at Castle Blackstone. Their families lived near each other west of Hallendorf on the Hallen Plain.

John Downs, (L7) Half-elf Druid (NG): John is the leader of the druids at the Druid House.

Emmet Grassfoot, (L5) Halfling Rouge (NG): Emmet is the owner and innkeeper of the Halfling's House.

Darren Elsner, (L7) Human Ranger (CG): Darren is a retired adventurer who lives at the Rangers' Quarters. He has blue eyes and gray beard.

Yew Haberling, (L7) Half-elf Ranger (CG): Yew is a retired adventurer who lives at the Rangers' Quarters. He has green eyes and a long salt and pepper hair in a ponytail.

Hallendorf

(Population ~400)

The town of Hallendorf is a good-sized town located inside a large meander bend of the Sun River on the eastern edge of the Hallen Plain. Because it's located at the intersection of the Traverse Road, the Greenway Road and the Sun River, it's a hub of farming and trading activity. Farmers come from all around to trade crops and livestock, making Hallendorf a great place to find good food and drink. The town's mill also makes it an important place for farmers to bring their crops. The friendly and fair Duke of Hallendorf, Wolfgang Messer, oversees the community and acts the local governor and magistrate.

Important Features

1. Bridge: The Hallendorf Bridge is large, constructed of wood with stone piers that extend high above water level and is wide enough for two carts to pass each other. There is a manned tollhouse on the east side of the river where each traveler must pay a toll of 2cp. William Lawson is the toll master and there is always one soldier on duty with him. William is a middle-aged and not a particularly sharp guy. He usually can't be counted on to remember everyone who crosses the bridge because it's so heavily used.

2. Town Wall & Gate: There is a town wall that spans the narrow strip of land between the two closest points of the meander bend the town lies inside. The gate consists of two large, thick iron reinforced doors that are normally open during the day and closed at night. There are always at least two guards at the gate at all times.

3. The Duke's Castle: The castle is where the Duke resides and does business. The Duke's steward, Henrich Stenshol, keeps the Duke's affairs in order. There are always two soldiers on duty at the castle both day and night.

4. Garrison Headquarters: The garrison building is located just inside the town gate, allowing soldiers to gain quick access to the gate and wall in the event of an emergency. Here 50 Southern Realm soldiers are under the command of Captain Hartmann.

The garrison has its own armory overseen by the master armorer William Vandenburg. There is also a small dungeon located beneath the garrison where criminals are held while they await trial.

5. Town Treasury: The treasury is a secure place where people exchange money, jewelry, jewels and gems. For security the treasury has a vault located underground and its own guard force of hired fighters.

6. The Wyvern Inn: The Wyvern Inn is the most popular and friendly Inn in town. The inn gets its name from the wyvern head mounted above the massive fireplace in the common room. Greta and Olaf Nordstrom are the innkeepers. If you're looking for good ale this is the place to be, Olaf is the local brew master.

7. Magic Items: Here you'll find spell components, spell books, parchment, quills, ink, seals and wax. Victor Eckenstone (L6) Half Elf Wizard (NG) is the town's resident expert on all things related to potions, scrolls, spells and spell casting. He can be commissioned to scribe scrolls level four or lower or craft wondrous items caster level five or lower. Victor has been around a long time and knows a lot about the history of Hallendorf and its residents. For Sale: Scrolls of Locate Object (150gp), Comprehend Languages (25gp), Fireball (375gp), Invisibility (150gp), Fly (375gp), Mage Armor (25gp), Web (150gp); Potions of Healing [2d4+2] (50gp).

8. Farm Market: Because of its location, the market at Hallendorf is a large outlet for farm-grown produce, baked goods, meat, cheese and whatever's in season. Sally Hearthstone runs the market and is in charge of buying and selling its goods.

9. Gear & Supplies: Here you'll find a little bit of everything that you'd need to be prepared for an adventure. Peter Dubois, a retired Halfling adventurer himself, sells cookware, lamps, oil, candles, torches, rope, tools, packs, leather goods, kits, tents, bedrolls, etc.

10. Lock & Clock Shop: Just as the name implies, the shop specializes in building and repairing locks and clocks. They are specialists and can craft special locks upon commission (up to DC20). They also work with local wizard Victor Eckenstone, who they can contract to place magical traps on items.

11. Maps & Books: Birch Hagen is the mapmaker. Here you'll find a few maps of the Southern Realm's lands available in different scales. Birch's working knowledge is best from Castle Blackstone south to Estburg. He is the older brother of Elrich Hagen, the mapmaker at the Fort of Fire & Ice. There are also a small number of books available for sale in the shop. Maps cost between 6 – 12 gp and books vary widely in cost depending on their content. Scroll translations of old runic alphabets (5gp each).

12. Clothing: The shop is run by Venentina Kelderhouse and has clothing all types and for all seasons. She will also sometimes buy, sell or trade armor and protective gear. There's also a 20% chance that they'll have some sort of magic cloak for sale.

13. Smithy: Helmut Duvall runs the shop and takes on all sorts of blacksmithing work from shoeing horses to crafting armor, weapons and shields. They're also the local bowyer and usually have bows, crossbows and a good supply of arrows and bolts for sale. They also have a few extraordinary items for sale: Battleaxe +1 (450gp), Longsword +1 (350gp), Heavy Steel Shield +1 (1,000gp), Breastplate +1 (1,350gp), Chain Shirt +1 (1,250gp).

14. The Black Goat Winery: The Black Goat Winery has been a landmark in Hallendorf for over 200 years. It is located in a building that dates back to the town's founding. While it has undergone several ownership changes over the years it has

remained the Eastern Hallenplain's most beloved wine shop throughout its long history. In addition to its own wines, The Black Goat Wine Shop is proud to carry wines from all points of the compass.

15. Stables: Floyd Rawlings, an ex-cavalryman, and his wife Rhea run the stables and board horses and pack animals for a modest fee. They also buy, sell and train horses and sell horse related gear and tack. They usually have a least two riding horses and a pack animal or two for sale. There's a 20% chance that they'll have a warhorse for sale.

16. Mill: A water wheel powered flour mill is located on the east side of town near the river. The owners Joseph and Irene Miller live in a house on the property next to the mill. The mill has been passed down through the generations and the Millers are a prominent family in Hallendorf.

17. Storehouse Block: The storehouses and related buildings take up an entire block in town. The buildings store crops and local goods, while the property is used for managing lumber and loads of goods for shipment. Michael and Karen Renner run the operation.

18. Docks: Mason Sherwood is the Dock Master and is in charge of local river shipping and boat traffic.

19. Bad Dog Tavern & Inn: Dirk Masters is the owner and innkeeper. This tavern caters to the rough sort that works on the docks and in the storehouse yard like boatmen, lumberjacks and laborers. The soldiers of the garrison are prohibited from entering the tavern because too many fights break out when they do.

20. Priory: Monks with a chapel, small library, house of healing. Brie Sherwin, (L4) Elf Cleric (NG). Brie has ten followers. Their mission is to look after the people of Hallendorf and surrounding area when they're in need. They have the ability to heal people and animals by channeling the power of their gods.

21. The Greenway Inn: A small, very old inn outside the town wall near the bridge on the Greenway Road. This is said to be one of the oldest establishments in the area and boasts that 'there isn't a straight wall in the place'. Richard and Holly Brownlow are the jolly, and somewhat large, innkeepers.

22. Centre Street Tavern: A bustling watering hole right in the middle of town frequented by many of the guards from the garrison.

23. The Sun Café: This cheerful café boasts the best breakfast and lunch in town. If the weather's nice customers can sit outside at tables overlooking the Sun River.

24. Black Mountain Bakery: The bakery sells bread, cakes and baked goods of all kinds. They also have a secret recipe for trail rations they make for travelers that are very hardy and keep for a very long time.

25. Wildwood Square: An open greenway along the river where outdoor events are commonly held.

26. McCloud Manor: The mansion and home of Conall McCloud. Very few people are ever seen entering or leaving and there's a very high fence surrounding the entire property.

Important People

Wolfgang Messer (LN): The Duke of Hallendorf is a good-natured and fair leader of the town. Although he's aging he's still able to keep up with his duties.

Nicolas Hartmann, (L8) Human Paladin (LG): Captain of the Garrison at Hallendorf. He's a large, strong-looking man with a red beard. When he's on duty he usually wears a suit of highly-

polished half plate armor that's obviously of masterwork quality.

Conall McCloud, (L15) Elf Wizard (NE): He hides his identity as an evil wizard by posing as a wealthy aristocrat who chooses to have very little involvement in the everyday affairs of Hallendorf. He is a thin man, has dark wavy hair with flecks of gray and wears very expensive clothing.

Castle Blackstone

(Population ~100)

Castle Blackstone protects Black Pass and is the main line of defense against invasion from the Kindred Mountains and the Wild Lands on the northeastern border. The castle essentially blocks the valley leading from the pass, the main route the wild hoards have used to attack the eastern Hallen Plain for centuries. Because of its position the castle is subject to frequent scouting raids and minor assaults by various enemies to assess its strength. The Southern Realm maintains a garrison of troops at Castle Blackstone to ensure that the wild creatures of the north are kept at arms length.

Important Features

1. Main Gate: A stone ramp leads up to the main castle gate. The entrance is defended by one iron reinforced wood portcullis.

2. Main Wall: The wall is 30 feet tall and spans the valley blocking it like a dam. The top of the wall can be reached from the second level of the main keep.

3. West Keep: This is the 30 foot tower on the west end of the main wall. Its entrance from the main wall has double wooden doors that can be barred from the inside. There is also a five foot wide stone door on the south side of the first level that can be barred shut as well. This door is for emergency exits.

4. East Keep: The east keep is a 30 foot tower and is the main entrance to the council chamber. Access to the main wall is via a staircase just inside the door.

5. Council Chamber: This chamber is where the captain of the guard conducts his daily business of defending the castle. It has a long wooden table in the center and a raised dais on the east end of the room. There are two doors that lead into the chamber. One is the main double door of the west keep, the other is a single wooden door that opens into a hewn stone tunnel that leads to the storehouses.

6. Outer Keep Wall: The outer keep wall is 30 feet tall and acts the first line of defense for the west keep. The gate and gatehouses are in the middle of the wall and there is a flagpole directly above the gate that flies the flag of the Southern Realm.

Castle Fort

The castle fort is separate from the castle and considered to be a remote outpost. The troops that serve there are some of the Southern Realm's most hardy. Duty at the castle is not considered a permanent assignment and troops serve there in rotations of one year.

Important Features

7. Wall & Gate: The wall that protects the fort is not as imposing as the castle's wall but it's still 20 feet tall and made of stone. There are two guard towers that flank the gate, which is composed of two heavy wooden doors that can be barred closed in case of attack.

8. Troop's Quarters: There are two buildings within the fort dedicated to housing troops. One is for the foot soldiers and those

of lower rank and the other is for the cavalrymen. These stone buildings with wooden roofs are quite old and far from luxurious but at least they have large fireplaces on either end that the troops are thankful for on cold winter nights.

9. Captain & Knight's Quarters: This building, also of stone construction with a wooden roof, houses the captain of the guard and the knights. The captain has his own separate chamber on the east end of the building, while the knights are housed within the main common room. Even though the knights are together in the main common room they have ample room to themselves and have a few pieces of comfortable furniture.

10. Stables: The stables house the knights' and cavalrymen's horses. There, two groomsmen work full time feeding, watering, and caring for the horses.

11. Smithy & Armory: The shop handles all sorts of blacksmithing work like shoeing horses, repairing armor, sharpening and repairing weapons, and all sorts of miscellaneous metalwork repairs. They are also charged with keeping a good supply of arrows and crossbow bolts on hand, along with a few assorted extra weapons, armor and shields.

12. Cook House: The cook house is just outside the entrance to the storehouses for easy accessibility to supplies. There the head cook and his staff work to prepare and serve all the troops' meals.

13. Store Houses: The store houses do exactly what their name implies, they store the castle's supplies. The storehouses are defended by the fort but can be sealed with a strong iron door fitted into the side of the mountain if necessary. Within the storehouses are passageways through the mountain to Deep Lake where fresh water can be gathered and another passageway to the castle.

14. Storemaster's Quarters: The Storemaster's quarters are also located within the storehouse complex and this where he lives and conducts his business.

15. Prison: Along the passageway to the castle cells have been carved into the mountain for use in detaining prisoners.

Important People

Sir Cardigan Azurite (L8) Human Paladin (LG): Captain of the Guard at Castle Blackstone. A detailed description is contained within the adventure.

Ulrich Straus, Storemaster of Castle Blackstone: He is the current Storemaster in long line of Storemasters from the Straus family of Hallendorf. When a new Storemaster is chosen in the family they're sent to the fort at Castle Blackstone for a time to apprentice with the current Storemaster.

Appendix C

Letters & Codes



Fred's Runic Code



Blackstone Tomb

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Map of Blackstone Tomb found on the messenger – Player's Map



If you've found this letter the time must be right for the secret of Blackstone's Tomb to come to light.

Years ago, a dark wizard used the tomb to practice his evil magic. He desecrated the resting place of Castle Blackstone's heroes and used their bodies, performing spells to reanimate the dead. When his crimes were discovered Southern Realm soldiers captured him, but not before many of them died. The few who survived worked to seal the tomb and keep it a secret. I was one of them.

To enter the tomb one must pass through three doors wrought by the skill of dwarves. Look for the first in the Deep Lake cavern. Once inside, follow the tunnel south and look for the next door of the same make in the east wall. Here, you'll find a chamber disguised as an armory, the location of the final secret door.

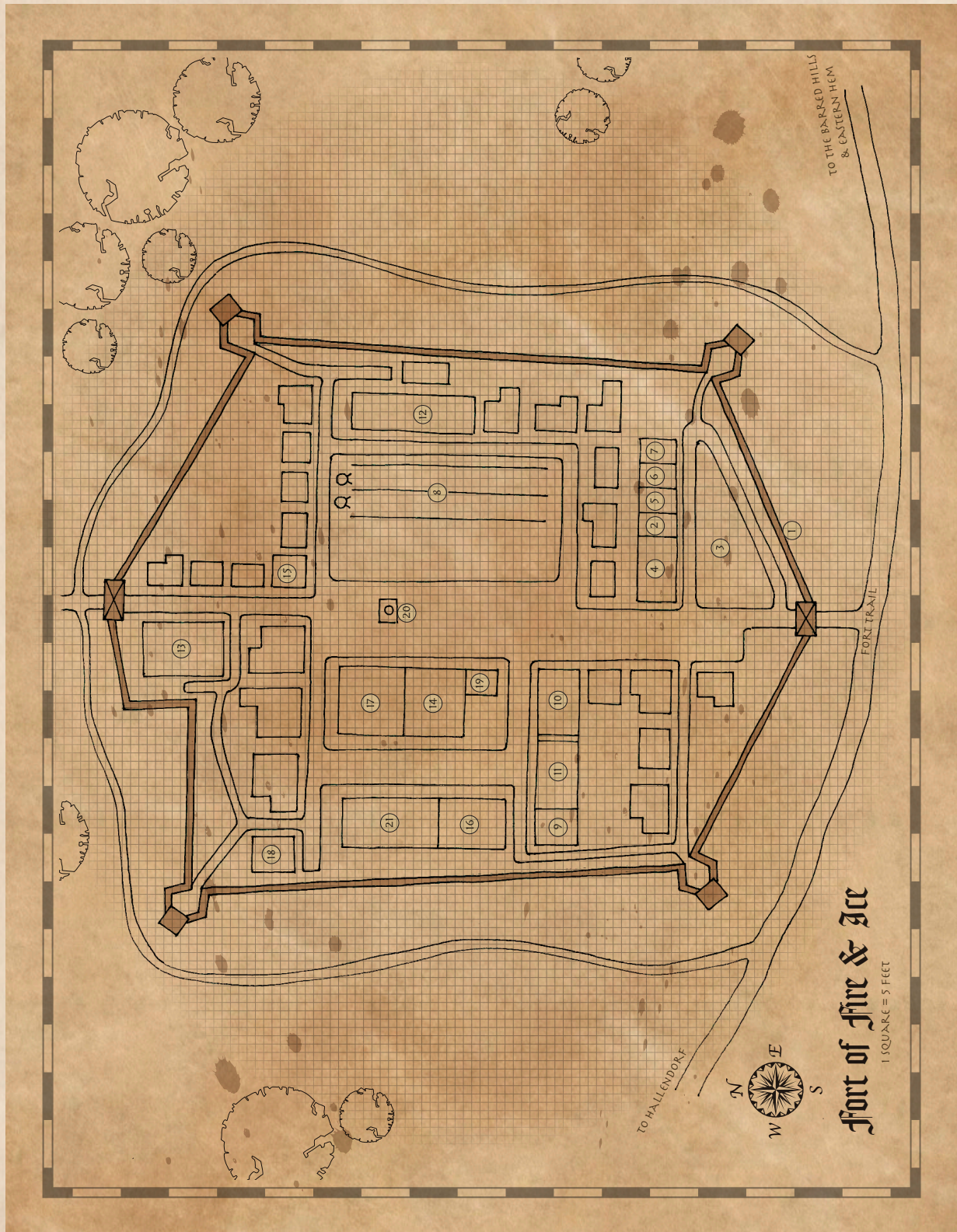
Take good care those who enter, and may the gods protect you.

Robert Straus

Storemaster of Castle Blackstone

Letter from the Storemaster Robert Straus

Appendix D Maps



The Fort of Fire & Ice



Hallendorf



Black Mountain Region


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Castle Blackstone – GM's Map

Blackstone Tomb – GM's Map

Blackstone Tomb



In the depths of Black Mountain
there's a secret. Hidden for a
generation Castle Blackstone's tomb
lies waiting for redemption.



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