



Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 3-4 characters.

The warm sun and coastal breezes from the bay refreshed the party as they gazed at the city. The city of Shirkwall was a conundrum. Known as a city of progress and for its great universities and colleges it was contrasted by the ties to the old. Ancient ruins decorated the edges of the city and people of many religions swarmed around the multiple temples. While amongst the religious crowd and the peddlers that celebrated the city's rich history lay people preaching discovery of truth and facts.

Science and the study of the world was cementing its influence in the city of progress. However while these studious folks preached their ideals another power was growing. New religious groups had begun to pop up and none more prolific than the Cult of the Lizard. Although peaceful they were seen as a fanatical religion that proclaimed the end of days was fast approaching.

The city of Shirkwall is a mystery that awaits the discovery of an age.

Entrance into Shirkwall

The city of progress



The city of Shirkwall has just about everything that one could imagine. Colleges of lore and study, markets filled with exotic and common wares and items. Many temples dedicated to deities and gods to not discriminate against those with faith as well as many houses for both commoners and upper class families.

However as the city expanded more of its history, the ruins of a lost civilization got gobbled up and more of the relics, statues and items found amongst the ruins ended up on market street. With the city expanding from a compact core, centralised by an immense obelisk, the different parts and cultures of the city mesh and mix amongst themselves to create a sort of organised chaos. Overwhelming to those not used to civilization or even the city itself.

NPC's:

- N/A - random NPCs

Encounter: Shops, Random encounters, Social, etc.

Creature: See random encounters

Map - NIL

The first part of this encounter is really a mix of social encounters with commoners, upper class folk, merchants, craftsmen, thugs, city guard and everyone in between. Once the party look like they are finished investigating what the city has to offer the next scene triggers.

Disturbance at the Temples



The town of Shirkwall was a town of progress. Known for its schools, colleges and people of science and learning it was the pinnacle of technology and discoveries. Situated upon the granite cliffs high above the churning bay below it was also one of the oldest cities in the land. In fact one of the reasons it was so famous was the ancient ruins that it built around and on top of – of which none were more impressive than a large, smooth, four sided obelisk.

When the party arrived there was a large gathering of people at the steps of one of the temples, this one to Lathander. Now a gathering on temple steps, especially to the morning lord wasn't something that uncommon as to invoke curiosity but this was different. A large gathering of men and women from many races were gathered on the steps in green robes and were preaching at the gathering mass.

"Repent now for the time of false idols is over. The gods have left us, they have shunned us for we are the city of progress and discovery. Repent now for the time of the lizard is here. The great scaled one, the behemoth in the dark beckons for your sin to be swallowed whole. Long have you mocked the reptiles of this land, many even deem them nothing more than a poor-man's food source. But fear my words children of iron. Children of steel and science. The days of blasphemy are at an end and the reign of the lizard will commence!" A tall, thin woman shouted at the growing crowd below her.

"Ah, get her off the steps! This Cult of the lizard...? It's a joke." someone heckled from the crowd. "Move on, your drying up business faster than a dwarf dries up tankards at Larry's Tavern!" another called out, to the laughter of many in the crowd.

"Mark my words heathens. The time is right. The great lizard will consume you all for your sin!" another, this one an elf, called from the steps. On the street corner near where the party was standing a few guards stood at the ready in case the preaching took a darker turn. *"These nuts at it again. I swear we had one a few years back that spouted this nonsense now they have quite the following"* one guard said, a captain by her attire.

"They don't cause any trouble, they just say their piece, say a prayer and then leave. They don't break our laws" the one on her right. *"I guess we're just*

here to make sure no one gets hurt again captain?" he asked.

"That's right. And they aren't the type to hurt people in any way... Their movement is a pacifist one. In fact it's probably the most peaceful religion out there apart from the whole end of the world and death by giant lizard." the captain spoke with a mild chuckle. *"Looks like it's about over."* she added.

NPC's:

- Guard Captain Elise (party either bump into her or she into them)
- Fenwell Disare (Elf cultist)
- Ritley Tane (heckler)
- Lady Jessica Vorr (person who stands out in the crowd)

Encounter: Social

Creature: N/A (Captain Elise, Ritley Tane - doorman at Larry's Tavern)

Map - NIL

"Welcome! Yeah you lot. We have a special deal today! If you buy the lunch special at Larry's Tavern we'll throw in a tankard of Ale that not even a Dwarf can finish in a single sitting!" the man from before said as he leaned against the door. *"If you four come in and eat you can also stay the night for 5 silver pieces, meal included."*

As the party sat down and tried to make sense of the city that had places to worship gods and deities as well as preaching that they didn't need them. It was a confusing place indeed and the day's events and what happened upon Lathander's temples' steps. An abrasive squeal heralded a chair being dragged over to their table as a confident looking woman sat down next to them.

"You don't know how hard it was to find you. But I could tell when I saw you in the crowd around the temple that you were them. We have a problem in Shirkwall. It's going to go down tonight or tomorrow, I don't know for sure," she continued without looking at the party's faces – almost to the point of ignoring them. *"Now I have a contact who will meet you at the greasy hog, I know not a great name but apparently it's a family, name, thing."* She looked up at the party after she seemed satisfied with looking out the door.

"Now they will be behind the counter, ask for directions to the Red Tulip and they will know you're working with me. Oh I am Elise by the way - they will know who I am anyway. I wish I could be there myself..." she stopped as she looked at the faces of the party.. "You are the people that Hunter sent aren't you? The famed adventurers who rid the cathedral of Elris of its heretics and slew the demon that was controlling them..." She sighed and held her head in her hands. "I am mistaken. But if you are not them then we are doomed. No one can help me to stop the rising of the Behemoth..."

Truly Astute PCs may recognise parts of the woman in front of them as the guard captain from the street. If they recognise her voice or appearance and ask her about it then she will brush it off like she doesn't know what they are talking about (successful Insight check will reveal that she is lying - she is the guard captain).

The Rising of the Behemoth

The Greasy Hog



The party followed the directions to the Greasy Hog with low expectations. However they were disappointed to actually find a reputable dining establishment with a good name and good food.

Entering, they quickly saw a young lady at the bar being served by an older gentleman, the same one that welcomed them to Larry's Tavern.

"Welcome, welcome. The Greasy Hog is one of Shirkwall's finest dining establishments... Oh, it's you four. How are you liking Larry's? I help run a few of the new establishments in Shirkwall for new entrepreneurs." he added with a broad grin. "The names Ritley, but if you're not here for the food," he looked around and then leaned towards the party speaking lower, "It's good trust me, but if not for that then surely you're after some of the potent magic relics that Shirkwall has to offer. We have a small room out back if that's of your interest" the man said with a grin.

"Oi, those relics are nothing but our history. We should be keeping them and putting them in a museum." A girl at the bar said, a large goblet of wine in her hand, most of it on the table or herself. "I think you've had enough to drink lass. I've already told you that if you're going to cause trouble then you're not welcome here." the man chastised her. With that she went back to eating roasted meat and sipping her wine.

"We just need directions. To the Red Tulip..." One of the party said as they approached the bar.

"Ah. Well you can't miss it. It may be closed now but if you have business with the proprietors of that place there is a key, a hidden one. But they may not take kindly to you using it. When you look to where the sun rises, you can see where the key is hidden above the buildings. It should be at the base somewhere but I am not quite sure."

"Wait. The only thing that's that way is the old Obelisk. The Tulip is on the other side of town." The girl spoke up after a moment but caught herself. "Anyway. Thanks for the meal Rit', it was as good as ever..." she said before standing and leaving.

"You best hurry if you want to reach the place you are searching. I heard they are closing shop.. tonight.." Ritley responded giving them a knowing look. "Your employer has already paid me, so just make sure that you keep your end of the bargain as I have now mine."

NPC's:

- Ritley Tane
- Lady Jessica Vorr (Girl at the bar - looks familiar if they spotted her at the gathering.)
- Captain Elise
- Fenwell Disare (Elf cultist)

Encounter: Bottom of the Obelisk, top of the stairs

Creature: 2 Zombies, Fenwell Disare, Captain Elise - woman at Larry's, (Same statistics as Bandit, AC 15, Double HP, no crossbow.)

Map - N/A

As the party approached the Obelisk where Ritley had directed them towards they noticed a small gathering at base of it. A large wealthy looking woman was screaming with rage at the young woman they met at Larry's who was now wearing the armour of the city guard. A large section of the obelisk was open revealing a dark passageway leading downwards underneath.

"My daughter is down there with these lunatics! You heard the woman. They are practising some dark magic. Sorcery! You will go down there and retrieve my daughter!" the wealthy woman screamed at the woman, Elise.

"We have experts coming to look into the matter. This one has told us actually we need to know and we will handle it. Now either stand aside and shut it, go home and wait for news or I will throw you into cells for the night. Your choice Lady Vorr." She commanded. "Ah, here are the experts now. Thank Lathander you're here," she muttered as she spotted them. "This one," she nudged Fenwell, "Has informed us kindly that they are conducting a ritual to bring back one of the deities. She didn't make much sense but it sounds like necromancy to me." she concluded...

"Wait. Did you hear that?" Elise said, holding up a hand to silence the group.

Two zombies attack from the stairs at that moment. "The ritual. Something went wrong. Help me! Cut me loose!" Fenwill cried as two identically clad creatures stumbled up the last

few steps. One of the still-warm freshly dead-undead attacks her.

Beneath the Obelisk

NPC's:

- Lady Jessciar Vorr

Encounter: The Behemoth of Shirkwall

Creature: 2 Zombies per Party member in the main room, 1 Allosaurus Skeleton in the room on the right, 1 zombie in the left room, Jessica Vorr fighting for her life against the zombie.

Map - 311ThTCuCr

Descending into the crypt - Hidden beneath the city the crypts housed a statue to the great behemoths that used to stalk the lands. From there the cult grew and soon they created a large altar and worshipped the beasts. This obsession turned the peaceful prophets into maddened cultists, obsessed with the return of the giant creatures. But as the city unearthed more and more of the ancient ruins, bones of the behemoths were found.

This gave credence to the cult's prophecy and they started to look into dark magic, necromancy, convinced that they could bring them back and restore the city to the natural order. A few of the order stay and guard the crypt and so the need to have beds and a mess hall was required. The leader of the cult has a study that enables him to study the ancient texts and spells needed for their great ritual. But, they are toying with things they don't fully understand and with necromancy, there is always a price.

The first Zombies - *The bodies of the cultists littered the floor. Most of them ripped to shreds as the necromantic energy still pulsed from the dais and massive altar. The ones that they saw shambling around the room looked to be the ones that got off better. Body parts littered the room, something had made a mess of those who had failed the ritual. If they wanted to stop the magic from the ritual from progressing they had better stop it and fast, but there were the zombies to deal with first. Then and only then this ritual that creates "The*

Raised Behemoth" as the city guard's prisoner at the start of the descent would be stopped.

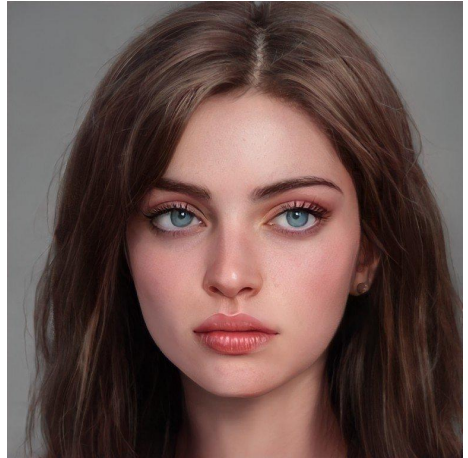
The Raised Behemoth - *The scraping of something large and hard resonated down the ancient stone hallway in the darkened crypt. The unnatural presence that washed over the party from beyond the smashed crypt door, within the dark gloom almost made the bodies from the cultists in the previous room almost pleasant. As something rushed forward the reflexes of the party took over and they dived behind one of the supporting pillars. A mass of magically imbued bones crashed into the space they were a heartbeat before and the undead mass screeched across the stone floor until it hit and collided with the dais.*

Paper and splinters of wood rained down but the creature stood on two powerful back legs as bony forearms helped right it. A huge lizard, monstrous in appearance with the flesh long rotten away. Hardened bones, fossils they had heard them called once, created this giant creature. A terrible, dreadful king of all lizards.



Lore & NPCs

Lady Jessica Vorr



Jessica was born into nobility, well pseudo nobility. Her mother and father had both been explorers of the older parts of the city and had uncovered some of the secrets of the society that lived here before. Her father had proven that they had been murderers obsessed with human sacrifice and driven mad with bloodlust. This had fuelled his argument and proposal to build over, rip down and replace the old forsaken ruins with new, modern buildings in the name of progress. While her father built a case to rip down the old, her mother had uncovered evidence of strange creatures that had lived with these forgotten people in harmony. A society that lived amongst giant beasts and acted as their servants and pets, not the other way around. She promoted the collection, study and cultivation of history of the city.

The two different viewpoints had put a strain on their relationship and this causes a bit of a disjointed upbringing for Jessica. However after some time they settled back down and doted on their daughter who had merged with high society perfectly and was the focus of a lot of attention. A beacon of influence for those who looked at the potential of science, study and cultural debate.

Ritley Tane



Now some say that Ritley is a bit of an extremist. At the age of twenty he had managed to become the sole provider of sacred artefacts from the culture lost to time. He proclaimed that the relics that he had obtained from the ruins of the city had granted him blessings. In fact longer life, better eyesight, a stronger drive for, well what most men hope for was just the tip of the list. Business was booming and any time another shop started to sell similar relics or talismans they were quickly absorbed into his growing empire.

Now this makes him a cunning businessman but when the city started to remove the past, destroy or build over the ruins. Well this was bad for business. He became a frequent debater on the importance of the past, that progression at the cost of the loss of history was for the benefit of the rich, not the poor. As his debates grew so did his influence with the common folk of the town. In fact this is attributed to the growth of the public debates and spreading of proper gander from several temple steps. As common folk, and those who didn't have a means to influence the masses, gained confidence so did business grow for Ritley. Everyone wanted charms, relics and totems that bolstered one's confidence and believability. Almost everyone that is.

Captain (Elise) Zomweld



From a young age Elise knew she wanted to be a guard. In the service to the city she loved and grew up in she felt at peace with her position. She earned her name by guarding the debate steps and stopping riots, assassinations and other plots to silence the right to free speech that the city had built up. After a few short years of proving her ingenuity, reflexes and her instincts she was put in charge of the district's watch and was named captain.

However after a few years she got used to it. The job had no more surprises for her and she wanted to go where there was something to unravel, mysteries to solve. Her previous captain had moved to take on murders and robberies in the high districts and often boasted about his endeavours. However without something to cement her name in fame it would be unlikely that she would ever get to that position. She would need to either get lucky or orchestrate her own rise to fame and power.

Fenwell Disare

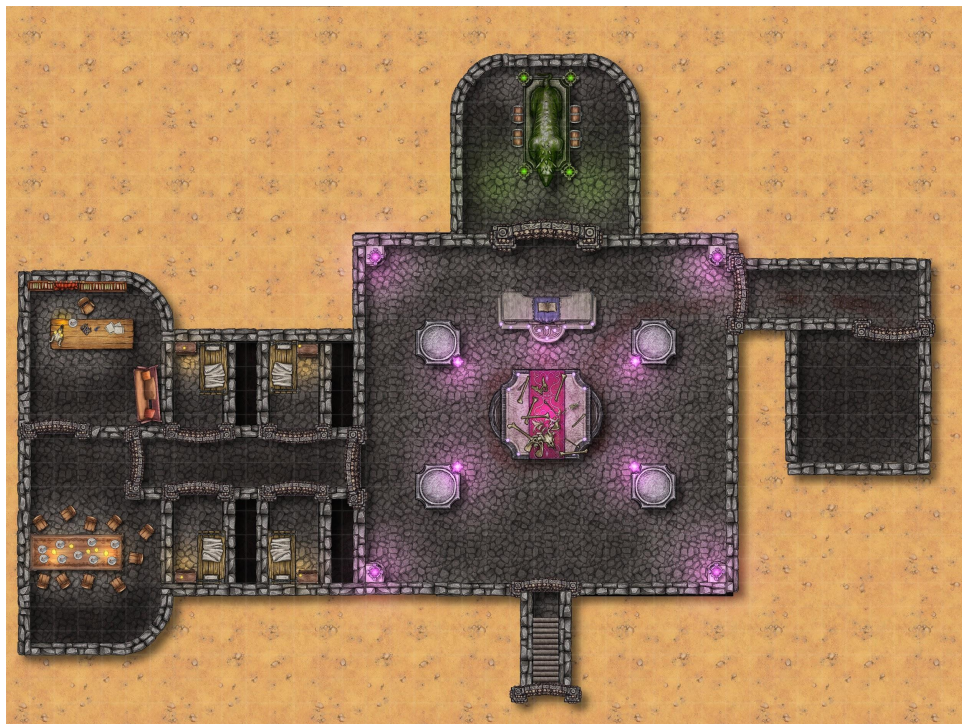


Fenwell didn't have a rough upbringing. Wasn't orphaned or cast out of her people but she did follow a man into the religion that worshipped the ancient lizards that used to live in these lands.

With her love for the man, and her faith taking over everything she was blinded by both and became a figurehead for the cult of the lizard. Aiding the head of the cult to obtain spell books which contained strong necromancy spells she brought in new followers with the promise of salvation and immortality. However, she realised too late just what was happening and escaped the ritual at its conclusion to run into the Captain of the guard, Elise and some adventurers she saw at the temple of Lathander.

Maps

311ThTCuCr



Full scale image here - [Inkarnate](#) (or search using the map reference at the blog)

Centre - The Altar in the middle of the room pulses with necromantic energy which is powered by the spellbook open on the dais. Close, remove or destroy the book and the ritual finishes. Any zombies that are still alive have disadvantage on all rolls if the ritual is ceased. The Skeleton not so much..

Right - The room to the right is in intense darkness. Darkvision only penetrates 10ft into the room. The Allosaurus Skeleton resides within but there is a trail of blood leading into the room.

Top - The back altar room has four chests. Roll for a hoard loot table to determine what's contained in all chests.

Left - hallway - Calls for aid and sobbing can be heard from the doorway straight ahead. Nothing can be heard in the doors but they are locked (keys are found in the robes of the zombie bodies)

Left middle - The bedrooms have small personal effects, between 1 ~ 10 gp each room, a personal trinket and maybe a non-magical item such as books, clothing, or small weapon.

Left Bottom - The mess hall, Jessica Vorr is fighting a zombie here. If she isn't saved within 2 turns of entering the hallway leading up she is found dead. If she is saved she says the leader has locked himself in the room opposite and won't come out.

Left Top - door is barred, Strength check DC10 will break it open (old wood), but even if they fail the check they take damage, but the door opens. There is 50gp worth of books in here, the skull is worth 50gp to the right buyer (Ritley). A small chest containing an amulet that contains a single use of locate object is within. There is an escape passage behind the curtain.

Monsters

Zombie - Adventure

Zombies are clad in purple and white robes - all from the cult of the lizard

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.

Street thugs - Random

Anger the right people or just look like you have wealth and you may be pickpocketed.

STREET BANDIT

Medium humanoid (any race), any non-lawful alignment

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 any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Allosaurus Skeleton - Adventure

The allosaurus is a predatory dinosaur of great size, strength, and speed. It can run down almost any prey over open ground, pouncing to pull creatures down with its wicked claws. As a skeleton it is even more lethal.

ALLOSAURUS SKELETON

Huge undead (undead 'Behemoth'), Lawful Evil

Armor Class 15 (natural armor)

Hit Points 93 (11d12 + 22)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 9

Languages —

Challenge 3 (700 XP)

Pounce. If the Allosaurus Skeleton moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Allosaurus Skeleton can make one bite attack against it as a bonus action.

Empowered Resistance. The Allosaurus Skeleton can choose to pass a saving throw once per long rest. It also has advantage against being turned, as per turn undead.

ACTIONS

Multiattack. The Allosaurus Skeleton makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

LEGENDARY ACTIONS

The Allosaurus Skeleton can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Allosaurus Skeleton regains spent legendary actions at the start of its turn.

Tail swipe. The Allosaurus Skeleton can make a tail attack against a creature in range which it hasn't targeted with its bite attack.

Stomp. All creatures within 5 feet of the Allosaurus Skeleton must make a dexterity saving throw DC 15 or be knocked prone.