



Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 12 characters.

Battling undead and repairing barricades may not be the favourite way for the party to get to know the people of a new town, but it was how the people of Ferklend got to know them, and began to respect them.

However during the night after the fighting and repairing was done Viktira left and disappeared into the swamps seeking out the ruins. What's worse is that Rike, the only one who has been to the ruins, allegedly, believes that she may be in danger, and a danger to everyone as the well of souls may react to her bloodline.

Deeper into the Carrion Swamp

Ferocious Welcome

After the encounter with the undead at the gates of Ferklend the party recovered and helped with some of the repairs. The party managed to secure another night where they were staying and the people of Ferklend were more accommodating after they helped defend the town.

However in the morning the party woke to find Rike frantically looking around the town. Upon spying the party he rushed to them.

"Thank the gods I found you! It's Viktira, we were talking about her family last night and I think she may be descended from the tribe of people that once called the jungles home. She was super curious about the ruins so I told her where to find them. I didn't think of it more than someone being interested in the history of the swamp I swear. But when I went to warn her about the ruins this morning she was gone. One of the guards said he saw her leave the town by the main gate and then head towards the ruins.

If she is the descendent of the original custodians of the well of souls the inscriptions at the ruins say that she may make the ruins more unstable. You've got to stop her."

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The party followed the directions given however it wasn't long until they got the distinct feeling that they were being watched.

Finding solid ground amongst the marshy, muddy waters they watched as several pairs of reptilian eyes appeared from the water. The faces sat there watching for several minutes and if it wasn't for the party's perceptive party members they wouldn't have noticed the dozen lizardfolk warriors that began to approach them from behind.

NPC's:

- Rike Stogezé
- Viktira Bronlock

Encounter: Lizardfolk Ambush!

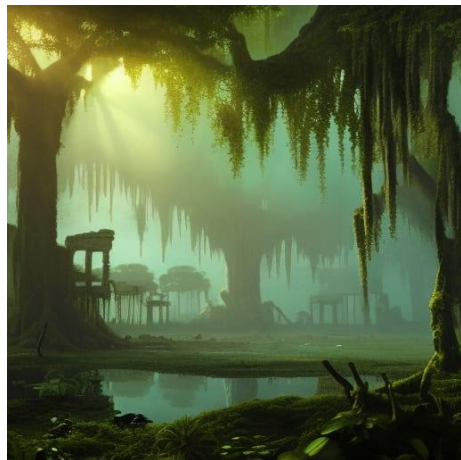
Creature: 20 Lizardfolk

Map - N/A

Five Lizardfolk watch them from the water and start in the water about 100 feet away. The other 15 approach from behind and fan out to surround. They launch a javelin first before charging in with a spiked shield and another hand weapon.

The Ruins of the Carrion Swamp

The ruins



Recovering from their encounter with some of the natives of the swamps the party push through some dense brush to reveal pillars and walls of stone. An age ago the scale and size of these buildings would

have been a sight to have seen however whatever calamity befell here left the city in ruins. Vikira stood nearby. Her clothes mostly ruined rags and the confidence she had earlier now gone she gazed upon the city that her parents had wasted their fortune in finding. Everywhere she looked it appeared as if the jungled was trying to erase history itself as vines, trees and stagnant water covered as far as her eyes could see. But that wasn't what her eyes were locked on.

Up ahead the figures of undead were shambling across the clearing and some even pulling themselves out of the swampy water in their search for... whatever undead search for. A strange hum could be felt pulsing through the loamy soil and occasionally the thrum would build into a pulse that caused ripples to form in the waters service. Something nearby, in the city, was thrumming with power.

The party looked onwards, fatigued as the trek through the swamp had taken longer than anticipated. Several undead, large swamp creatures, lizardfolk and some ancient humans that were skeletons now, shuffled forwards and towards the centre of the ruins. There was no doubt that that is where they would find the source of the undead.

Vikira muffled a shriek as not ten feet from the party a pile of bones moved. Slowly the skeleton pulled itself from the grasses, mud and rocks and with a sickening shuffle it shambled towards the ruins. Pointing Vikira looked across the swamp as dozens upon dozens of undead rose and shuffled towards the ruins.

"I think we found the source..." she whispered to the party as a strong thrum shook the loamy soil again. "There is no way that the town, Ferkland, would survive if all these undead attacked at once. And once they are done there they will seek out other towns and settlements nearby. We need to put an end to this." she said as he face paled at the sheer volume of undead

She was right, of course, and the energy that they were feeling was surely one thing. The Well of souls. Andrasa's next point of interest. A place of great power and potential wealth. But this place felt wrong as if the power was corrupted. They felt the need to finish what Andrasa' had surely started and attempt to stop the chaotic undead energies that

were flowing from the well. Only then will the people of this land be safe.

NPC's:

- Vikтира Bronlock

Encounter: Mind-games

Creature: 1 (invisible)

Map - N/A

The same creatures from the frozen lands appeared at the edge of the creatures growing conscious as they regained their power. The swamp had slowly eroded the physical barriers to the well of souls and as the waters and roots from the trees were exposed to the powerful energies from the well they were corrupted.

The undead were growing in number and those that the creature was able to influence were drawn to the well to expedite the task that time had started. But a new plan was forming in the cunning creature's mind. Something that would bring its century of planning ever closer to becoming a reality.

Breathing deeply, if it could do such a thing, the creature marvelled at how much simpler it could be if the minions that it had could complete the task. But the mechanisms of fate were turning and the adventures, and the influential girl were so close and temptation was taking over. All it would take was a nudge.

Reaching its consciousness out it grabbed the attention of all the undead near the ruins. Fish, reptiles, beasts, humans and all other dead creatures responded to the mental nudge and as one they followed the direction. A great upheaval of dead flesh or mouldy bones moved across the swamp and towards the central thrumming of the well.

Now the creature prepared the final nudge. Reaching out to the humans it attempted a single compulsion. To eradicate the undead and its source.

I would disguise this check as a d20 roll and then add on the PCs modifiers separately.

The entire party needs to make a DC15 Charisma saving throw or they realise that the only way to save Ferkland is to destroy the well of souls (as this check happens before Vikтира says this.)

If they succeed they know something is trying to alter their perception and that Vikтира (and any other party member) may be acting differently.

Into the Ruins

The party didn't have much time between the undead starting to move towards the city and when the first of them realised that there was easier prey nearby. As the first of the undead started to move towards the party a strange thrumming started to come from the centre of the ruins.

Fighting back the undead that came towards them they made their way towards the centre of the ruins where they were met by a confusing sight. A paved depression led towards a hole that pulsed with green energy. Undead shambled towards the hole before pausing at the edge. As they watched one of the undead screamed; as much as rotting lungs could allow, and threw itself in the hole. A sudden thrum of power pulsed through the air that made the undead twitch.

Slowly more undead started to throw themselves into the hole and as they did more creatures appeared from the swamps. A skeleton of a giant sloth that was missing an arm near one of the ruins suddenly reanimated after a lizardfolk zombie had launched itself into the pit before the skeleton joined the rotting humanoid a few moments later. With passing moments the undead were throwing themselves into the pit and with each pulse of energy, each thrum of the bodies connecting with something below more undead started to show up and something was beginning to feel off. The party knew two things to be true. The undead must not complete their task, whatever it was as it triggered the creation of more undead. And the second more horrifying fact was that they had found the well of souls.

NPC's:

- Vikтира Bronlock

Encounter: Final Faceoff

Creature: 1 Vampire, 15 zombies, 5 Skeletons, Summoned Zombie Frogs.

Map - 340ThHeOTRu

The areas around the building provide a good vantage point and a good place to hide from the undead that will be swarming around the well of souls (the big glowy thing). However the ground is unstable with rotting vegetation, vines, leaves and debris from the ruins themselves so whoever treads across them best be packing an ankle brace.

The trees are twisted with large thick roots that piece into the soil. small creatures can hide within

them (undead or alive) and they are easy enough to climb as well. The bushes along the way are thorny but don't impede movement as such – but if unlucky they may nick a coin purse or bag. The area in the centre dips inwards towards the well. The level where the well is is five feet lower than where the edge up the top is. This makes it harder to see down into the pit and the well itself, but that doesn't seem to stop anything.

The orb, the power source in the well, emits a force field that disintegrates what touches it – however it fails. The more undead (or attacks from magical items, spells or effects) that hit the shield the more the power wanes. But it's impossible to tell whether the shield was to keep things away from the core OR to keep the magic from the core contained.

Regardless it looks like it's been here for centuries and the magic is both waning and flaring.

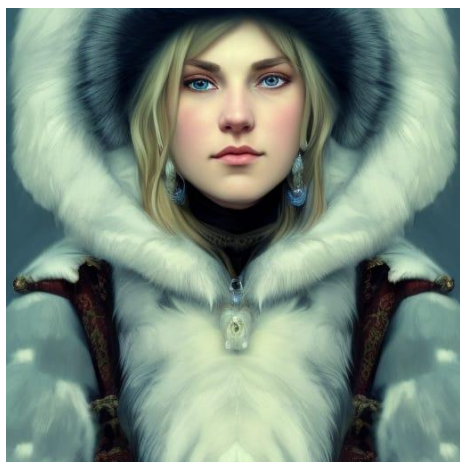
To keep this balanced the vampire will only attack once the zombies are dead (say about 20) and will summon in some zombie frogs only once there are no other zombies to fight... immediately.

Lore & NPCs

Rike Stogeze



Viktira Bronlock



Monsters

Adventure Encounters

Lizardfolk

LIZARDFOLK

Medium Humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 10 (+0) | 13 (+1) | 7 (-2) | 12 (+1) | 7 (-2) |

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

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

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.

Skeleton

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 14 (+2) | 15 (+2) | 6 (-2) | 8 (-1) | 5 (-3) |

Damage Vulnerabilities bludgeoning

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

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

Zombie Frog

ZOMBIE GIANT FROG

*Medium undead, unaligned***Armor Class** 10**Hit Points** 22 (4d8 + 4)**Speed** 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 11 (+0) | 12 (+1) | 2 (-4) | 6 (-2) | 3 (-4) |

Skills Perception +0, Stealth +2**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 10**Languages** —**Challenge** 1/4 (50 XP)

Standing Leap. The frog's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

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:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

Vampire

VAMPIRE

Medium Undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 18 (+4) | 17 (+3) | 15 (+2) | 18 (+4) |

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in sun light or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 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 if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

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 (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) 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. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 ft. of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampire can take 3 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 vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Maps

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