

The Undead of Narlowglen

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 8 characters.

The party received word that the City of Narloglen was in trouble. The message from the priest indicated that a breed of undead that he hadn't encountered before had targeted the denizens of the city. These cunning, fast and calculating creatures of undeath had begun to hunt the people of the city. Drawn to their lavish lifestyles and ambushing them at their weakest.

Approaching the city of Narloglen the nightlife is evident even in the morning light. Groups of people clean up the street from the night before and many people walk seedily around the streets.

Entering the City

The trek to Kelemvor's temple



Walking down the streets towards the city's temple to the lord of the dead, the volume of people leaving the city was the first thing that struck them. People were packing up their entire houses and shops and were putting their entire life into the back of wagons.

NPC's:

- Garst Ironwreath
- Lady Artwell Bolguice

Encounter: Discussion with Garst and Artwell

Creature: N/A

Map - N/A

The party meets with Garst who explains that the city seems to be under attack from rather cunning undead. Due to the limited number of clerics to Kelemvor in the city, just him, he can't leave the temple for long. But he has noticed that there are never undead attacks during the day. He explains that Lady Artwell Bolguice has been helping to lead undead to the temple where he can destroy them. However he needs something more to draw out their leader to provoke them into a more reckless attack.

Garst suggests defeating the minions will provoke the creature to become reckless but he is unsure of where to begin. Lady Artwell thinks that the creatures wait for people to leave the taverns and other establishments before attacking when their prey is weak and mind-addled from alcohol.

Poking the nest



The party eventually ends up in a Tavern, The Painted Tulip, where several people are drinking and being merry. There are a few

noblemen and women here who are drinking and buying drinks for the room at a table at the back.

NPC's:

- Lady Artwell Bolguice
- Lord Fursthaven

Encounter: Chased through the streets

Creature: 1 Vampire Spawn, 4 Zombies, 3 ghouls, 1 ghastr
Map - N/A

Lord Fursthavens perspective:

The night was cold and dark and the winds howled with a ferocity that mirrored the beast within. However, that was outside the windows and shutters. Inside the tavern, the Painted Tulip, it was warm, comfortable and the evening was just getting started. Several people swarmed around the table that he sat at and as the drinks flowed so did the time. A long few hours ago the sun had set and he could sense the creatures in the alleyways who were already stalking their prey.

On the other side of the city a painfully bright point of light could be sensed, but not seen. But to one as old and with senses as keen as his it was as if all the buildings were made of glass. Averting his gaze he looked up on the men and women who practically crawled over him. Then from the corner of his eye he spotted a group of people sitting at a table. Why were these mortals not paying attention to him?

Standing and he approached the group from across the room. His movements were predatory, a mere glide as he strolled over to them.

"What brings you to Narlowglen good people? Are you seeing the sights or here on business?"

"Business, we have a job to do," one of them proclaimed.

Interesting, he thought. "Can I offer you a drink? I dare say that I do love learning about what attracts people to this city." he asked.

"We're here to kill monsters," another said bluntly.

Well, new players have entered the field. This quiet city just got more interesting...

The lord talks for a little while before leaving. As it gets late Lady Artwell appears and talks to the party saying that Garst caught a creature sneaking around the Temple.

On their way back to the temple they are ambushed by fast moving undead creatures. One ghoul escapes and flees as far away from the party as possible.

Humans who are left to rot and die in the sewers or alleyways may turn into zombies who are called to the lord's cause. However they are not the best at chasing down their prey – they save that for the bigger of the lord's minions.

The Ghouls are fast, ferocious and frankly terrifying. A single bad roll and you're paralyzed. My love for ghouls should be well documented now and this week sees a 'hunting group' have three ghouls and a Ghast with support from the lesser undead.

But these hunts need to have a leader. Enter the Vampire Spawn. Now I know what you're thinking. Vampires are no joke, their spawn are pretty lethal so will the sheer volume of bodies be too much? Probably not, but perhaps. So monitoring the flow of the combat and having the spawn enter when required to step up the pace would be ideal.

Finding the Nest



A Portal to undeath

After the party tracks the ghoul (or they follow remains of a creature it ate) they find a basement of a noble's house. Inside the basement ghouls, ghosts and zombies lurk. Entering the house they find a vampire spawn feasting on a noble.

NPC's:

None

Encounter: Nobleblood

Creature: 1 Vampire Spawn, 4 Zombies, 3 ghouls, 1 ghost

Map - N/A

As the vampire spawn lays there dying it screeches towards the front of the house begging for mercy. It has a conversation with an invisible voice before wincing in pain. Moments later it throws itself out the window into the sunlight (dawn or during the day) or it impales itself on a wooden fragment and dies.

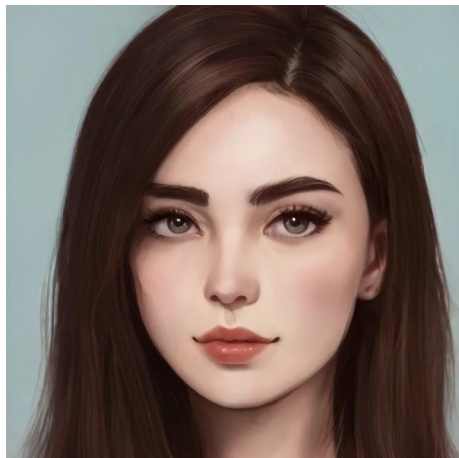
The room then shakes and grows dark as a voice resonates through the walls.

"You may have spoiled my fun this time but mark my words, the games are just beginning. I do hope we meet again and that next time I can repay the favour and hunt you down to your

lair. Until next time..." at which point the overwhelmingly strong presence disappears.

Lore & NPCs

Lady Artwell Bolguice



A few days away from leaving the city behind a beautiful stranger enticed Arty, Lady Artwell Bolguice, to stay out far later than she had wanted to that evening. This caused her to be stalked and attacked by an undead creature of resounding cunning. Saved by father Ironwreath she has changed her plans to flee the city in the hopes of repaying the man, and faith that saved her.

Being one of the only witnesses left alive of the creatures that stalk the streets she has acted like bait to bring creatures that seem drawn to her into the reach of Garst's hammer and holy symbol. Together they are both the prey and the priest but their efforts are not enough to stop the encroaching undead.

Garst Ironwreath



A servant of the god of the dead Kelemvor Garst has a strong conviction in his duties above those of the normal. He has refused his clerical services before where the subject has been something that would prolong a natural death or even deny it. But he hunts undead and vehemently opposes their corruption. In fact he will twist his own faith's charter of letting the natural process of death occur if there was any hint of undead's influence in the subject's health.

Despite being a powerful cleric in his own right he is bound to his duty to protect the natural flow. And as such he does not hunt the undead outside of the sight of his temple that he works within. Whether this is unable to or unwilling to is unknown.

Artwell - Tipping Point

The streets were quiet except for the hasty footsteps she made as she walked across the cobblestones towards her house. Despite being so close to her comfortable warm house she was chilled to the bone with fear. The stories and bodies that kept showing up in the morning had caused the City of Narlowglen to become a waking nightmare.

Vast flocks of people had left during the past few weeks and only a few more nights and she too would be free. However she had got

distracted at the Purple Rose, a tavern that sold the best wine in the city. If it wasn't for that incredibly handsome man she would have been home hours ago and she wouldn't be hearing things as she started to pick up pace.

Her hasty walk had turned into jog and not a full on run as she was now becoming certain that something was running behind her. Something that had claws and was incredibly fast knocked over a pot that was left near a doorway and she realised that she wouldn't make it home in time. However a light shone brightly from the open door to the temple.

Racing towards the door she threw herself towards the open portal. The dead feared Kelemvor out of almost all other deities in this realm. But that didn't stop the sudden pang of pain that surged through her body as she landed on the hand stone steps.

"What is this...?" a man's voice said calmly as hands gently touched her shoulder as he swept past. "Begone vile scourge. Begone the unquiet dead! Your cursed form has no power here and I banish you from these hallowed grounds!" the man called out as he pulled forth a holy symbol. Bright light lashed forward and the sound of shrieking and skittering of claws on pavement was the only sound that could be heard.

"Be still child. Let me tend to your wounds lest they fester." the priest said as he strode forward. Taking the young lady's ankle in his callused hands he chanted a healing prayer. Warmth and comfort swelled from the man's hands as the magic pulsed forward. Looking down at her ankle she managed to see the deep gash that ran from her calf to her ankle. The magic caused it to seal quickly but a pink mark remained.

"The lord of the dead must remind us that we are mortal and that death is natural. However death at the hands of undead is not natural. I do what I can to prevent these attacks but I am just one man against a sea of undead."

"What can we do?" the girl asked, looking at the streets before her.

“We call for aid. We have called for aid and we wait for heroes to come and save our city from the undead infestation.” the priest said as he looked over the city from the temples raised perch above the buildings roofs. “They will have to uncover the nests and burn them out.”

Monsters

Adventure Encounters

Zombie

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

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

ACTIONS

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

Maps

N/A

Ghoul

GHOUL

Medium Undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

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

Ghast

GHAIST

Medium Undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 ft. of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turn Defiance. The ghast and any ghouls within 30 ft. of it have advantage on saving throws against effects that turn undead.

ACTIONS

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vampire Spawn

VAMPIRE SPAWN

Medium Undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws: Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).