

# Foul Assault on Ferklend

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## Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 11 characters.

*The drive to move onwards towards investigating the points of power that the Mage Andrasa had studied continued. Despite the gained knowledge from the Ice Spire there was a compulsion to move forward.*

Not all was right at the Platara Ridge and from what they had heard of The Fulkore Jungle, and the Carrion Swamp, there was something foul brewing there too.

*The jungles have always had undead in them, hence the name given to the swamp. But they were increasing in number now and fewer and fewer people came back from the jungle and more and more undead found their way to the city's walls.*

*Is it tied to this Well of Souls or is there something else darker going on?*

## Ferklend Port

### The road from Nigrun



*The smell of the swamp was pungent enough that when the wind blew from the east the smell travelled along the road that the Party was travelling along. Carmine and Jon had agreed to get the party to the port town of Ferklend. Ferklend found itself on the edge of a dense jungle that gave way very quickly to a large swamp. The volume of*

*vegetation ensured that the waters were murky and unclean to drink from.*

*But that wasn't the issue with Ferklend. The undead also frequently rose from the swamp and the people of Ferklend and the other denizens of the swamp also found their way to the gates and doors of the frontier town. Candice and Jon had agreed to take the party as far as the port town where Jon could also retrieve some materials to repair his ship. But once their business was concluded, about a week or so later, they would return with or without the party.*

*They had offered the party free travel as long as they acted as a guard for their single wagon. This wasn't a hard job or something that was particularly far-fetched as they had already proven their worth to both Jon and Carmine on the road to Nigrun.*

### NPC's:

- Bonjon 'Jon' Quiverwick
- Carmine Cliffrunner
- Viktira Bronlock

### Encounter: Encounter linked to the scene:

Creature: 20 goblins (with bows and a short blade) 2 goblin bosses with swords and a shield  
**Map - N/A**

The party approaches a particular boggy area that the draft horses have to work hard to pull the wagon through. A successful DC15 perception or survival check will reveal oddities around the ground, as if it was deliberately churned up. This will prevent them from being surprised by the goblins if they realise it's an ambush.

The boggy ground is difficult terrain for all. If you're wearing heavy armour then you must make a Dexterity save (DC 14) or fall prone as you get stuck in the boggy soil.

The goblins attack in a surprise round (except for those who made the perception/survival check -as they are exempt) with all of them firing randomly at the party (trying to take down the threats first) - if someone is obviously a magic user the goblin bosses will realise this and will order the goblins to target them first.

The goblins will act as four groups, 2 groups of 5 for each goblins boss after the surprise round.

5 goblins will move forward and fire arrows, 5 will stay back with the boss and fire arrows from there. The goblins will engage in melee when possible. They will be in a skirmish formation so that AOE spells are less useful (these seemed to be somewhat skilled goblins).

The normal goblins will start to flee when they get to half their number and the goblin boss will try and intimidate them to stay and fight.

## Approaching Ferklend

*But by the time they were approaching Ferklend it was something that they had already had to put to test as dark skinned goblins had attacked them once during their trek to the jungle. But despite this the two merchants also shared tales of the lands of Ferklend. The swamp was rumoured to once have been a jungle paradise before some calamity swallowed it up by the putrid water. A city and temple like no other gone in a blinding flash of green light or so the ancient stories went.*

*Whatever the cause, the heat was nearly as bad as the cold from a week ago and the smell was only growing stronger.*

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*As they approached the large wooden gates of Ferklend they were quickly surrounded by guards brandishing spears. Jon and Carmine explained that they were here to retrieve materials to fix a ship and that you and Viktira would be staying to investigate the swamps. The guards laugh at this but tell them that they have to leave as soon as they retrieve their materials.*

*"Ferklend is closed until the undead attacks lessen. It's safer for all of us this way." one said as they passed through into the small town.*

## NPC's:

- Bonjon 'Jon' Quiverwick
- Carmine Cliffrunner
- Viktira Bronlock

## Encounter: Social

Creature: Guards - unfriendly people of Ferklend

## Map - N/A

The people in Ferklend are hostile and weary.

They distrust outsiders immensely and when the party asks for assistance they reluctantly go to help. They also charge double what items and goods/services are worth.

Only one place is willing to let the party sleep there, a merchant who had room in there for a few days before a shipment was meant to arrive from the docks.

## Assault on Ferklend

### The Prophetic Arrival

*The room where the party had managed to bargain to stay in was a store room for the general store. The tavern had been refusing visitors after the last people to stay in Ferklend had burned down the previous tavern. But the merchant they were staying with seemed nice enough and had spare room until the stock from a delivery arrived in the coming days which would fill the room again. While they were in the town the first thing that came to view was the large wooden walls and barricades that enclosed the town. The guards only let the party through because they recognised Carmine and Jon but warned the party against staying too long. The town itself was mainly houses, a single store that backed onto a similarly protected dock and pier, a tavern and a central hall that looked more barracks than council building. The guards of the town were hardy, tough and unkind to say the least. But the people inside the city were just the same. Talking to a few, those willing to spend some time talking to the adventurers, it turns out the town is very old, or it was. Based on ruins that they repaired and modified to suit. However over the past few years the volume of undead has increased and they had to rebuild due to damage, fire and the like. The barricades were also recent as one of their own, a man called Rike, accidentally set fire to them in his attempt to escape a particularly fast undead crocodile.*

*The same story was told by all the villagers. The undead attacks were getting more frequent with a sudden increase in volume happening about a week and a half ago. And the other thing that was clear was, most of them didn't like the man called Rike.*

At this point the voice carried over the crowd. The voice was strong and determined, spurred onwards by hope and desperation. Approaching the source of the voice a man was revealed to be standing on the steps to the town hall. "The undead are coming in a wave that none have seen before. This one the walls won't hold. We must flee now. Flee! We are doomed if we stay as the salvation of Ferklend has not appeared. It's all there in the ruins outside of the town in the swamp. Why can't you see? The heralds of the end appear, the undead arise and only the power of the heralds can push back the undead tide..."

"Where are these heralds huh?" Called one rather butch looking woman who carried a basket of root vegetables. "Get out of here Rike. No one wants to hear your garbage any more!" she called, many others echoed her thoughts.

Rike looked around helplessly before his eyes fell upon the adventurers. "Warriors from afar, wielders of magic and steel. Just as the ruins foretold," he began as his knees wobbled. "I was right.. The ruins .. Oh gods.. That means..." an unholy roar came from the south. Those gathered around Rike looked to the party and then to the south, where the swamp lay. "It's too late to run..." Rike said as he crumbled to his knees, despair taking over. "The ruins foretold and the well is open..."

### NPC's:

- Rike Stogeze
- Viktira Bronlock

### Encounter: Assault on Ferklend!

Creature: 4 Zombie Crocodiles, 13 Zombies, 3 Zombie Lizardfolk, 2 Zombine Constrictor Snakes, 1 Zombie Giant Crocodile

#### Map - 339ThFePa

The creatures fight in waves. Zombies being the bulk of things that attack the wall and its defenders with a few zombie Lizardfolk.

Zombie snakes are "invisible" and appear on the ramparts as they climb the ramparts.

Zombie Crocodiles (including giant) appear from the waters if people leave the gates to defend outside. The party is meant to kill the above numbers (A very hard encounter) but the people on the ramparts should be killing some as well. They aren't untrained militia by now.

After combat Rike approaches the party and explains that he found the ruins in the middle of the swamp and that he found an ancient chest. He thought that it would bring him fortune but instead he found an old notebook, a spare change of clothes (a long robe), a dagger (which he sold) and a pouch filled with some rotting food.

He gives the book to the players. The book is written in Andrasa's handwriting and mainly notes about the architecture found in the forest, the well of souls being an ancient focus point for strong life magic that an ancient tribe used to harness.

The last page is written in a different tone...

"The Well of Souls will open up around this time now and that Undead will spill forth. It will need warriors of steel and magic to quell the wells magic but there is a warning. That the well will only be failing if the other seals are. The Ice Spire and the Deep Dark would have also failed if the well of souls was. It will need heroes of legend to prevent the endless flames from being born unto this world again."

## Lore & NPCs

### Rike Stogeze



The tracker named Rike has spent all his youth and much of his adulthood trekking through the Carrion swamp and the lands around Ferklend. He has been a voice to the people voicing the concern on the rising number of undead and foretelling a

devastating event that will lead to its destruction. But spouting these types of messages will generally get one ostracised from the community and seen as a bit crazy. But with the coming of the party and... other recent events people are starting to listen to Rike and they should really start to believe him as the dead don't wait for the living.

## **Viktira Bronlock**



After travelling with the party for over a week Vikira approaches the party and asks them for a favour. She is a noble who's family lost all their gold in funding an expedition to explore the ruins

in the Carrion Swamp. The expedition party came back with nothing but excuses and fewer men than they left with. Aiming to prove her parents theories about the ruins she needs someone to guide her through the swamp, or, she will go alone like she has to this point.

However despite her parents not having any money actually left, she doesn't reveal this and merely explains her lineage and that those that will help her will be handsomely rewarded.



## Maps

339ThFePa



# Monsters

## Adventure Encounters

These stat blocks relate directly to the progression of the adventure (and will likely be encountered in order of them laid out below).

### Goblin

#### GOBLIN

Small humanoid (goblinoid), neutral evil

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

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

#### ACTIONS

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

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

### Goblin Boss

#### GOBLIN BOSS

Small Humanoid (goblinoid), neutral evil

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 21 (6d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

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

#### ACTIONS

**Multiattack.** The Goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

**Javalin.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

#### REACTIONS

**Redirect Attack.** When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

## 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.

## Zombie Lizardfolk

## ZOMBIE LIZARDFOLK

*Medium undead (lizardfolk), neutral evil***Armor Class** 13 (natural armor, shield)**Hit Points** 30 (4d8 + 12)**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Skills** Perception +0, Stealth +2, Survival +2**Senses** passive Perception 10**Languages** understands Draconic**Challenge** 1/2 (100 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

**Multiattack.** The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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



## Zombie Crocodile

## ZOMBIE CROCODILE

*Large Undead, neutral evil***Armor Class** 10 (natural armor)**Hit Points** 25 (3d10 + 9)**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Skills** Stealth +0**Senses** passive Perception 8**Languages** —**Challenge** 1/2 (100 XP)**Hold Breath.** The crocodile can hold its breath for 15 minutes.**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

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

## Zombie Constrictor Snake

## ZOMBIE CONSTRICTOR SNAKE

*Large undead, neutral evil***Armor Class** 10**Hit Points** 17 (2d10 + 6)**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	1 (-5)	6 (-2)	5 (-3)

**Senses** blindsight 10 ft., passive Perception 8**Languages** —**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

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

## Zombie Giant Crocodile

## ZOMBIE GIANT CROCODILE

*Huge Undead, neutral evil***Armor Class** 14 (natural armor)**Hit Points** 85 (9d12 + 27)**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	3 (-4)	6 (-2)	5 (-3)

**Skills** Stealth +5**Senses** passive Perception 8**Languages** —**Challenge** 5 (1,800 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

**Multiattack.** The crocodile makes two attacks: one with its bite and one with its tail.**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.**Tail.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.