

Wyrmskeep Dungeons BW3

The Beast Below

Written by Joe Pearce

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Shops in the town of Barrowash report being ransacked by a terrible Beast that appears from apparently nowhere. A few of the shopkeepers have even gone missing! Those townspeople that have learned of the attacks offer wild guesses to the cause: the malignant effects of an ancient curse, a new cult infiltrating the town seeking victims for sacrifices, or it's all just part of a petty squabble between feuding guilds.

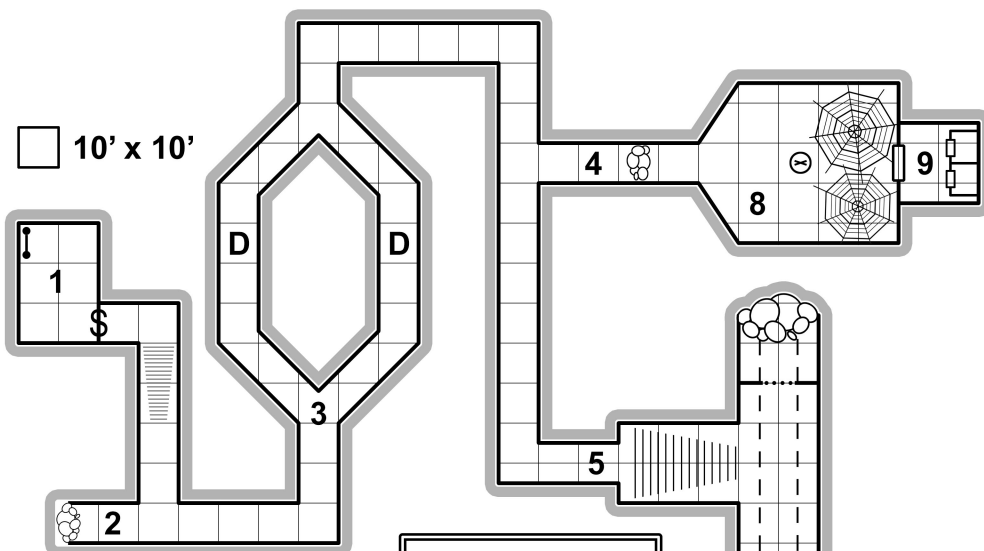
A party of fledgling adventurers becomes embroiled in these events after trying to assist a shopkeeper. Can these bold characters unravel the mystery of **The Beast Below™** and defeat the forces arrayed against them? What is the story behind the ruins that can be found under Barrowash itself? And finally, what is the proper attire for an informal gala... featuring treachery!

This module features a five-chapter adventure which will challenge the characters *and* players with puzzles, combat, sport, and a little politics tossed in for good measure.

The Wyrmskeep Entertainment Co. is dedicated to creating quality and fun games, both traditional and digital! With our tabletop line of products, **Wyrmskeep Dungeons™**, we intend to bring that commitment to the realm of fantasy role-playing games. We hope you and your players enjoy the story and challenges in this module! If you like this adventure, look for other releases.



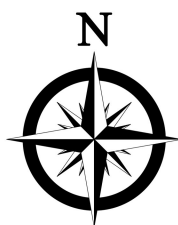
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CHAPTER ONE MAP

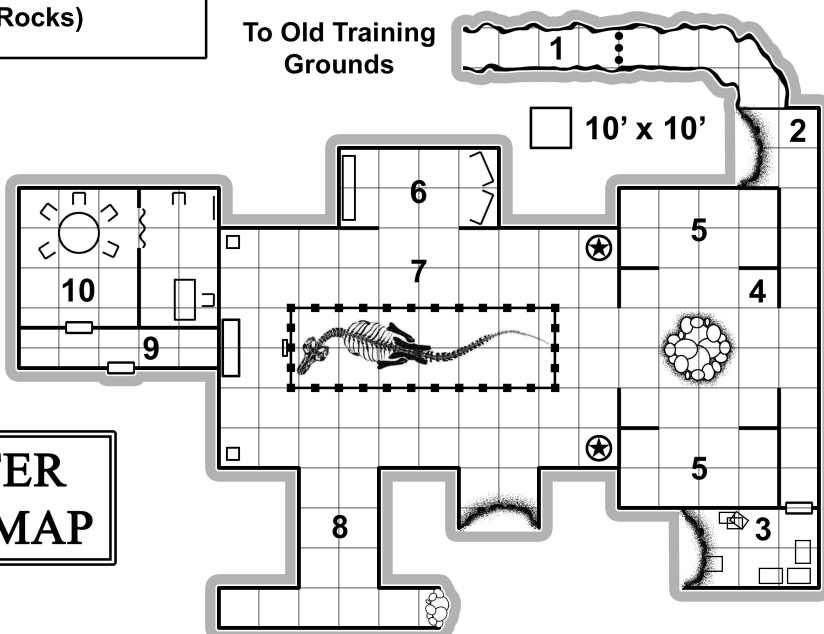
LEGEND

	Door		Fire Pit
	Secret Door		Sewer Drain
	Stairs or Slope		Statue
	Ladder		Metal Bars
	Blocked (Dirt)		Furniture
	Blocked (Rocks)		



To Old Training Grounds

CHAPTER THREE MAP



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AUTHOR'S NOTE

Thank you for purchasing this module! The adventure within contains a challenging set of encounters requiring varied tactics and skill sets, which hopefully you and your players will enjoy!

I would like to thank the members of my gaming group from years ago that played in the original version of this scenario: Alan Deeley, Robert Ewing, Randy Gulihur, Talin, and Ralph Weill.

GM INFORMATION

This module is designed for a group of 1st to 3rd level characters, with total levels at the start of the adventure of 5-10. If the party is significantly stronger than that, you may need to adjust the hit points or number of opponents to compensate. The party should consist of a few warriors, a healer, a mage, and a rogue.

The scenario can be ran stand-alone or as part of a campaign. Feel free to change the names of locations to match your game world. The module can be run in a "quick mode" if desired, where Chapters 2 and/or 4 are skipped. FYI, the place names are from my campaign world and appear in other *Wyrmskeep Dungeons* modules!

The stat blocks for non-player characters and monsters can be found at the back of the module, with descriptions of new magic items listed immediately after.

BACKGROUND

This adventure takes place in **Barrowash** (pronounced bär·rō·wăsh), a medium-sized town built on and around one side of a hill near the confluence of two rivers. A map of the town and a key indicating important buildings, shops, entertainment, and residences can be found at the center of the module.

The town is run by a council of civic servants who are appointed by the elderly **Talbot, Earl of Barrowash**. In his waning years and in ill-health, the Earl has left managing the council to his two children. Unfortunately, the more competent older daughter, **Orlanwyn**, has gone on an a campaign of adventuring to avoid the constant offers of marriage, leaving the pompous and capricious younger son, **Kristian**, in charge. This has lead to squabbles between council members and jockeying for power.

Outsiders have taken notice and some seek to exploit events to evil ends. One such group is the **Cult of Dzepdruel**, a god of shadows and treachery. They are lead by the cleric **Murdoc**, who is using a dark ritual to summon an infernal spirit to possess an unfortunate **bugbear**, thereby creating "**The Beast**." Activities of this creature

are planned out by the cleric **Nyksa**, Murdoc's apprentice. The half-orc fighter **Warthog** is Nyksa's assistant. See the **NPC Descriptions** section for the foes' backstory.

The Beast assaults shops and merchants in town causing disruption to commerce. Hints are left behind implicating various guilds. Murdoc and Nyksa hope that an internecine political battle will ensue allowing their Cult to assume power. A great plan, assuming some **unwitting, neophyte adventurers** don't interfere!

GENERAL NOTES

Corridors and rooms. Both have walls of stone and 10 ft. high ceilings unless otherwise noted.

Doors. Doors are made of strong wood with metal bracing. They are *not* locked unless stated otherwise. When locked, a DC 10 Dexterity check is required to unlock. Doors can be beached by inflicting 50 HP of damage.

PROLOGUE: THE BROKEN CROW

It is well known among adventurers that the best place to hang out in the town of Barrowash is **The Broken Crow**, a tavern and inn located between the trade district and the low quarter, a.k.a. the Slums. Ale and rumors flow through the Crow, although both require good coin for the best quality. Seated at a table against one of the large windows is your party, having congregated together over the evening. Some of you may be long-time residents in town, others just having arrived recently, but all interested in sharing stories and leads that will bring fame and fortune!

Here are rumors that the characters may gather while at the Crow. The first three rumors should definitely be heard before the evening ends!

1. An unusually large number of tradesman in town have closed up their shops recently.
2. If you want real privacy for a meeting, ask the bartender to use the Raven's Furnace. Be prepared to pay though.
3. Beggars have been complaining about a strange and fearsome monster lurking in the town's alleys and sewers. The Watch seems to think it is a scam to get more pity, or just aggressive rats.
4. The southern borders of the realm are being overrun by a tenacious band of goblins that seek to reclaim the glory of their Red-Hand cousins.
5. Did you hear that Py Rathos set fire to the southeastern watchtower? Something about testing a mirror-based siege weapon. Weird!

6. The bard's story last night was very interesting. I can see why she picked it given the politics of the day.

Once the players have had a chance to role-play some at the tavern, read the following.

Not-so-late in the evening you hear some tipsy folks at another table loudly proclaim, "This place is crap tonight! Let's go some place else!" They meander out of the tavern. After some discussion, you all agree with that assessment and decide to also seek out another bar.

CHAPTER 1: HABERDASHERY AND MAYHEM

The party is walking through the garment section of the trade district towards where you believe another tavern is located. As you pass by a shop named "**Clever Clyde's Haberdashery**" you hear the sound of glass shattering as a small table crashes through the shop's window! It is followed by a loud scream, and a man jumping through the smashed window. He lands in the street, looks up at you, and says, "**Kind sirs, save me from that... that... beast destroying my shop.. and my precious clothing.**" Stopping a rampaging monster — that sounds like a mission for some stalwart adventurers!

If the party asks for details, the man is wearing nice, but not expensive, clothing and has a fabric tape measure hanging around his neck.

The interior of the shop is lit by a single lantern. The furnishing and wares are what you would expect in a haberdashery. In the back wall behind a wooden counter is a set of curtains, although one curtain has been ripped off its hooks and hangs limply. You can see a small room beyond.

You pull back the remaining curtain to see racks turned over and clothes thrown about, in some cases shredded. You hear a creaking noise from the floor. You move a rug to find an open wooden trapdoor. A wooden ladder is attached to a wall at one side just inside the opening.

Consult the Chapter 1 Map at this point.

1. HABERDASHERY BASEMENT

The ladder leads down about 20 ft. into a basement. The stonework for this room is different from the shop above. Was the upper level damaged at some point and then rebuilt? A question for later. The contents of the room have been trashed! A couple of tables and chairs have been overturned, a wardrobe has been tipped over, and torn fabric is strewn about. It's hard to even walk around. You see no "beast" here, but you do hear the faint sound of some heavy-footed

person or creature running in the distance. The problem is, you don't know where the sound is coming from!

Searching the walls will reveal a secret door. (The door is very slightly ajar, so any pressure on it will close it, revealing its presence.) Searching around the door's edge will reveal a hidden latch in the mortar between some bricks. Pulling the latch will reopen the door.

It is unlikely that the party will search the rest of the room's contents at this time. Encourage them to chase after the Beast.

Once the party returns here later, they will find that the wardrobe has been righted, opened, and a fake bottom removed allowing access to an empty secret compartment — its contents were taken by the proprietor. Two fine suits and a formal dress are still in the wardrobe. There will be no repercussions if the party takes the clothing. Upstairs they will find a scribbled note: "**Thanks for the assistance! Hope to thank you in person one day. Goodbye.**"

2. BLOCKED PASSAGE

After descending a short flight of eroded, stone stairs you come to a "T" intersection. To the right the passage is completely blocked by stone and dirt. The passage to the left is open, so you continue that way.

The first, but not the last, blocked corridor or tunnel the party will encounter. The rubble is (almost) always too deep to clear in a reasonable time period (or ever)!

3. DARTING AROUND

Up ahead the passageway splits at an angle. The new passages turn after some 30 ft. and parallel each other. You can't see beyond that point. You also notice the walls are subtly different here, with smaller bricks.

The party may want to determine which passage the Beast used in its escape. Since the party should be trying to make good time, only allow the lead characters to try to make a DC 10 Investigation or Survival check to detect the disturbed dust in the left passage.

At 'D' in both passages is an decades old trap: poisoned darts that will shoot out from the wall. The existence of a trap can be found on a DC 12 Intelligence check. The check will have advantage in the left passage if the disturbed dust caused by the Beast's movements was discovered earlier. The Beast used his *truesight* to avoid tripping the trap! It can be disarmed on a DC 10 Dexterity

check. Stepping on the floor beside the trap or failing the disarm check will cause 3 darts to shoot out. Each dart will strike a different character and require a DC 12 Constitution saving throw to avoid being *poisoned* per the condition. A long rest will allow another save to throw off the poison's effects.

4. SIDE PASSAGE

The walls of the passage are composed of bigger bricks once again. You soon come to a side corridor. A peek around the corner shows that the corridor's ceiling has collapsed, filling the way partially with rock and dirt. The obstruction can probably be cleared with some effort, unlike the previous blocked passage. It is very unlikely that the creature you are following went that way. As if to confirm this, you see 60 ft. down the primary corridor a large, dark, humanoid shape with glowing red eyes. The being then moves farther away and out-of-sight!

Let the party confirm they want to continue straight. Later the party can return and clear the rubble pile enough to climb over it with 30 minutes of effort.

5. OLD SEWER

The corridor turns left and 30 ft. ahead opens into a large chamber. Water is dripping into the tunnel making a muddy mess. You carefully walk to the end and peek inside and see a 20 ft. wide, sloped, stone tunnel that stretches 30 ft. and descends 10 ft. to join another tunnel running perpendicular. The start of the sloping tunnel is some 5 ft. below your location.

The party can climb down into the sloping tunnel, but they will find the floor incredibly wet and slippery. After advancing a few feet, a couple of characters will lose their footing, causing *all* who climbed down to trip and slide into the cross tunnel.

6. BATTLE IN THE SEWER

You all slide to a halt. The tunnel you are now in looks like a sewer, but with only a small amount of water running through it. Also, the smell is not as offensive as you might have expected. You all clamber to your feet, only to realize you are not alone. Some 30 ft' away are a group of men in light armor, their weapons drawn. Behind them is a tall, dark-furred humanoid whose shape matches the shadowy form you saw earlier. Its eyes glow with a fiery red light. It holds a large piece of stonework over its head. That doesn't look good.

The Beast will immediately throw the stone block over the heads of **five Brigands** and on top of the party. (Treat the Beast as having a higher initiative than any PC.) This attack is a quasi-area-effect with a 15 ft. diameter at the point of impact. Make an attack roll and apply it to the AC of each defender in the area. Because of this unusual situation, any PC can decide to use their action *now* to **dodge**. Roll a second attack die that only applies to dodging characters, choosing the lowest result to apply (just like an attack with disadvantage). Those hit take 7 (2d6) damage.

After throwing the stone block, a woman's voice will be heard from the side passage to the right. She says, **"This way, Beast. Mercs, destroy them!"** The lead brigand will respond, **"You heard Nyksa! Attack!"** The Beast will then shamble down the side passage, leaving the brigands to battle the party. Roll initiative, but those characters who dodged get no action on their first turn.

Each brigand has a pouch with 50 cp and 20 sp. One has a scrap of paper with instructions written, in Common, on how to breach the haberdasher's shop. The opposite side has a faded and unreadable map with a scribbled note, in Orc: **"the rex will point the way."**

7. SEWER EXIT, MOMENTARILY

You look down the short side passage where the Beast ran. Crumbling, but still serviceable, stairs lead up to a small platform with a wall behind it. There is a 5 ft. diameter, roughly circular hole in the wall with smooth edges, implying it was not made by breaking the wall. On the other side stands a woman wearing dark, grey robes over what appears to be studded leather armor. A flail hangs from her belt, and a shield is strapped to her back. Brunette hair flows out of the robe's hood. She holds a wand made of white stone, maybe marble. Behind her is a husky, bald half-orc in chainmail. He has a shield and battle-axe on his back and is currently aiming a short bow through the hole towards you. The Beast can be seen lurking behind them both. The woman, who you guess is Nyksa, smiles and says, **"I hope you have enjoyed playing at being heroes. But it would be in your best interest to forget the events of this evening and find some other place to adventure, preferable outside of town!"**

Allow the party a moment to provide some witty (or not) response, but after that she will stop smiling and say, **"Warthog, Beast, time to go!"** and then use the **Wand of Stone** to close the breach. The half-orc will give the party one last glare as the hole seals. The restored wall is too thick to break through.

8. COBWEB ROOM

Clearing the corridor, you find that the passage beyond widens after 20 ft. and becomes a 40 ft. square chamber. It's hard to tell exactly because the rear part is covered by glistening cobwebs. The ceiling of the chamber is at least 60' above — the deep shadows make it hard to tell. At the center of the chamber is a 5 ft. diameter fire pit with six wooden stools arrayed around it, although a couple are turned on their side. Through the cobwebs can be seen a door at the center of the far wall.

This room was once a simple temple to **Fenocht**, god of the sacred darkness, who is worshipped by some groups of thieves. This fact will be known by any character that makes a DC 10 Religion check. The room is also the lair of **three Large Mineral Spiders** who are hiding among the webs on the ceiling. They will attack when the webs are disturbed, first trying to shoot web at opponents. Setting webs on fire will only burn away the sticky ("glistening") outer layer, which takes one turn, and leaves the mineral-like core intact! Acid and cold will destroy the web, as will repeated strikes by weapons.

The fire pit is magical. Any smoke rising from a fire in the pit will dematerialize 4 ft. above, avoiding the risk of smoke inhalation. Mixed in with the ashes in the pit are 12 cp, a thin silver bracelet (15 gp), a single topaz gem (25 gp), and a **Ring of Protection +1**.

The door at the rear is not locked, but the web around it must be destroyed to allow opening.

9. CONFESSIONAL

A large, wooden cabinet with two simple doors on the near side takes up most of the far wall. Both doors have simple latches which double as handles. Engraved on the structure and doors are vines and nightshade plants.

The cabinet is a confessional. There is a small compartment with a wooden stool behind each door. The left door is for the priest, while the other is for the penitent. A thatched partition allows clear communication between the compartments. The penitent's side has a slot to place coins and other tithe, which collects in a small wooden box below the partition on the priest's side. The top of the box can be opened to reveal 85 cp, 26 sp, and 6 gp. Examining the box closely will reveal a false bottom. A hidden knob can be turned to open the box's bottom and cause an ornate **+1 Dagger** to drop out!

BONUS EXPERIENCE POINTS

Any character that earned less than 160 XP in Chapter 1 should be awarded enough bonus XP to equal that total. If the GM is skipping Chapter 2, the minimum should instead be 310 XP.

INTERLUDE 1: MENTOR CONSULTATION

The party will likely seek information or guidance on how to proceed. They should be pointed towards consulting with the former master or advisor (**Mentor**) of one PC that lives in town. If none do, help can be found at the residence of the wizard Py Rathos.

When running the full module, the mentor will require that the players enter the **Equinox Festival Challenge** and win (or otherwise acquire) the locket (see below). Alternately, Chapter 2 can be skipped — proceed directly to Interlude 2.

If the party returns to the haberdasher's shop, they find it boarded-up with a "**Closed**" sign.

CHAPTER 2: THE FESTIVAL CHALLENGE

The Equinox Festival Challenge is a sporting event for teams of 4-8 persons and held at the Barrowash Arena (see centerfold map). There are three games: **boar wrangling**, **rope climb**, and **wyrmball**. The winning team receives an award certificate, a unusual trinket that is different each festival, and 50 gp. This year the trinket is a jade locket that the mentor believes contains a clue to a lost treasure. Conveniently, there is one slot still open and entry is free.

There are eight teams, each competing against one other team per round. The teams with the most points, as awarded by the judges, advance to the next round. The party's team will always receive enough points to advance to the semi-finals and finals. Lucky them. The finals must be won outright to receive the prizes. The party should name their team. The other teams are Slum Knights, Dungeon Dwellers, Barrowash Bashers, Drunk Masters, In the Hunt, Tall Boys, and Tanz Dragons. The party will be competing against the first three teams in order.

Participants are not allowed to wield weapons (unless provided as part of a game), wear armor, cast magic spells, or use magic items. Of course, characters can try to subvert these rules via subterfuge, but being caught doing so will lead to disqualification. If two teammates are disqualified, the whole team is too!

Boar wrangling. In the first event the PCs will compete against a neophyte team of seven locals. They are above-average **Commoners (AC 11, STR 12, DEX 12, CON 10, INT 10, WIS 10, CHA**

10, HP 5, Initiative +1). It takes place in a fenced area, divided into four squares for convenience of play. Each participant will begin play in a square. **Six Greased Boars** are released into random squares — use a d4 to choose. The event ends when one team catches four boars or all six are caught. At most four team members can be **wranglers**, the others become **bashers** who wield a 10 ft. long padded pole that can be used to strike opponent wranglers attempting to score. Only wranglers will have the option to move between squares. Roll initiative once per team, applying the highest initiative bonus.

A turn proceeds as follows: Each wrangler can choose to move to a new square, highest initiative team first. Next, roll a d4 to determine into which square each boar will try to run. If the result is a different square, any wrangler in the boar's current square can use a reaction to impede the boar so it stays in the square by making a DC 12 Acrobatics check. If the boar stays in the same square for any reason, it will randomly *charge* one wrangler or basher in its square. Anyone struck is knocked prone and cannot take an action that turn! After all boars have moved or charged, each standing wrangler can attempt to grab a boar in the same square by making a successful melee attack roll. A wrangler that catches a boar can attempt to score by putting the animal in a pen. An opponent basher can attempt to strike one wrangler to cause the slippery boar to be dropped before scoring.

If the opponents win, it will be discovered after the match that one member of that team wore leather armor under their clothes, causing them to lose points and the event.

Rope climb. The opponents in the next event are six novice adventurers who have entered the Challenge on a lark. Three are fairly strong (**AC 11, STR 14, DEX 12, CON 12, INT 11, WIS 10, CHA 12, HP 11**) while the others are deft (**AC 12, STR 11, DEX 14, CON 11, INT 12, WIS 14, CHA 10, HP 8**), giving the team **initiative +2**.

This event is a form of relay. It takes three turns to **climb** the greased, but knotted, rope without any extreme effort. At the top is a platform that can be clambered onto and has a canvas slide which can be used to **slide** back to the ground, all in one turn. Four team members begin the climb. When a member completes the climb and slides back down, they can touch any team member on the ground who will climb next. The winning team is the first to have one relay of members complete three circuits.

Each turn a climber can either climb one-third the way up the rope, slide down (if at the top), exert extra effort (see below), obstruct an opponent climber at the same level by kicking, or right oneself after having been stuck. Extra effort requires a DC 12 Athletics check and on success allows for two climb actions or a climb and slide. On failure the player slips slightly and stays where they are. Striking an opponent requires a successful melee attack roll.

If the opponents win, a judge will declare that a wizard on that team cast *grease* on one of the PC's ropes, making it extra slippery. They will lose points and the event.

Wyrmball. In the final event the PCs are pitted against an experienced local team, who have won previous Challenges. They can be considered **Guards** but with these stats: **AC 12, STR 12, DEX**



14, CON 11, INT 10, WIS 12, CHA 13, HP 9, initiative +2. The number of players is the same as the party's team.

The rectangular field for wyrmball is divided in two, and a maximum of 4 members of each team stand on one side of the field (**fielders**). Other members stand outside the field around their side (**backstops**). Benches are provided for **out-of-play** members, which there are none to begin.

There is only one ball. The person with the ball (**pitcher**) throws it at one of the opponents in the field (**target**). If this ranged attack hits, the target may attempt to catch the ball by making an DC 12 Athletics check at -1 for each +2 the pitcher made the attack roll by rounded down. Failing this check means the ball might hit the ground, causing the target to be "**out**" and leave play. If the throw was a miss, one member of the target team picks up the ball to become the pitcher.

On a failed catch, roll a d6. **1-2:** the ball hits the ground immediately. **3-4:** another *fielder* (if any) can try to catch the ball with the same penalty as above. On success, the original target is saved. On failure, the second fielder is out instead. **5-6:** a *backstop* can try to catch the ball. On success, the backstop and original target switch places and roles. On failure, the backstop is out.

If the players lose the wyrmball game, they can buy the locket from the other team for 25 gp. The Bashers don't consider it of much value.

Each character that competed in the Challenge should receive 150 XP.

INTERLUDE 2: A REWARD OF KNOWLEDGE

If the party returns with the trinket, or gives a heartfelt apology for their failure, or the GM skipped the Challenge, the mentor will reveal what was discovered during their investigation:

Your mentor has made an educated guess of what "**the rex will point the way**" means. If some old journals are accurate, decades ago Barrowash had a small museum where art and other artifacts were displayed. The most renown item in the museum was the skeleton of a rarely encountered creature called a "dinosaur." Specifically, it was the "King of the Dinosaurs," or Rex. This museum was located near what is currently the Old Training Grounds. And by chance, maps show there is door in a cellar that might provide access to a passage that leads to the museum.

Party members who were 1st-level at the start of the module should by this point have earned enough XP to advance to 2nd-level. Let them do so before moving on.

After some preparation, you travel to the Old Training Grounds, finding it mostly empty today, making it relatively easy to sneak downstairs and locate the door. Although locked, it is picked without much difficulty. You have the feeling you aren't the only ones that have been through this way recently. Beyond is a rough-hewn tunnel leading into the darkness.

CHAPTER 3: RUINS OF A MUSEUM

The party will be exploring a museum that was built in the previous iteration of Barrowash, before the last great flood.

1. BARRED ENTRANCE CORRIDOR

You have carefully walked down this precarious tunnel for 15 minutes. There appears to be a curve to the right ahead, but the way is blocked by some iron bars that stretch from floor to ceiling!

Careful inspection of the bars will reveal that some of the center bars are slightly thinner for a length of 3 ft. in the middle. It is possible to twist these central bars on a DC 10 Strength or Dexterity check so they disengage from the rest. This creates a 3 ft. square hole in the bars that can be climbed through. The bars can be easily locked back in place if desired.

2. MOSIAC

The dirt tunnel opens into the remains of a room constructed of brick. One whole wall has collapsed, filling much of the floor with dirt and stone rubble. Oddly, there is a clear path through to a passage on the opposite side. A weathered mosaic of a gryphon, made of small colored tiles, exists on the left wall.

There is nothing special about the mosaic.

3. STORAGE ROOM

The far wall of this room has collapsed, leaving an open area of about 30 by 20 ft. Three wooden chests sit in one corner, and a pile of picture frames in the other. One short, wide metal box is partially buried by the dirt from the collapse.

The wooden chests are unlocked and contain useful items and tools that a museum would use: hammers, nails, little wooden stands, etc.

Trying to pull the metal box out from under the dirt requires a DC 14 Strength check. Attempting to do so will annoy **four Giant Lizards** hidden in the dirt. They will erupt from the ground and attack the party.

Inside the metal box is a hundred-year old, feathered ceremonial headdress trimmed in

platinum worth 100 gp, and possibly double that to the right collector. If the headdress is given to Elmer Sixthright (see below), he will say, **“Thank you! Thank you for returning my prized possession to me. Now... now I can be at peace!”** He will then fade away, with the headdress, never to return. Award each party member 200 XP for this act of charity.

4. MEET THE CURATOR

The ceiling at the center of this 40 ft. sq. room has collapsed covering a large compass rose engraved in the floor with a mound of dirt and stonework. Glass and bone fragments are scattered about. There are three other exits.

Digging around in the southeastern side of the dirt pile will uncover a leather money belt containing 12 pp.

As the party attempts to leave the room, they will hear someone say, **“You folks seem a little lost. Maybe you would like a tour.”** This voice comes from **“C”** where stands a translucent, rotund, mustached man in a nice suit. This is the former curator of the museum, **Elmer Sixthright**, who is now a **Haunting Spirit** after dying under the collapsed ceiling. Elmer will eagerly chat with the party and give them a tour, but he remembers things as they were in the past, not as they are. For example, he will point out and describe the now missing paintings in the **Art Displays (5)** as if they are intact. The GM should think-up comical scenes and portraits for the lost artwork. He will discourage any discourse about him being dead or events outside the museum. He can only manifest in **rooms 4 through 8**.



If the party asks Elmer about meeting places, he will misunderstand this to mean they want to have a meeting with *him*. He will say they can talk in private in his office, at which point he will proceed to the **Central Hall (7)** and walk through the display case. When the party doesn't immediately follow, he will pop-out of the case for a moment and say, **“Come along!”** and then disappear again.

5. (MISSING) ART DISPLAYS

This room must have once been used to display artwork. Unfortunately, all the painting are now fragmented by decay of moss and fungus, or been cut from their frames by some earlier looter.

There is nothing of value in the room.

6. WINDOWS TO SILT

This 30 by 20 ft. room contains a couple of wooden chairs, a moldy couch that can sit three (although you wouldn't), a wooden book shelf, and a large window. The shelf is full of decaying and decrepit books. The windows are odd as the view is just of a bunch of dirt, or maybe silt as skeletons of fish and frogs can be seen embedded in the material!

Breaking the glass of the windows will not cause any of the dirt to flow into the room — it is packed solid. If the shelf is searched, 4 (1d6) books will be found still readable and worth 5 gp each to a sage interested in natural history.

7. CENTRAL HALL

You have reached what must have been the central hall of this ruined museum. It is 100 by 60 ft., has four halls leading from it, one you just entered through. At the center of the hall is a huge skeleton of a ferocious beast, maybe the mythical dinosaur. The head is at the western end. The skeleton is mounted on a 1 ft. tall marble platform, some 60 by 20 ft. in size. A wooden railing surrounds the platform. At each corner of the room there is a wooden stand holding a piece of pottery. That is all you can see without going farther into the room.

There are two stone statues along the west wall. One is of an elf in robes with an arm pointing upwards. The other is a human woman in a suit of studded leather holding two crossed long sword in front of her. The forehead of both statues has a circular indentation about a half-inch deep.

The pottery in each corner is slightly damaged, but not as the result of what happened to the museum. They were found while the town was rebuilt from TWO floods ago, so they are actually quite old, but only of interest to an sage.

Touching the circular indentation on a statue causes a *magic mouth* to appear over a statue's mouth, which then speaks. The elf statue's *mouth* says, **"Each has its lesson; for our dreams in sooth, come they in shape of demons, gods, or elves, are allegories with deep hearts of truth that tell us solemn secrets of ourselves."** The human statue's *mouth* says, **"If history repeats itself, and the unexpected always happens, how incapable must society be of learning from experience."**

Once a party member has walked into the west part of the room, read this description:

Now you can see clearly a display case sits against the western wall. At one time it may have held some interesting artifacts, but the glass doors have been shattered and everything interesting removed.

The display case hides a secret passage behind it, acting as a door. The display case cannot be moved unless a series of panels in the case are moved in the right sequence, which takes a DC 10 Lock Picking check. But discovering there is a door at all is very difficult, requiring a DC 18 Investigation check, *unless* Elmer the ghost has passed through the wall here — then it becomes obvious there must be a door there.

The skeleton is from a young *Tyrannosaurus rex*. There is a small plaque attached to the railing near its head that reads, **"The Great Rex, Thunder-beast. The creature's bite could crush a man's head."** Touching the skeleton anywhere on the head or neck will cause that end to animate and grab the offending arm by its mouth! It will let go of the arm in about 30 seconds, but the party may not want to wait that long before attacking.

The skeleton is AC 13 and its head and neck can take 30 HP of damage before being severed. It has the same senses and immunities as a humanoid skeleton, but not the vulnerabilities. It can be treated as CR 1 (200 XP). Once attacked, the skeleton will attempt to grapple (Strength 16) any opponents within 10 ft. of its mouth and then fling those caught against random walls doing 4 (1d6+1) damage. It will stop moving once no opponents are within 10 ft. for 5 turns. The skeleton will reassemble magically 12 hours after suffering damage.

Important! Once the party has gone through the secret door, fought the brigands in the **Meeting Room (10)**, and returned to this room, a special encounter occurs in the **Exit Corridor (8)**. Read the description of that encounter for details.

8. BRICKED-UP CORRIDOR

If the party has *not* yet fought the Brigands in the **Meeting Room and Office (10)**, read the following after they enter this hall:

This unadorned hall is 40 ft. long, with a passage to the left and right at the end. The left passage has collapsed, but the right one is... odd. It almost immediately dead ends, and the wall there is made of a different kind of stone than the rest of the building: large, red bricks. And it is in *very* good condition.

The wall has been magically reinforced and cannot be breached with anything the party has with them.

If the party has fought the Brigands and looks down this hall (if only for a moment), they will see a humanoid walk from around the corner from the right side passage. It is **Warthog**, the half-orc fighter the party saw briefly in the sewers. He will immediately stop and growl, **"Not you basilisk dung again! How the hell did you get here?!"**

The party can try to strike up a conversation with Warthog, but any significant advance towards him or taking an offensive action will cause Nyksa to peer around the corner and say, *in Orc*, **"Get over here, you fool! We can't defeat that large a group, The revolt takes priority!"** At this Warthog will run back into the side passage. Nyksa will pull the wand they saw earlier out of her robes and say, *in Common*, **"Kill you later!"** She will then step back out-of-view.

When the party checks the passage again, the two will have disappeared, with the brick wall still there and intact!

9. TOXIC DOOR

There are two doors in this corridor. The nearest, on the left, is notable because a wooden sign is attached to it. The message on the sign, painted in red, reads, **"DANGER! DO NOT OPEN!"**

The door opens outward, but the area behind is completely blocked by dirt, a dozen or so gallons of which will pour into the corridor. A noxious, reddish gas will be released and possibly sicken everyone in the corridor. They must make a DC 11 Constitution saving throw to avoid the effects: red rashes cover the body for 24 hours or until cured by a *lesser restoration* spell. In addition, if an afflicted character suffers piercing or slashing damage, they will take 1 HP of damage per turn through uncontrollable bleeding! This bleeding stops in 10 turns or after the victim is healed at least 1 HP by any means.

10. MEETING ROOM AND OFFICE

If someone listens at the door to this room and makes a DC 10 Perception check, they will hear a voice speaking. Making the roll by 4 identifies multiple voices speaking Common, although the exact conversation is not discernible.

You open the door. Inside you see two humans and an elf (or maybe a half-elf) in light armor sitting around a 10 ft. diameter circular table. There are a couple bottles, some mugs, and loose papers on the table. One human stands and says, **“It’s about time you got here, Warthog. We don’t have all... Who the hell are you people!”** At the realization something is amiss, the other two spring to their feet and all draw their weapons.

These are **Brigands**. In addition to the three the party can immediately see, a halfling is leaning against the wall in the southwest corner, plus three more, another half-elf and two humans (one being a **Brigand Leader**) behind the curtain in the separate office.

The half-elves have the usual fey protection from magical sleep and advantage on saves vs. charm spells. The halfling has advantage on saves vs. fear and can re-roll one roll of 1 on an attack roll, ability check, or save. Each carries a pouch with 50 cp and 20 sp. The leader has triple those amounts and two **Potions of Healing**.

The bottle and mugs contain ale. The papers are mostly maps of sections of town. A number of places are circled and then crossed out. (These are all places already attacked by the Beast, including the **Haberdashery** from Chapter 1. One location is circled and not crossed out. One sheet has a note scribbled not it in Common: **“Gala. Scout stake-out points. Pick targets.”** Surviving (and conscious) bandits do not know what “Gala” the note is referring to. They were expecting “Nyksa’s right-hand half-orc, Warthog” to arrive shortly and explain “the job.” They do not know how to contact or the whereabouts of the two.

Note: If the GM wishes to skip Chapter 4, the note is instead the one found at the end of that chapter. Proceed to Interlude 4.

Read the following to the players after they defeat the bandits and examine the office:

This area is an office. In the far corner is what was once a very nice wooden desk and two chairs, all slightly discolored by mildew. On the wall hangs a painting of a red-headed, human woman dressed in an elegant yellow dress, carrying a white parasol, with a view of a flowing river behind her. A small bronze plaque on the frame reads, **“Lady Valentina Mota.”**



The desk has one wide drawer that holds scraps of blank paper, some quills, and an inkwell. The painting has very minor discoloration and could be restored for 10 gp and then sold for 50. A loose brick behind the painting can be found and removed on a DC 10 Intelligence check revealing a wooden box. It is tied to a thin wire at the back that will set-off a trap when pulled. A blade will fall on the hand of the grasper, severely damaging it on a failed DC 15 Dexterity check. Without healing magic (like *lesser restoration*), the victim’s Dexterity is reduced by 2, and it takes a week of rest to regain lost points. The trap can be found on a DC 12 Intelligence check and disarmed on a DC 12 Dexterity check. Failure to disarm sets off the trap! Inside the box is a small bag containing 24 small emerald gems worth 10 gp each, 5 golden rings worth 25 gp each, and a glass vial holding a purple liquid (**Potion of Growth**).

INTERLUDE 3: THE GAME’S AFOOT

The mentor will be able to examine the papers and figure out that “gala” refers to a party occurring the next evening at the manor of a wealthy merchant named **Xerces Rockwell**.

CHAPTER 4: GALA

In preparation for attending the gala, each PC will need to acquire a set of *fine clothing* if they don’t already own such. Such clothes cost 15 gp, but the mentor knows a shop that will rent some for 3 gp. The shop owner requires collateral of an item

worth at least 20 gp. Wearing armor to a gala is heavily frowned upon, but a single sword or dagger in a scabbard is acceptable. The mentor also reminds them that this is a high society event, and they should avoid causing trouble at all costs! This will be said while looking at the character most likely to cause said trouble.

The next evening the PCs will assemble at the mentor's residence and walk to the gala.

The manor is located along one edge of the trade district, in the middle of a fenced lawn. Guards can be seen along the perimeter, and two are checking invitations of party goers. Apparently yours check-out, and you are ushered through the gates. The exterior of the manor has intricately carved columns and statues of gargoyles looming over the main entrance. The interior decorations are more modest and give the impression "I'm rich but I don't need to lord that over guests." When you come to the ballroom, you find there are around two to three dozen people, with some meandering in and out of the attached gardens. Waiters move among the crowd serving bubbly drinks and hors d'oeuvres. Obvious guards lurk around the edges of the ballroom.

You are introduced to Xerces, a thin, greying man in a very nice suit, who seems to be delighted that adventurers will have the chance to experience "the high life." You try to not be offended. He suggests you all mingle.

Maybe an hour or so into the gala, before any in your group become extremely bored, a couple of you find yourselves talking to some well-off merchants about rumors of the Beast. Before reaching a point where you need to decide if it is wise to say anything about what you know, one merchant beckons a young, brunette-haired woman in a yellow dress holding a white parasol to join you. Something seems oddly familiar about her. She introduces herself as **Nicolette Pearlhaven**. "**You mean of the uplands Pearlhavens?**" asks one merchant. "**Quite,**" she replies.

Select or roll randomly to determine which two party members are in this conversation. Assuming they have seen the portrait of Lady Valentina Mota from the ruined museum's office, they will note that the dress is very similar, but not identical, to the one in the portrait. Nicolette does not look anything like Lady Mota though. And they would swear that Nicolette's voice is very familiar. Not surprising since Nicolette is the real name of the evil cleric Nyksa!

This is an excellent chance for some out-of-the-box role-playing. Unless the players are being dense, they should guess the woman's identity.

There is not much they can do about that right now, as Nicolette is plainly seen as a woman in good standing by other guests. She will use this opportunity to rag on the PCs, but in such a delightful way that everyone around her will be *so, so* amused. She will also speak on the subject of rumors about "**some organizations and guilds in town being corrupt**" and if "**anyone will ever do something about that before it leads to open conflict.**" Not that she would *ever suggest* such action. Finally, she may interject, with a annoyed glare at the PCs, that she is surprised to see the unexpectedly large guard contingent!

Trying to convince anyone that Nicolette is dangerous or should be apprehended will be, at best, considered some jest and at worst lead to guards suggesting the PCs leave the gala. Once Nicolette decides she has had enough, she will find a way to depart without being followed. She can always sweet-talk some guards into dealing with "**rowdy guests**" allowing her to slip away!

When the party decides to leave the gala, the PC (or PCs) with the highest passive Perception score will sense, after a few minutes of walking through an alley, that they are being tailed! They'll probably want to confront these **three Brigands**. If the brigands are defeated (remember, the party is dressed for a gala not battle), they can search the bodies to find 45 cp and a piece of parchment with a scribbled note, in Common, "**Payment will be left below Ravens Furnace. Burn this after reading. - N.**"



TOWN OF BARROWASH



Notes

Illandra and Ellodren are the (fraternal) twin gods of archery and swordsmanship.

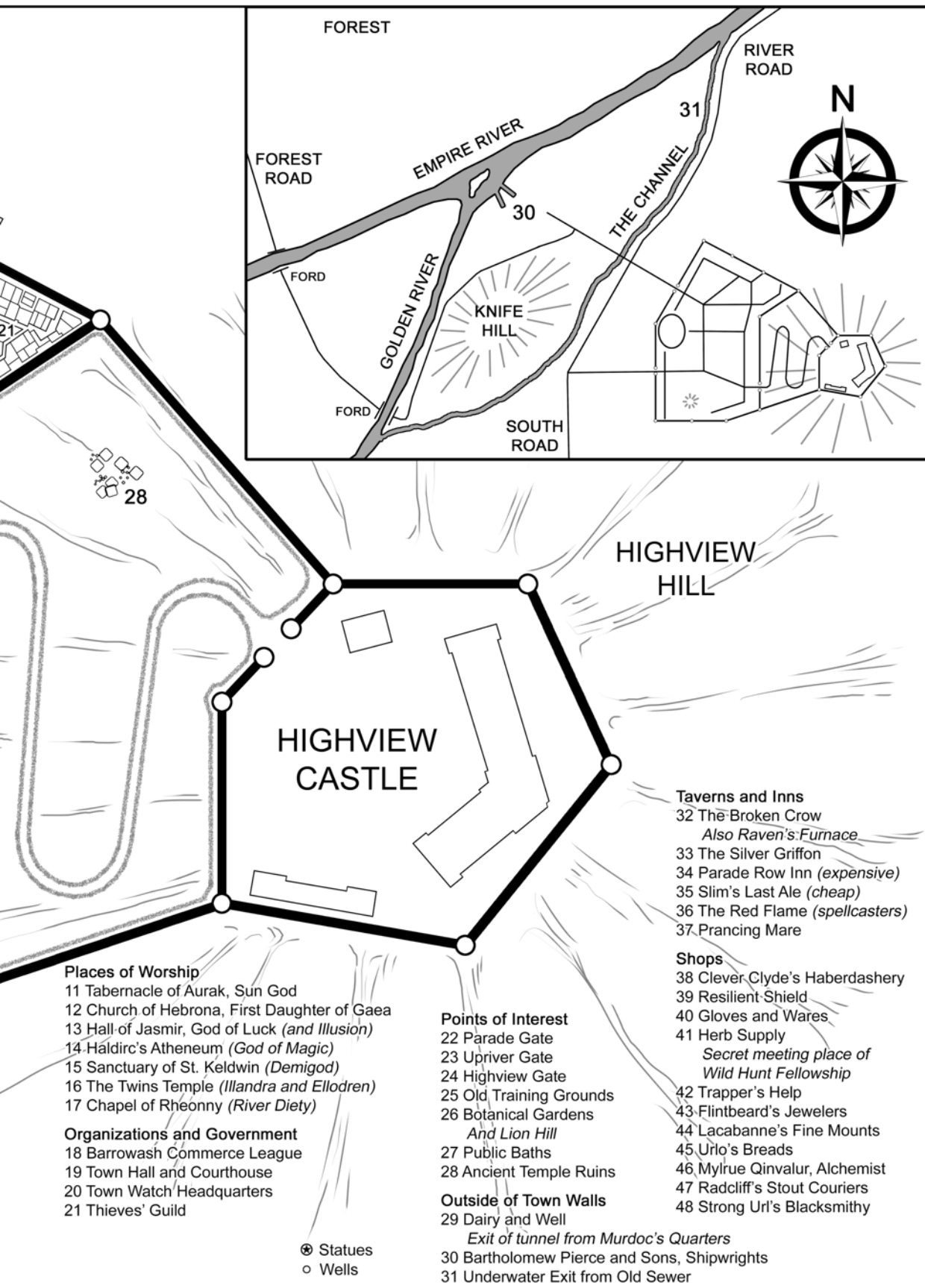
The ancient temple ruins pre-date the current iteration of the town. Worshippers are rarely allowed access.

The Wild Hunt Fellowship organizes hunts of humanoid for the wealthy. Tolerated as long as demi-humans are not targets!

Residences

- 1 Py Rathos
- 2 Ortan of Swiftspear
- 3 Pirril Silvermoon
- 4 Luxwana Strongshield
- 5 Serino Tock
- 6 Arbonælor
- 7 Racyr Bastardblade
- 8 Kestra Jadeblood
- 9 Tanyl Zevros
- 10 Xerces Rockwell's Manor

FARM
LAND



INTERLUDE 4: RAVEN'S FURNACE

If the party can remember the rumor they heard days ago about Raven's Furnace, they should know to go to The Broken Crow and talk to **Billen the bartender**. In the event they fail to remember, they can once again ask the mentor for help and thereby get a friendly reminder about the rumor. The mentor also has one more bit of advice: capturing Nyksa might be of more value than dispatching her.

Billen will charge a non-negotiable fee of 25 gp for use of Raven's Furnace. If they balk, he will say they are welcome to find a cheaper place to meet — he assumes a meeting — but it won't be as secure. And no place else has the Raven's Furnace itself! He won't answer any more questions, taking the line that the party should already know the answers! If they specifically inquire about what is "below Raven's Furnace," he will answer "**Raven's Furnace is below.**" He doesn't know there is anything below it.

If the party makes the payment, read this to the players:

Billen beckons you to follow him to the hall that leads to the inn's rooms next door. He walks to the end of the hall where there is a door labeled "**STORAGE.**" He opens it and ushers you through. The room on the other side is indeed full of supplies. He closes the door and then pulls a brass key from his pocket, which he inserts into some hidden hole in the shelving at the back. He gives the key a turn and pushes the shelf aside, revealing a secret door. Billen says, "**Take the stairs down. Be sure you leave the doors at the bottom open when you are done, and close this door before going back into the inn!**" He waits until you all are in the stone passage on the opposite side and then closes the door behind you.

CHAPTER 5: HUNT THE BEAST BELOW

1. BOTTOM OF THE STAIRS

The stairs descend 15 ft. to a short landing, and another stairs to the right deposits the party another 15 ft. down. At the bottom is an odd, 30 ft. long corridor broken into sections by two sturdy, open doors, each with a well-made lock. A bell is attached to the back of both doors. When closed and locked, you would definitely have privacy. You can only guess what the bells are for.

A DC 15 Dexterity check can unlock a door once locked. Failing to pick a lock causes the bell on the back of the door to ring. Loudly. This would easily alert anyone in the meeting room.

2. SECRET MEETING ROOM

At the end of the corridor is a 30 ft. sq. room. It contains two large tables made of stone slabs, 12 wooden chairs, wooden shelves along a side wall, and a 3 ft. wide by 2 ft. tall, chest-high alcove in the far wall. A gleam of metal and red bits can be seen below the alcove, and three metal buckets are on the ground beside the alcove. Where exactly is this "below" the message mentioned?

This room was once a morgue and built at a time when cremation of unclaimed bodies was standard procedure. The shelves are empty, and a short message has been painted in black on each bucket: "**Please put ashes in buckets.**"

The alcove is 8 ft. deep and iron-lined. The "gleam" is a brass plaque 12 inches long and 2 inches wide set in the wall below the alcove. Two red quartz gems are embedded at each end and a strip of red glass runs between them.

The gems are buttons that when pressed cause a metal sheet to slide down to cover the alcove opening. A light then appears in the glass strip and slowly expands to the full length. At the same time the metal cover grows progressively hotter to the point where it would cause burns if touched. After 10 minutes, the process will reverse. Any flammable material placed in the alcove will have been turned to ash, while low-melting point metals (like lead) will have become solidified slag. Pressing a button in mid-process will stop the furnace immediately, but the cover will not open for a few minutes.

When the alcove is open, pressing both gems simultaneously will cause the cover of the *back-end* to slide away! This gives access to small room **behind the furnace (3)**. The back cover will automatically close after 10 minutes.

3. BEHIND THE FURNACE

This 20 square ft. room is fairly bare. It contains one stool and a small wooden chest. There is a corridor out of the room to the north.

A small lever to the right of the alcove opening can be toggled to opens the cover unless the furnace is in use. The chest is locked (DC 10 Dexterity check to unlock). The sole item inside is a pouch with 9 gp.

4. CATACOMBS

After awhile the brickwork corridor changes to a tunnel hewn directly from the rock layers below the town. The rocky floor makes it difficult to determine if anyone has passed by recently. Shortly after this transition, the tunnel reaches a T-



intersection. You stop to decide what to do next. Without the noise of clanking armor, the soft sound of a light breeze can be heard, although there is no corresponding draft.

The party has reached an ancient, underground burial catacombs. Many of the tunnels have 7 ft. wide by 2 ft. tall, rectangular funerary recesses which were used by one religion of a previous iteration of the town. The alcoves are stacked three high. Linen-wrapped bodies were placed in each alcove, but the linen and flesh of the bodies has decayed away or been consumed by vermin over the decades. The bones are also somewhat scattered, an indication that grave-robbers have already picked through the remains.

Touching any bones will result in the sounds of squeaking, hissing, and chattering to commence throughout the catacombs, seeming from a distant source but slowing approaching. After one minute, **giant rats** will manifest at some point in the catacombs not currently being viewed, move towards the party, and attack. There will be one rat per person in the catacombs, plus two more.

There is a loose stone in the middle alcove at “**L**” behind which is a small, locked metal box (DC 10 Dexterity check to unlock), trapped with a poisoned needle (DC 10 Intelligence check to reveal, DC 10 Dexterity check to disarm). Being

pricked by the needle requires a DC 12 Constitution saving throw or be *poisoned* per the condition. The box holds two gold necklaces with jade pendants worth 200 gp each.

The remains in the bottom alcove at “**B**” is still wearing boots. The boots are good quality and in serviceable shape. They are also unusually heavy. Hidden in a secret compartment of both heels are a small ingot of platinum worth 50 gp.

The skull of the remains in the top alcove at “**R**” will rattle when examined. *Inside* the skull is a **Gem of Wrath**.

The middle alcoves at both locations marked “**A**” have hidden latches on their top surfaces. When pressed at the same time, the secret door between them will unlock with a loud *click*. This door can be found without opening on a DC 12 Intelligence check, but can only be opened by pressing the latches. Behind the door is a stairway that leads under the catacombs and to a long, brickwork corridor.

5. PIT TRAP #1

The following should only be read to the players if one of the characters at the lead of the party has a passive Perception of 13 or higher or is actively (and therefore slowly) inspecting the ground for possible traps *and* makes a DC 13 Perception check.

After some 100 ft., the corridor turns to the left. One of you at the lead notices that the trail of disturbed dust has returned, but it suddenly stops a few feet from the turn in the corridor!

The existence of the pit trap can be determined with a DC 10 Intelligence check. The party can leap around the pit safely once they are aware of its nature. If no one notices the tell-tale signs of the pit, just say nonchalantly:

The corridor turns to the left just ahead. Unfortunately, as you round the corner, the floor opens below some of the party and these unfortunate souls fall into a pit!

Those who fall into this 10 ft. deep pit or the next one take 3 (1d6) damage.

6. PIT TRAP #2

There is another pit trap where the corridor turns back to the right. It is directly in front of a door. The same rules apply as above. The remains of a human wizard rest at the bottom of this pit. On the body is two daggers, a pouch containing 125 cp, 25 sp, and 10 gp, and a wooden scroll tube holding a spell scroll (*blur*). Unlocking and opening the door reveals an empty 10 ft. sq. room.

7. TRAPDOOR

The tunnel begins to change from stone brick walls to plain dirt with wooden support beams every 15 ft. or so, like in a mine. It also starts curving back and forth, making it hard to see what is beyond 40 ft. or so. This goes on for awhile before you come to a dead end. Above your heads in the ceiling is a wooden trap door hinged to open upward. There is a knotted rope running through a hole in the door, making a handle of sorts.

The door isn't trapped, but the hinges are quite rusty and make a loud grinding noise when the door is opened. If the hinges are oiled before trying to open the door, a successful DC 12 Stealth check will avoid making noise!

8. CONVERTED COURTROOM

A short corridor opens into a large, unusually shaped room. You guess it was once a courtroom based on its arrangement. Benches line the right wall and there is a balcony above, possibly with additional seating. Stairs in the far-right corner likely lead up to the balcony. There is a platform immediately to the left on which sit six chairs, making a kind of jury box. At the center of the left wall is a raised desk: a judge's bench. Two glowing, but flickering, white globes are set in the near corners of the bench, maybe lit internally by *continual flame*. Just beyond the judge's bench is

a door. A cage with metal bars and a door with a lock rests against the far wall. A number of stands around the room hold large, lit candles.

The room is inhabited. In the cage is the Beast! Sitting in the far chair of the jury box is Nyksa. Standing on the opposite side of the judge's bench is a scruffy human with a prominent scar and black hair and beard. He is wearing dark grey vestments with signs of armor beneath. He also has a mace and shield. You don't see Warthog around.

What happens next depends on whether the party made a racket opening the **trapdoor (8)** or failed to surprise their foes. In these cases, read the players the following:

The man behind the bench looks at the party and says, "**Dear Nyksa, were you followed? Because we have guests.**" Nyksa looks from the man to the party and back and says, "**No way, Murdoc! Those are the adventurers I told you about. They're like a bad penny, just showing up at the most inconvenient times. You know, we do need a new sacrifice to renew the binding spell. I think my new 'friends' here just volunteered!**" Murdoc nods. "**Make it so!**" he shouts gleefully. A noise is heard from the balcony as Warthog has popped up from behind the railing, aiming a shortbow at the party.

In the event the party manages to surprise their foes, they can choose to immediately attack and no monologuing occurs — plus the party gets a free round of attacks. If they delay and allow Murdoc to speak, read the above but skip the last bit about Warthog. He will instead pop-up and fire after combat commences at his initiative.

The cage is not locked. The first action the Beast will perform is to *Conjure Flaming Fiends* from the candles in the room, and then open his cage door so he can attack with his morningstar next round. The Beast will fight to the death.

Warthog will continue to fire his shortbow until engaged in melee combat, then switch to his battle-axe. He will fight to the death. He has a pouch with the key to the chest in his **Quarters (9)** and 30 gp.

Nyksa will cast *sanctuary* and avoid combat until all of the Flaming Fiends has been destroyed. She will then cast *sleep* centered on one of the party's non elven spell-casters, and wade into battle with flail and shield; or she might prefer to escape (see below). She has a leather pouch with 10 pp.

Murdoc will move towards the door near him and cast *shield of faith*. He will try to stay out of melee combat, mainly casting spells that don't require



concentration (as that would cancel his *shield of faith*). This includes using his **Wand of Stone** (although no more than four charges). If it looks like the party is going to win, he will try to escape via the **Trapdoor (7)** or the secret passage in his **Quarters (10)**. He has no money on him.

9. WARTHOG'S QUARTERS

The door of this room is labeled, "Deliberation Chamber." Inside is a large wooden table, a small barrel, and a well-made wooden chest. The table is piled with pillows and sheets, turning it into a makeshift bed. On one chair is a mug.

The barrel is partially full of ale. The chest is locked and requires a DC 14 Dexterity check to unlock. Inside is a quiver with 20 arrows, materials to care for his battle-axe, a large pouch with 400 sp and 120 gp, and a jewelry box with two gold bracers worth 250 gp each.

10. MURTOC'S QUARTERS

If Murdoc or Nyksa has tried to escape through his quarters, he will have locked the door and used a chair to bolster the door, giving him time to open the secret passage. Unlocking the door takes a DC 12 Dexterity check, and dislodging the chair takes a DC 14 Strength check. You will need to improvise when describing the quarters in this case.

Otherwise, read below:

The door to this room is labeled, "Judge's Chambers." The interior has a wooden desk with metal trim, two upholstered chairs, a few simple wooden chairs, a wardrobe, a bed, and a red-brick fireplace. Honestly, the place is cramped. The fireplace is a good reminder that this courtroom was once above ground.

On the desk is map of Barrowash, an inkwell (with quill), and a ceramic plate holding a partially eaten loaf of bread. A note is written at the upper-left corner of the map: "**Don't write on this copy.**"

The desk has two drawers. In the right drawer is three blank scrolls, two extra quills, and three gold bars worth 50 gp each. The left drawer contains a vial of basic poison, three **potions of healing** and a book with a **ritual** that created the Beast. The book is worth 1000 gp to the right (or is that wrong?) buyer. Any good-aligned character should destroy it without hesitation! The books sits on a *glyph of warding (explosive runes)*. Anyone lifting the book, except Murdoc or Nyksa, will cause the *glyph* to be set off, potentially doing 22 (5d8) *cold* damage to everyone in the room. Characters only take half damage on a DC 15 Dexterity saving throw.

The floor of the fireplace is made of a metal grate and incorporates a log-holder, on which rest some unburned wooden logs. One of the logs is hollow and one end can be removed to find an ornate ceremonial scimitar worth 250 gp. The fireplace has not been used recently and the chimney is blocked by rubble. Inspection of the grate will reveal little metal bolts at each corner. When unscrewed, the grate can be removed to give access to a rough-hewn stone passage!

12. EXIT TO SURFACE

The passage is long (some 300 ft.) and slowly curves to the left *and* upward. It dead ends at a stone brick wall, but some stones are loose and can be removed to reveal a circular shaft. There is water a few feet below. Upward, the shaft ends after 40 ft.

If it is daytime, sunlight shines into the shaft as this is a well! It is located outside the town walls, next to a dairy farm. (The owners of the dairy are not part of Murdoc and Nyksa's conspiracy.)

EPILOGUE

If the villains are defeated, but some escape, that will still put an end to their treachery. Murdoc will leave the area completely, while Nyksa will seek revenge, but through subtle methods using her high-society connections. If any are captured and turned over to the authorities, the party will receive an anonymous reward a few days later, delivered via their mentor, of 500 gp! In either case, they will gain a positive renown in Barrowash, giving them a +1 to all interactions with merchants.

Each PC should receive a bonus of 300 XP for successfully ending the threat from the Cult of Dzepdruel.

MENTORS

The Interludes between chapters of this module involve interacting with a mentor NPC. Ideally one of the player characters was an apprentice or otherwise guided by a mentor with which they still has a good relationship. The mentor will provide assistance, but not necessarily without compensation. Any player who has a PC whose class matches a mentor can choose to have the mentor be part of the character's background.

Mentors have been residents of Barrowash long enough to know about the town's shops, guilds, and politics, even if they are not that interested in the minutiae of those topics. Of course, a mentor who is a rogue will know more about the Thieves' Guild than a cleric, who in turn will know more about the churches in town than a fighter, etc.

Not all classes are represented among the mentors. A barbarian, druid, or ranger are unlikely to be based in a town. Descriptions are not very detailed, but do provide background to help understand their personalities. You are welcome to flesh them out or change alignments or archetypes to better suit the PC being mentored.

Py Rathos

Medium humanoid (human), chaotic good

Male 7th level Wizard (School of Evocation)

Py is a taciturn, middle-aged pyromancer who has retired from adventuring (or at least situations that involve traveling great distances). He is normally very patient, but when riled can be fearsome, with his red hair and beard and flickers of flame that will form around him!

Py acts as the default mentor for the party.

Ortan of Swiftspear

Medium humanoid (dwarf), lawful good

Male 7th level Fighter (Champion)

Ortan is a jovial and grim fellow, which would be an odd combination for anyone except a dwarf. He loves combat and regularly competes in mock battles at the Old Training Grounds. His heroic deeds in defending the city have gained him honorary membership in the town watch

Pirril Silvermoon

Medium humanoid (half-elf), neutral good

Female 7th level Cleric (Life Domain)

The Silvermoon family has a tradition of service to their patron deity, and Pirril ~~was forced~~ gladly followed that path. She became an adventurer and travelled to many places, but has now (temporarily) settled down, far from her relatives.

Luxwana Strongshield

Medium humanoid (human), lawful good

Female 7th level Paladin (Oath of Devotion)

Luxwana is a champion of all that is righteous and good, always striving to set an example for those around her. Even if that annoys the hell out of people, which is alright with her! Luxwana moves to a new town every few years, so Barrowash is just one waypoint on the road of justice.

Serino Tock

Small humanoid (halfling), neutral good

Male 7th level Bard (College of Lore)

Serino is always ready to tell a good story, and Barrowash is a great place to perform and learn *new* stories that will quench his thirst for legends. And gold. Lots of gold.

Arbonælor

Medium humanoid (elf), chaotic neutral

Female 7th level Warlock (Fey Patron)

This extraordinarily reserved elf was once the princess of a far-away realm, but she abandoned her people when she began a journey to unlock the deep powers that all with fey blood possess. Strangely, Arbonælor finds humans fascinating and so now lives among them!

Racyr Bastardblade

Medium humanoid (human), lawful neutral

Male 7th level Rogue (Assassin)

If you ask anyone to describe Racyr, the most likely response would be, “He is one handsome, smooth talking gentleman.” As a famed raconteur, he is regularly invited to social gatherings. Just the places to glean knowledge about those who may have “disposable items” for Racyr to acquire.

Kestra Jadeblood

Medium humanoid (green dragonborn), neutral

Female 7th level Sorcerer (Dragon Origin)

Kestra is a second-generation dragonborn and can easily mingle among humans, as her only unusual feature is green hair. When not practicing the magic arts, she acts as a mediator between dragonborn and other races. She is a member of a benign remnant of the **Society of the Winged Serpent** (see *Wyrmskeep Dungeons BW1: Temple of the Dragon Kin*), although she is not aware of its dark past.

Tanyl Zevros

Medium humanoid (gnome), neutral

Male 7th level Monk (Way of the Open Hand)

High in a secluded valley in the Glistening Mountains live a group of gnomes who follow a martial aesthetic. Each makes a one-time pilgrimage to the world beyond to discover if the path of the monk is the proper one... and then return. Tanyl has not yet found the answer to that question... or so he tells himself. Until then, he will train the willing and have some adventures.

ABOUT THE TOWN MAP

The centerfold map of Barrowash shows the location of every significant place mentioned in this module, plus the location of all the residences of the mentors.

I also hope you find the over three dozen other points of interest marked on the map to be a useful source of inspiration for generating additional adventures located in or around the town of Barrowash!

NPC DESCRIPTIONS

Nyksa a.k.a. Nicolette Pearlhaven

Medium humanoid (human), neutral evil

Female 2nd level Cleric (Darkness Domain)

Armor Class: 17 (studded leather & +1 shield)

Hit Points: 15 (2d8+2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	12 (+1)	17 (+3)	19 (+4)

Saving Throws: Wis +5, Cha +6

Skills: Insight +6, Religion +3, Persuasion +6

Languages: Common, Orc

Challenge: 1/2 (100 XP)

Channel Divinity. Nyksa can turn undead one time before a short or long rest.

Disciple of Shadows. When she is standing in deep shadows, others have disadvantage in Perception checks against Nyksa.

Spellcasting. *Spells prepared (slots):* Cantrips: *guidance, resistance, thaumaturgy*; 1st level (3): *bane, command, healing word, inflict wounds, protection from evil and good, sanctuary, sleep.*

Actions

Flail. *Melee Weapon Attack:* +2 to hit. *Hit:* 4 (1d8) bludgeoning damage.

Nyksa comes from a well-respected and (formerly) wealthy family. Her father's bad decisions lead to the family's fall, and this has soured Nyksa on "polite society" and the concept of common decency (unless that suits her goals). Although Nyksa is satisfied to follow Murdoc's plan for now, she wouldn't hesitate to take control if the opportunity arose. She is the one responsible for determining the targets for the Beast's attacks.

Warthog

Medium humanoid (half-orc), lawful evil

Male 2nd level Fighter

Armor Class: 18 (chain mail & shield)

Hit Points: 22 (2d10+6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws: Str +5, Con +5

Skills: Athletics +5, Intimidation +2, Perception +3

Senses darkvision 60 ft.

Languages: Common, Orc

Challenge: 1/2 (100 XP)

Relentless Endurance. When Warthog is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.

Savage Attacks. When Warthog scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge. Take an extra action on top of regular action. Requires short or long rest to use again.

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit. *Hit (one-handed):* 7 (1d8+3) slashing damage. *Hit (two-handed):* 8 (1d10+3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit. *Hit:* 5 (1d6+2) piercing damage.

Bonus Actions

Second Wind. Regain 8 (1d10+2) hit points. Requires short or long rest to use again.

Warthog seeks revenge against the world at large for being rejected by both human and orc alike. This aligns nicely with Murdoc's plan.

Murdoc

Medium humanoid (human), neutral evil

Male 5th level Cleric (Chicanery Domain)

Armor Class: 16 (+1 chain shirt & shield)

Hit Points: 26 (5d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	14 (+2)	18 (+4)	11 (+0)

Saving Throws: Wis +7, Cha +3

Skills: Perception +7, Religion +5, Survival +7

Languages: Common, Goblin, Infernal, Undercommon

Challenge: 2 (450 XP)

Channel Divinity. Murdoc can turn or destroy undead one time before a short or long rest.

Spellcasting. *Spells prepared (slots):* Cantrips: *guidance, light, sacred flame, spare the dying*; 1st level (4): *bane, charm person, cure wounds, disguise self, inflict wounds, protection from evil and good, shield of faith*; 2nd level (3): *blindness/deafness, lesser restoration, mirror image, pass without trace, silence*; 3rd level (2): *blink, dispel magic, mass healing word, protection from energy.*

Actions

Mace. *Melee Weapon Attack:* +4 to hit. *Hit:* 4 (1d6+1) bludgeoning damage.

Wand of Stone. See description under **New Magic Items.**

Murdoc seeks to create an operating base for his vile religion in a major settlement like Barrowash. Unfortunately, he grew-up on a farm and needs the help of a someone like Nyksa who understands high society to fulfill his goal.

The Beast a.k.a. **Possessed Bugbear**

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Stealth +7, Survival +3

Senses truesight 60 ft., darkvision 60 ft., passive Perception 12

Languages Common, Goblin, Infernal

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the Beast hits with it (already included in the morningstar attack below).

Demonic Fortitude. If damage reduces the Beast 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 Beast drops to 1 hit point instead.

Conjure Flaming Fiends. The Beast can conjure 5 Flaming Fiends per day. A Fiend can only be summoned from a source of flame, which must be within 60 ft. and be at least that produced by a large candle. The flame source is extinguished. The Beast need not conjure the Fiends all at once.

Actions

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

This bugbear has been possessed by a demonic spirit through a ritual cast by Murdoc. The resulting composite entity is simply called “The Beast.”

MONSTERS (Open Gaming Content)

Large Mineral Spider

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	2 (-4)	11 (+0)	6 (-2)

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, 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 10 CON saving throw, taking 3 (1d6) poison damage on a failed save. 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.

Web (Recharge 6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; HP 5; immunity to fire, poison, and psychic damage).

These huge spiders and their webs are partially crystalline, making destroying their webs and escape their clutches more difficult than your average arachnid

Brigand

Medium humanoid (any race), neutral evil

Armor Class 12 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common, possible racial tongue

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Brigand Leader

Medium humanoid (any race), neutral evil

Armor Class 14 (studded leather)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	11 (+0)	11 (+0)	12 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Haunting Spirit

Medium undead, any alignment

Armor Class 11
Hit Points 23 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)	15 (+2)

Damage Resistances fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages all languages it knew in life
Challenge 2 (450 XP)

Ethereal Sight. The haunting spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.
Incorporeal Movement. A haunting spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Actions
Chilling Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) psychic damage.
A haunting spirit cannot pass on to its designated afterlife because of some unfulfilled desire or having been separated from a valued item. If a spirit's existential crisis can be resolved, it will fade away forever.

Giant Burrowing Lizard

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 39 (3d8 + 6)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Actions
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.
These lizards have claws specially designed for easily burrowing through dirt and loose rocks. Their bite is what should be feared though in a conflict!

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.

Flaming Fiend

Medium elemental, chaotic evil

Armor Class 12
Hit Points 11 (2d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan, native language of conjurer
Challenge 1/2 (100 XP)

Fire Form. The fiend can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental takes 4 (1d8) fire damage.
Illumination. The fiend sheds dim light in a 30-foot radius.
Water Susceptibility. For every 5 feet the fiend moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions
Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) fire damage. Flammable targets ignite, taking 3 (1d6) damage per turn until dowsed.

Flaming Fiends manifest as vaguely humanoid shapes composed solely of flicking fire.

Boar

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless. If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 1) slashing damage.

NEW MAGIC ITEMS (Opening Gaming Content)

Wand of Stone

Wand, rare (requires attunement)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Rockskin. While holding the wand, you can use an action to expend 1 charge and touch a willing creature. For the next ten minutes the target's skin has a rough, stone-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor the target is wearing.

Spike Growth. While holding the wand, you can use an action to expend 1 charge to cast *Spike Growth* per the spell, except only hard stone spikes appear.

Meld into Stone. While holding the wand, you can use an action to expend 2 charges to cast *Meld into Stone* per the spell.

Stone Shape. While holding the wand, you can use an action to expend 3 charges to cast *Stone Shape* per the spell.

Gem of Wrath

Wonderous item, rare (requires attunement)

The *gem of wrath* appears to be a ruby gem worth at least 1000 gp. When held in an open hand, you can use an action to command the *gem* to fly at a target creature. If the target fails a DC 15 Dexterity save, the *gem* disappears just before striking and materializes *inside* the target doing 4d6 force damage. If the target successfully saves, the *gem* falls to the ground 10 ft. beyond the target (or less if its flight is obstructed).The *gem* does *not* automatically return to you. Once the *gem* has affected a target, it cannot be used again until dawn of the next day.



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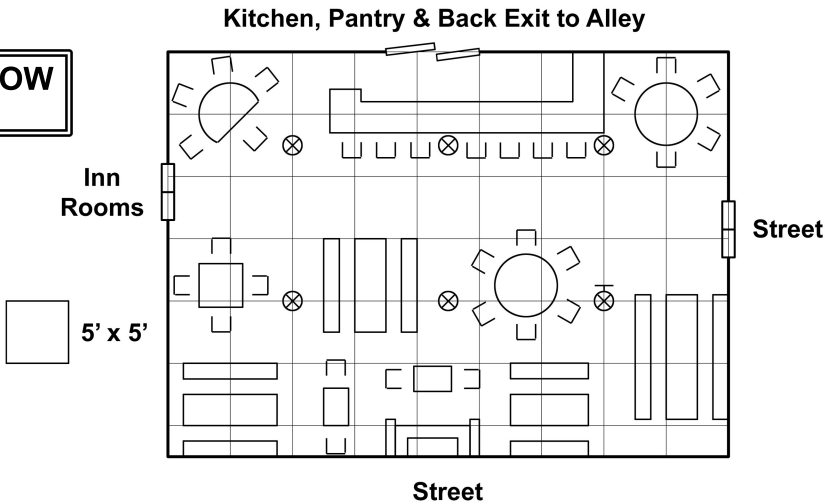
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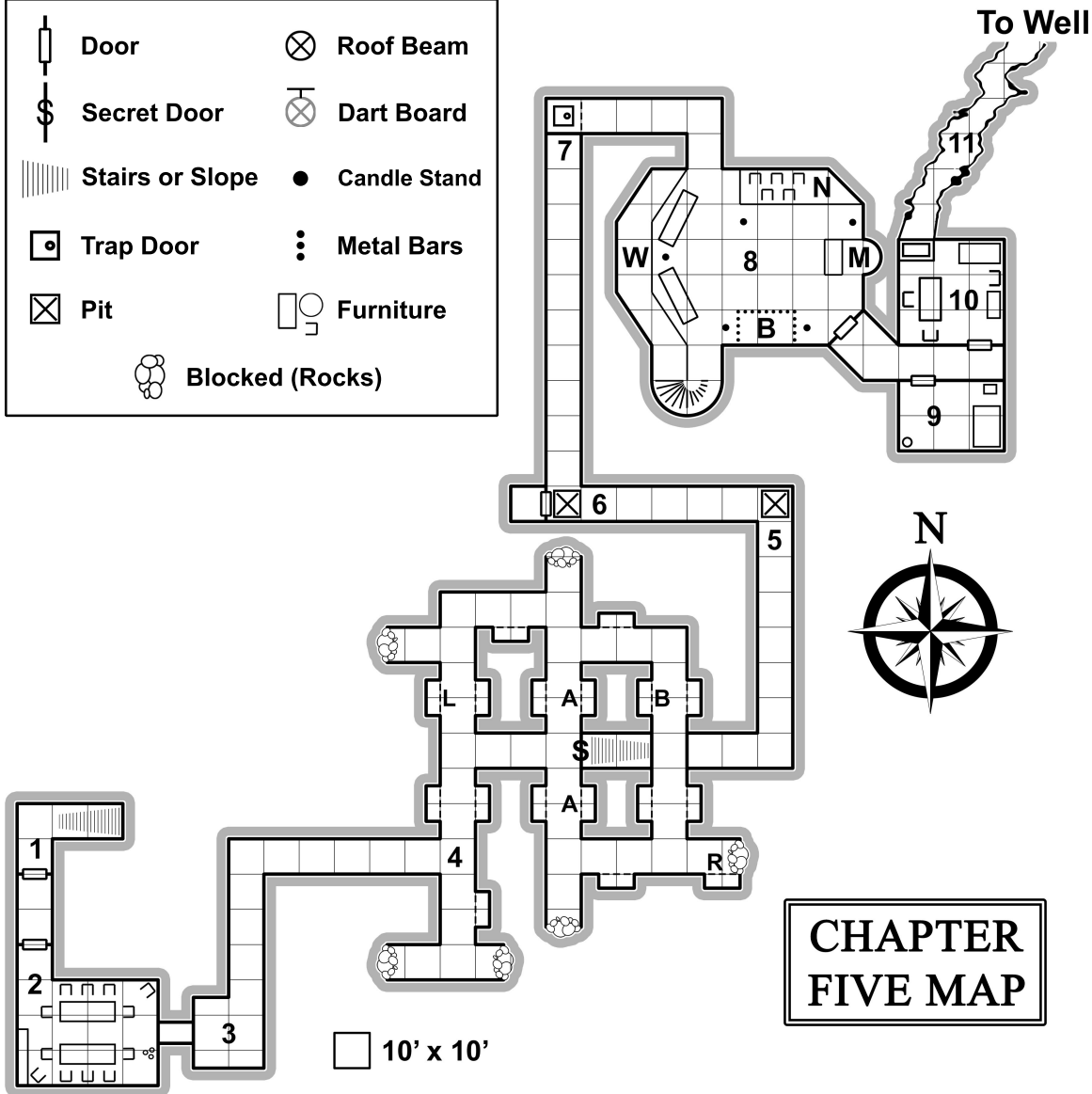


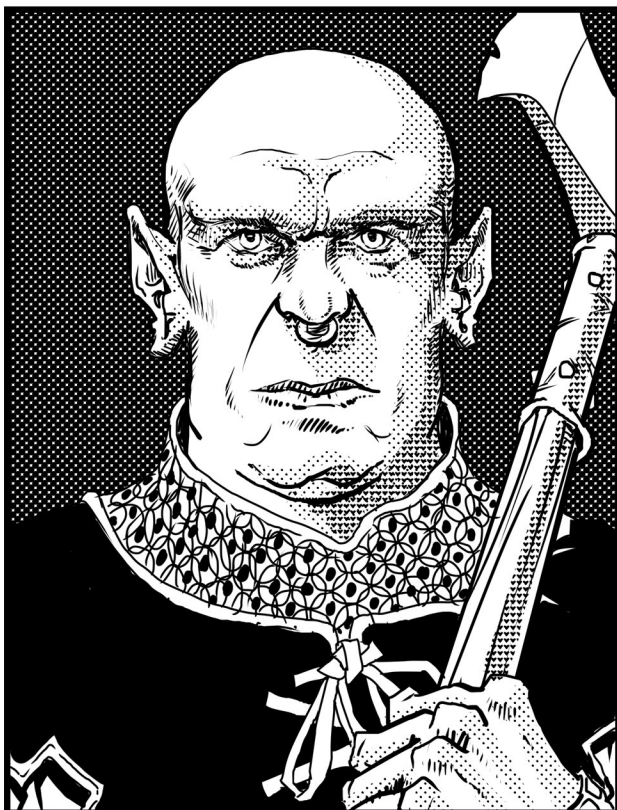
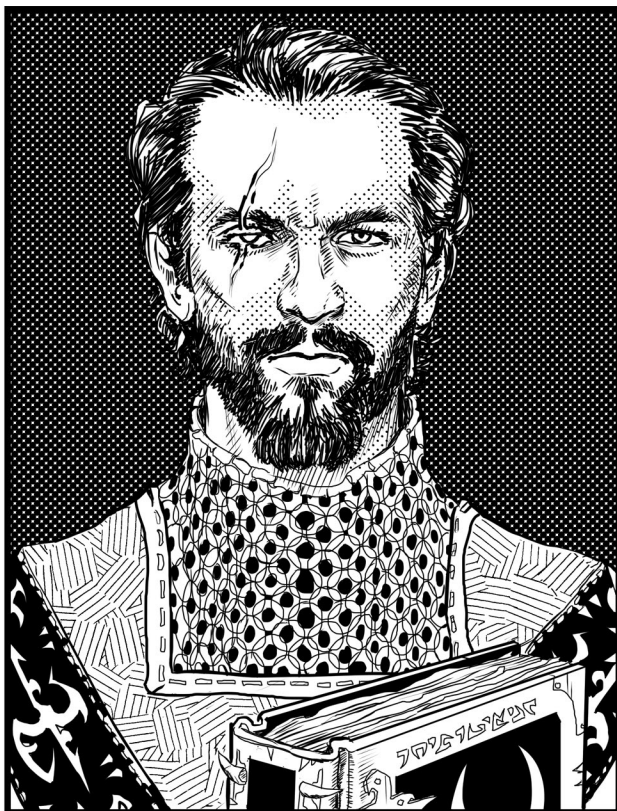
THE BROKEN CROW (Tavern Only)



LEGEND

- | | | | |
|--|-----------------|--|--------------|
| | Door | | Roof Beam |
| | Secret Door | | Dart Board |
| | Stairs or Slope | | Candle Stand |
| | Trap Door | | Metal Bars |
| | Pit | | Furniture |
| | Blocked (Rocks) | | |





Wyrmskeep Dungeons BW3: The Beast Below Supplement

Pre-Generated Player Characters

This document provide a set of ready-to-run characters for your players to use in the situation that they do not have characters of the appropriate level for the adventure.

Page 2: Byron Wolfbane • Male Human Level 1 Fighter

Page 3: Cyldrey Stillbrook • Female Lightfoot Halfling Level 1 Monk

Page 4: Elyenys Urimoira • Female Half-Elf Level 1 Warlock

Page 5: Florin • Male High Elf Level 1 Paladin

Page 6: Glorin of Mican • Male Hill Dwarf Level 1 Cleric

Page 7: Karga • Female White Dragonborn Level 1 Druid

Page 8: Kif • Male Human Level 1 Wizard

Page 9: Marshel Arciem • Female Human Level 1 Bard

Page 10: Tifawyn • Male Rock Gnome Level 1 Rogue

Although nine character are available, we suggest that the party should be composed of a maximum of eight members. Players can change the character names, genders, and alignments in consultation with the GM. As these characters are 1st level, all should be expected to advance to 2nd level by Chapter 3. As GM you are welcome to allow the players to buy additional mundane (non-magical) equipment from their funds before the adventure starts.

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Byron Wolfbane • Male Human Level 1 Fighter

Player: _____

Alignment: Lawful neutral

Strength:	14 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	16 (+3)	Acrobatics:	+5 •	Longbow	+7	1d8+3 piercing
Constitution:	16 (+3)	Animal Handling:	+2 •	Longsword	+4	1d8+2 slashing
Intelligence:	10 (+0)	Arcana:	+0	Handaxe	+4	1d6+2 slashing
Wisdom:	10 (+0)	Athletics:	+4 •			
Charisma:	11 (+0)	Deception:	+0	Features & Traits		
		History:	+0	Archery Fighting Style		
Armor Class:	16	Insight:	+0	Second Wind		
Initiative:	+3	Intimidation:	+0			
Speed:	30	Investigation:	+0	Items		
Hit Points:	13	Medicine:	+0	Pouch w/15 gp		
Hit Dice:	1d10+3	Nature:	+0	Leather Armor (1)		
Experience Points:	0	Perception:	+0	Arrow (20)		
		Performance:	+0	Quiver (1)		
Proficiency Bonus:	+2	Persuasion:	+0	Iron Pot (1)		
Passive Perception:	10	Religion:	+0	Waterskin (1)		
		Sleight of Hand:	+3	Shield (1)		
Saving Throws		Stealth:	+3	Bedroll (1)		
Strength:	+4 •	Survival:	+2 •	Rations (1 day) (10)		
Dexterity:	+3			Leatherworker's Tools (1)		
Constitution:	+5 •	• Proficient skills		Hempen Rope (1)		
Intelligence:	+0			Shovel (1)		
Wisdom:	+0	Languages		Drum (1)		
Charisma:	+0	Common		Caltrops (1)		
		Goblin		Tinderbox (1)		
		Other Skills		Mess kit (1)		
		Leatherworker's Tools		Backpack (1)		
		Land Vehicles		Torch (10)		
				Potion of Healing (1)		

Background. Byron hails from the forest to the northwest of Barrowash. This is his first time in a large settlement. He was given the name “Wolfbane” when he scared away a pack a wolves that were attacking a band of minstrels passing through his homeland.

Cylfrey Stillbrook • Female Lightfoot Halfling Level 1 Monk

Player: _____

Alignment: Neutral good

Strength:	14 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	16 (+3)	Acrobatics:	+5 •	Dart	+5	1d4+3 piercing
Constitution:	14 (+2)	Animal Handling:	+0	Shortsword	+5	1d6+3 slashing
Intelligence:	10 (+0)	Arcana:	+0	Unarmed*	+5	1d4+3 bludgeon
Wisdom:	11 (+0)	Athletics:	+2	* Make an extra unarmed strike when you take Attack action.		
Charisma:	10 (+0)	Deception:	+0			
		History:	+0			
Armor Class:	13	Insight:	+2 •	Features & Traits		
Initiative:	+3	Intimidation:	+0			
Speed:	30	Investigation:	+0			
Hit Points:	10	Medicine:	+2 •	Brave		
Hit Dice:	1d8+2	Nature:	+0	Martial Arts (see above)		
Experience Points:	0	Perception:	+0	Lucky		
		Performance:	+0	Halfling Nimbleness		
Proficiency Bonus:	+2	Persuasion:	+0	Naturally Stealthy		
Passive Perception:	10	Religion:	+2 •	Items		
		Sleight of Hand:	+3			
Saving Throws		Stealth:	+3			
Strength:	+4 •	Survival:	+0	Pouch w/5 gp		
Dexterity:	+5 •	• Proficient skills		Common Clothes (1)		
Constitution:	+2			Waterskin (1)		
Intelligence:	+0			Herbalism Kit (1)		
Wisdom:	+0	Languages		Map or Scroll Case (1)		
Charisma:	+2	Common		Bedroll (1)		
		Halfling		Rations (1 day) (10)		
		Orc		Hemp Rope (1)		
		Other Skills		Tinderbox (1)		
		Brewer's Supplies		Mess Kit (1)		
		Herbalism Kit		Blanket (1)		
				Backpack (1)		
				Torch (10)		
				Potion of Healing (1)		

Background. Cylfrey Stillbrook had an unusual uncle (for a halfling) who taught her at an early age the art of pugilism. After his death in a tragic baking accident, Cylfrey had no choice but to leave home if she wanted to continue her training. With perseverance she found a small dojo with a willing teacher, who showed her how the mind and body could work together to do amazing things.

Elyenys Urimoira • Female Half-Elf Level 1 Warlock

Player: _____

Alignment: Chaotic neutral

Strength:	13 (+1)	Skills		Attacks	Bonus	Damage
Dexterity:	14 (+2)	Acrobatics:	+2	Dagger	+4	1d4+2 piercing
Constitution:	10 (+0)	Animal Handling:	+2	Light crossbow	+4	1d8+2 piercing
Intelligence:	10 (+0)	Arcana:	+2 •	Sickle	+3	1d4+1 slashing
Wisdom:	14 (+2)	Athletics:	+3 •			
Charisma:	16 (+3)	Deception:	+3	Features & Traits		
		History:	+0	Dark One's Blessing		
Armor Class:	14	Insight:	+4 •	Darkvision 60ft.		
Initiative:	+2	Intimidation:	+5 •	Fey Ancestry		
Speed:	30	Investigation:	+0	Shelter the Faithful		
Hit Points:	8	Medicine:	+2			
Hit Dice:	1d8	Nature:	+0	Items		
Experience Points:	0	Perception:	+4 •	Pouch w/15 gp		
		Performance:	+3	Studded leather armor (1);		
Proficiency Bonus:	+2	Persuasion:	+3	VestmentsPouch (1)		
Passive Perception:	14	Religion:	+2 •	Common clothes (1)		
		Sleight of Hand:	+2	Alchemist's fire (1)		
Saving Throws		Stealth:	+2	Piton (10)		
Strength:	+1	Survival:	+2	Rod (1)		
Dexterity:	+2			Crossbow bolt (20)		
Constitution:	+0	• Proficient skills		Waterskin (1)		
Intelligence:	+0			Incense (5)		
Wisdom:	+4 •	Languages		Rations (1 day) (10)		
Charisma:	+5 •	Abyssal		Hempen rope (1)		
		Common		Amulet (1)		
		Elvish		Vestments (1)		
		Gnomish		Tinderbox (1)		
		Ord		Hammer (1)		
				Backpack (1)		
		Other Skills		Prayer Wheel (1)		
		Brewer's Supplies		Spyglass (1)		
				Crowbar (1)		
				Torch (10)		
				Potion of healing (1)		

Spells

Ability: Charisma

Spell DC: 13

Attack Bonus: +5

Cantrips

Eldritch Blast
Minor Illusion

1st Level [1]

Command
Expeditious Retreat

Background. Studying to be a priest when younger, Elyenys Urimoira instead discovered a tome with a dark pact that would gain her great power. Boom! Warlock.

Florin • Male High Elf Level 1 Paladin

Player: _____

Alignment: Lawful good

Strength:	14 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	13 (+1)	Acrobatics:	+1	Javelin	+4	1d6+2 piercing
Constitution:	12 (+1)	Animal Handling:	+1	Scimitar	+4	1d6+2 piercing
Intelligence:	10 (+0)	Arcana:	+0			
Wisdom:	13 (+1)	Athletics:	+2	Features & Traits		
Charisma:	14 (+2)	Deception:	+2	Darkvision		
		History:	+2 •	Devine Sense		
Armor Class:	18	Insight:	+1	Fey Ancestry		
Initiative:	+1	Intimidation:	+2	Lay on Hands		
Speed:	30	Investigation:	+0	Trance		
Hit Points:	11	Medicine:	+3 •			
Hit Dice:	1d10+1	Nature:	+0	Items		
Experience Points:	0	Perception:	+3 •	Pouch w/25 gp		
		Performance:	+2	Chain Mail (1)		
Proficiency Bonus:	+2	Persuasion:	+4 •	Holy Water (2)		
Passive Perception:	12	Religion:	+0	Waterskin (1)		
		Sleight of Hand:	+1	Shield (1)		
Saving Throws		Stealth:	+1	Signet Ring (1)		
Strength:	+2	Survival:	+1	Candle (10)		
Dexterity:	+1			Alms Box (1)		
Constitution:	+1	• Proficient skills		Incense (2)		
Intelligence:	+0			Rations (1 day) (2)		
Wisdom:	+3 •	Languages		Censer (1)		
Charisma:	+4 •	Common		Vestments (1)		
		Elvish		Tinderbox (1)		
		Orc		Blanket (1)		
		Sylvan		Backpack (1)		
				Fine Clothes (1)		
		Other Skills		Potion of Healing (1)		
		Dice Set				

Spells **Ability:** Charisma **Spell DC:** 12 **Attack Bonus:** +4

Cantrips

True Strike (racial, INT / 10 / +2)

Note: The Ability, Spell DC, and Attack Bonus above apply to Paladin spells Florin gains after reaching 2nd level.

Background. Florin's noble house has fallen on hard times recently, but he has chosen a path that does not lead to great wealth anyway.

Glorin of Mican • Male Hill Dwarf Level 1 Cleric

Player: _____

Alignment: Neutral good

Strength:	14 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	10 (+0)	Acrobatics:	+0	Light crossbow	+2	1d8 piercing
Constitution:	14 (+2)	Animal Handling:	+3	Warhammer	+4	1d8+2 bludgeon
Intelligence:	11 (+0)	Arcana:	+0			
Wisdom:	16 (+3)	Athletics:	+2	Features & Traits		
Charisma:	10 (+0)	Deception:	+0	Darkvision		
		History:	+2 •	Disciple of Life		
Armor Class:	18	Insight:	+5 •	Dwarven Resilience		
Initiative:	+0	Intimidation:	+0	Shelter the Faithful		
Speed:	25	Investigation:	+0	Stonecunning		
Hit Points:	10	Medicine:	+5 •			
Hit Dice:	1d8+2	Nature:	+0	Items		
Experience Points:	0	Perception:	+3	Pouch w/15 gp		
		Performance:	+0	Chain Mail (1)		
Proficiency Bonus:	+2	Persuasion:	+0	Shield (1)		
Passive Perception:	13	Religion:	+2 •	Crossbow Bolt (20)		
		Sleight of Hand:	+0	Common Clothes (1)		
Saving Throws		Stealth:	+0	Reliquary (1)		
Strength:	+2	Survival:	+3	Holy Water (2)		
Dexterity:	+0			Waterskin (1)		
Constitution:	+2	• Proficient skills		Candle (10)		
Intelligence:	+0			Alms Box (1)		
Wisdom:	+5 •	Languages		Incense (2)		
Charisma:	+2 •	Common		Rations (1 day) (2)		
		Dwarvish		Censer (1)		
		Giant		Amulet (1)		
		Orc		Vestments (1)		
				Prayer Book (1)		
		Other Skills		Tinderbox (1)		
		Masons' Tools		Blanket (1)		
				Backpack (1)		
				Potion of Healing (1)		

Spells

Ability: Wisdom

Spell DC: 16

Attack Bonus: +8

Cantrips

1st Level [2]

Guidance
Spare the Dying
Thaumaturgy

Glorin should prepare 4 spells from the 1st level Cleric spell list. He may prepare different spells after a long rest. He can prepare 5 spells when he reaches 2nd level.

Background. Glorin was born in the hills of Mican and is quite proud of that. Unfortunately, the land of Mican was overrun by orcs a few years ago, and Glorin has vowed to find a way to free his fellow dwarves! That will require money and followers though.

Karga • Female White Dragonborn Level 1 Druid

Player: _____

Alignment: Neutral

Strength: 15 (+2)
Dexterity: 12 (+1)
Constitution: 12 (+1)
Intelligence: 12 (+1)
Wisdom: 15 (+2)
Charisma: 10 (+0)

Armor Class: 14
Initiative: +1
Speed: 30
Hit Points: 9
Hit Dice: 1d8+1
Experience Points: 0

Proficiency Bonus: +2
Passive Perception: 12

Saving Throws

Strength: +2
Dexterity: +1
Constitution: +1
Intelligence: +3 •
Wisdom: +4 •
Charisma: +0

Skills
Acrobatics: +1
Animal Handling: +4 •
Arcana: +1
Athletics: +2
Deception: +2 •
History: +1
Insight: +2
Intimidation: +0
Investigation: +1
Medicine: +2
Nature: +3 •
Perception: +2
Performance: +0
Persuasion: +0
Religion: +1
Sleight of Hand: +1
Stealth: +3 •
Survival: +2

• Proficient skills

Languages

Common
Draconic
Druidic

Other Skills

Healer's Kit

<i>Attacks</i>	<i>Bonus</i>	<i>Damage</i>
Scimitar	+4	1d6+2 piercing

Breath Weapon. Cold, 15 ft. cone, 2d6 cold damage, DC 11 CON save.

Features & Traits

Damage Resistance: cold

Items

Pouch w/15 gp
Leather armor (1)
Shield (1)
Common Clothes (1)
Waterskin (1)
Wooden Stake (1)
Candle (10)
Alms Box (1)
Incense (2)
Rations (1 day) (2)
Censer (1)
Robes (1)
Vestments (1)
Yew wand (1)
Tinderbox (1)
Blanket (1)
Backpack (1)
Crowbar (1)
Explorer's Pack (1)
Potion of Healing (1)

Spells

Ability: Wisdom

Spell DC: 12

Attack Bonus: +4

Cantrips

Druidcraft
Poison Spray

1st Level [2]

Karga should prepare 3 spells from the 1st level Druid spell list. She may prepare different spells after a long rest. When she reached 2nd level, she can prepare 4 spells.

Kif • Male Human Level 1 Wizard

Player: _____

Alignment: Lawful Good

Strength:	10 (+0)	Skills		Attacks	Bonus	Damage
Dexterity:	14 (+2)	Acrobatics:	+2	Quarterstaff	+2	1d6 bludgeon
Constitution:	14 (+2)	Animal Handling:	+2	Dagger	+4	1d4+2 piercing
Intelligence:	16 (+3)	Arcana:	+5 •	Features & Traits Arcane Recovery		
Wisdom:	14 (+2)	Athletics:	+0			
Charisma:	11 (+0)	Deception:	+0			
		History:	+3	Items Pouch w/10 gp Small Knife (1) Book (1) Ink pen (1) Ink (1) Bag of Sand (1) Parchment (10) Backpack (1) Weaver's Tools (1) Spellbook (1) Component Pouch (1) Potion of Healing (1)		
Armor Class:	12	Insight:	+4 •			
Initiative:	+2	Intimidation:	+0			
Speed:	30	Investigation:	+5 •			
Hit Points:	8	Medicine:	+2			
Hit Dice:	1d6+2	Nature:	+3			
Experience Points:	0	Perception:	+4 •			
		Performance:	+0			
Proficiency Bonus:	+2	Persuasion:	+0			
Passive Perception:	14	Religion:	+3			
		Sleight of Hand:	+2			
Saving Throws		Stealth:	+2			
Strength:	+0	Survival:	+2			
Dexterity:	+2					
Constitution:	+2	• Proficient skills				
Intelligence:	+5 •					
Wisdom:	+4 •	Languages				
Charisma:	+0	Common				
		Draconic				
		Elvish				
		Other Skills				
		Weaver's Tools				

Spells (Known)

Ability: Intelligence

Spell DC: 13

Attack Bonus: +5

Cantrips

Fire Bolt
Mage Hand
Message

1st Level [2]

Charm Person
Detect Magic
Disguise Self
Feather Fall
Mage Armor
Shield

Kif should prepare 4 spells from his 1st level spell list and may prepare different spells after a long rest. He can also recover one spell slot after a short rest.

Background. Kif was the apprentice of Py Rathos, a wizard that lives in the town of Barrowash; and he is still on good terms with his former master. Kif is a bit of a prodigy as he is the youngest full-fledged wizard that Barrowash has ever seen.

Marshel Arciem • Female Human Level 1 Bard

Player: _____

Alignment: Chaotic good

Strength:	14 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	14 (+2)	Acrobatics:	+2	Shortsword	+4	1d6+2 piercing
Constitution:	12 (+1)	Animal Handling:	+0	Shortbow	+4	1d6+2 piercing
Intelligence:	13 (+1)	Arcana:	+1			
Wisdom:	10 (+0)	Athletics:	+2	Features & Traits		
Charisma:	16 (+3)	Deception:	+5 •	Bardic Inspiration		
		History:	+3 •			
Armor Class:	14	Insight:	+0	Items		
Initiative:	+2	Intimidation:	+3	Pouch w/5 gp & a pearl (worth 100 gp)		
Speed:	30	Investigation:	+1	Studded Leather Armor (1)		
Hit Points:	9	Medicine:	+0	Arrows (20)		
Hit Dice:	1d8+1	Nature:	+1	Quiver (1)		
Experience Points:	0	Perception:	+0	Waterskin (1)		
		Performance:	+5 •	Fake Signet Ring (1)		
Proficiency Bonus:	+2	Persuasion:	+3	Candle (5)		
Passive Perception:	10	Religion:	+1	Antitoxin (1)		
		Sleight of Hand:	+4 •	Disguise Kit (1)		
Saving Throws		Stealth:	+2	Bedroll (1)		
Strength:	+2	Survival:	+0	Rations (1 day) (5)		
Dexterity:	+4 •			Costume (2)		
Constitution:	+1	• Proficient skills		Forgery Kit (1)		
Intelligence:	+1			Backpack (1)		
Wisdom:	+0	Languages		Fine Clothes (1)		
Charisma:	+5 •	Common		Lute (1)		
		Elvish		Potion of Healing (1)		
		Other Skills				
		Bagpipes, Horn, Lute				
		Disguise Kit				
		Forgery Kit				
		Dice Set				
		Three- Dragon Ante Set				

Spells **Ability:** Charisma **Spell DC:** 13 **Attack Bonus:** +5

Cantrips	1st Level [3]
Dancing Lights	Detect Magic
Vicious Mockery	Heroism
	Identify
	Thunderwave

Background. Marshel likes to make people happy. It is so much easier to relieve them of their hard-earned money that way. She claims to a noble, a Viscount of some small, far-off kingdom. Deep down she has a streak of goodness that appears when people are threatened with harm (instead of just material loss).

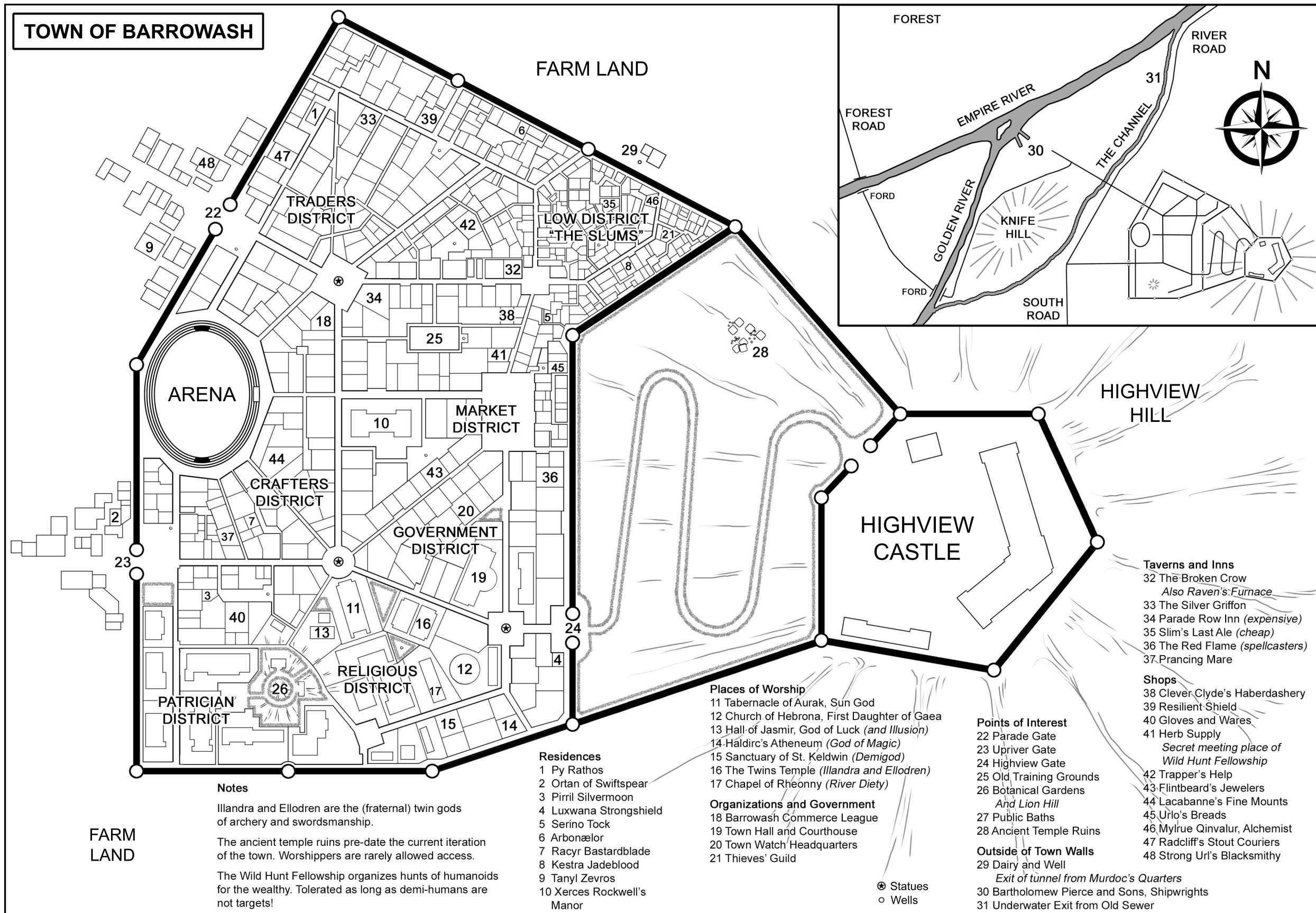
Tifawyn • Male Rock Gnome Level 1 Rogue

Player: _____

Alignment: Chaotic neutral

Strength:	10 (+0)	Skills		Attacks	Bonus	Damage
Dexterity:	15 (+2)	Acrobatics:	+4 •	Dagger	+4	1d4+2 piercing
Constitution:	14 (+2)	Animal Handling:	+0	Shortbow	+4	1d6+2 piercing
Intelligence:	14 (+2)	Arcana:	+2	Rapier	+4	1d8+2 piercing
Wisdom:	10 (+0)	Athletics:	+0			
Charisma:	12 (+1)	Deception:	+3 •	Features & Traits		
		History:	+2	Artificer's Lore		
Armor Class:	13	Insight:	+0	Cutting Words		
Initiative:	+2	Intimidation:	+1	Darkvision 60 ft.		
Speed:	25	Investigation:	+2	Gnome Cunning		
Hit Points:	10	Medicine:	+0	Sneak Attack		
Hit Dice:	1d8+2	Nature:	+2	Thieves' Cant		
Experience Points:	0	Perception:	+2 •	Tinker		
		Performance:	+5 •			
Proficiency Bonus:	+2	Persuasion:	+1	Items		
Passive Perception:	12	Religion:	+2	Pouch w/15 gp		
		Sleight of Hand:	+4 •	Leather Armor (1)		
Saving Throws		Stealth:	+4 •	Arrow (20)		
Strength:	+0	Survival:	+0	Quiver (1)		
Dexterity:	+4 •			Alchemist's Fire (1)		
Constitution:	+2	• Proficient skills		Piton (10)		
Intelligence:	+4 •			Waterskin (1)		
Wisdom:	+0	Languages		Candle (5)		
Charisma:	+1	Common		Hooded Lantern (1)		
		Gnomish		Oil (2)		
		Other Skills		Thieves' Tools (1)		
		Disguise Kit		Rations (1 day) (5)		
		Pan Flute		Hemp Rope (1)		
		Thieves' Tools		String (1)		
		Tinker's Tools		Tinderbox (1)		
				Hammer (1)		
				Bell (1)		
				Backpack (1)		
				Ball bearings (1)		
				Crowbar (1)		
				Costume (1)		
				Potion of Healing (1)		

TOWN OF BARROWASH



FARM LAND

FOREST

RIVER ROAD

N

FOREST ROAD

EMPIRE RIVER

31

FORD

GOLDEN RIVER

SOUTH ROAD

THE CHANNEL

KNIFE HILL

HIGHVIEW HILL

HIGHVIEW CASTLE

Taverns and Inns

- 32 The Broken Crow
Also *Raven's Furnace*
- 33 The Silver Griffin
- 34 Parade Row Inn (*expensive*)
- 35 Slim's Last Ale (*cheap*)
- 36 The Red Flame (*spellcasters*)
- 37 Prancing Mare

Shops

- 38 Clever Clyde's Haberdashery
- 39 Resilient Shield
- 40 Gloves and Wares
- 41 Herb Supply
Secret meeting place of Wild Hunt Fellowship
- 42 Trapper's Help
- 43 Flintbeard's Jewelers
- 44 Lacabanne's Fine Mounts
- 45 Urlo's Breads
- 46 Mylrue Qinvalur, Alchemist
- 47 Radcliff's Stout Couriers
- 48 Strong Uri's Blacksmithy

Places of Worship

- 11 Tabernacle of Aurak, Sun God
- 12 Church of Hebrona, First Daughter of Gaea
- 13 Hall of Jasmir, God of Luck (*and Illusion*)
- 14 Haldirc's Atheneum (*God of Magic*)
- 15 Sanctuary of St. Keldwin (*Demigod*)
- 16 The Twins Temple (*Illandra and Ellodren*)
- 17 Chapel of Rheonny (*River Diety*)

Organizations and Government

- 18 Barrowash Commerce League
- 19 Town Hall and Courthouse
- 20 Town Watch Headquarters
- 21 Thieves' Guild

Points of Interest

- 22 Parade Gate
- 23 Upriver Gate
- 24 Highview Gate
- 25 Old Training Grounds
- 26 Botanical Gardens
And Lion Hill
- 27 Public Baths
- 28 Ancient Temple Ruins

Outside of Town Walls

- 29 Dairy and Well
Exit of tunnel from Murdoc's Quarters
- 30 Bartholomew Pierce and Sons, Shipwrights
- 31 Underwater Exit from Old Sewer

- ⊗ Statues
- Wells

Notes

Illandra and Ellodren are the (fraternal) twin gods of archery and swordsmanship.

The ancient temple ruins pre-date the current iteration of the town. Worshippers are rarely allowed access.

The Wild Hunt Fellowship organizes hunts of humanoid for the wealthy. Tolerated as long as demi-humans are not targets!

Residences

- 1 Py Rathos
- 2 Ortan of Swiftspear
- 3 Pirril Silvermoon
- 4 Luxwana Strongshield
- 5 Serino Tock
- 6 Arbonælor
- 7 Racyr Bastardblade
- 8 Kestra Jadeblood
- 9 Tanyl Zevros
- 10 Xerces Rockwell's Manor

FARM LAND

This adventure is designed for 6-8 characters of level 1-3. Any 1st level characters in the party should advance to 3rd by the end of the module. The party should consist of at least two fighters, one cleric, one mage, and one rogue (or equivalent classes). The module can be played straight through or as a series of connected mini-scenarios.



This module is 5th Edition System Reference Document (SRD) compatible. The SRD can be found on multiple sites on the web — search for “5th Edition SRD” with your favorite browser. You can play this adventure with any fantasy role-playing system you may want under the Open Game License v1.0a and is easily adapted to most campaign settings.

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