

Echoes of Desmodus - 430SuEcDe

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While the city still reels from the disturbing news of a neighbouring city being destroyed overnight the city becomes host to a travelling bard troupe whose music delights and enthralls the general public. But while their appearance delights most of the people of Desmodus the band of bards isn't keen on following rules.

While the bards bring music to the ruins of a temple at the outskirts of the city the guards become suspicious of the power of this music and the way that the general public of the city react to them.

DM: (The travelling bards are unaware that the music created magic is working with the places of power to create a magical backlash that is destroying the cities they play in.)

The guards of Desmodus are frantically searching for a group of magicians posing as bards who broke the rules by entering a ruined temple to house a musical concert. Meanwhile, a diverse crowd, including commoners and mercenaries, dances to the mages' magically enhanced music. As the music fades, the bards vanish, and the crowd disperses, feeling unusually content.

The temple begins to collapse, forcing the guards to abandon their search. By morning, the temple is reduced to rubble, similar to another city's ruins. Authorities call for the 'mages' to surrender and offer rewards for their capture, deeming further unauthorised performances as treason.

DM: (The party can be the witness of the concert or a participant or merely hear about it. Regardless they don't recognise the bards if they do see them unless they are immune to being charmed. A call for witnesses is put out with a small reward in gold that will lead to the capture of the illegal musicians, See **430MoDeCi**)

The party makes for the barracks to look for information, or provide what they have seen to claim the reward. As they wait for their turn they witness a determined guard Captain, Kat, as she walks out after questioning a familiar face, Jayce Stonecliff, who they have heard performing at the inn they were staying at, the Mullberry Inn. "Thanks for your information, we will consider looking for these short-folk or children when searching for these wretches. Don't leave Desmodus so I can come find you... If I have further questions that is" Katiana blurted out.

DM: (Jayce is one of the musicians who is causing the problems. However they are unwillingly doing so

and not aware how their magically enhanced magic is interfering with the world around them. (refer to **430TuKaMo**))

"Now, who is next?" Katiana looks around as she spots the adventurers sitting waiting for her.

Captain Katiana hires the party to help her find those responsible for the destruction of the ancient ruins. She gets them listening to people performing at Inns across the town to see if they

recognise anyone and particularly looking out for gnomes, halfling or children who are performing. They search late into the night and are offered free lodgings in the Blue Juniper, a fancy inn which is known for its food and customer service. In the morning they hear the ear splitting crack as something hard, heavy and likely huge hits the ground nearby.

DM: (The Tower dedicated to Selunes priests so they could get closer to their deity had collapsed as the band played at the Mullberry Inn. Only Jayce survived though and his allies were crushed under the falling tower as it fell onto the inn.)

The party arrives just as Captain Katiana rushes towards the tower of Selune where they find the inn and tower in ruins, with the materials crumbling like they were eaten by insects. Despite the destruction, there are minimal casualties, a couple patrons who were staying at the Mullberry Inn. A witness recounts that as the music stopped, the building rumbled and shuddered. They managed to escape the inn just in time to see it collapse. The fate of the bards who were playing remains uncertain.

However Jayce Stonecliff can be seen stumbling about the ruins and trying to dig to search for survivors.

The first signs that something was wrong came when a body was pulled from the rubble of the inn. Its broken form tinged with a rainbow tapestry just beneath its skin as the evidence of magic shone through the cold flesh. As they watched and another one was dug from more rubble the body started to twitch and convulse as a pulsating light ran through the human's veins and along its muscles.

The once-humans shaking stirred with their rescuers praising whatever deity had chosen to grant them the miracle of these people being alive. However the praises turned quickly to screams as the freshly risen dead attacked those around them. As the first few were quickly dealt with by the city guard more began to dig themselves out of the rubble.

DM: (Refer to map on next page, see also **430ThDeMaQu**, the creatures individually should be **trivial individually** however a **low to moderate encounter overall** with the volume of the creatures appearing, refer to **430FrDeDe** and **430SaHuZo** for guidance.)

At first it was just those unfortunately crushed under the sudden collapse of the inn and temple but then a dishevelled, husk like zombie pulled itself from the walls of the temple. Its ancient form was dry and flaking dust as it

moved slowly towards those alive around it. Not fresh and meaty like the freshly risen, these zombies were husks, empty apart from the chaotic rainbow of colours that bore their withered lifeless forms.

As the husks engaged they were cut down quickly as their bodies were more frail than the freshly departed, however they were all still dangerous and as they were re-released to the void beyond a cloud of magical energy was released from the dry, empty vessels.

As the party struck down another husk zombie fell to the ground a vortex of magic appeared above where the inn would have been. A orb of magical energy formed as debris from the inn and the tower to Selune flew to form a shell around it. Within heartbeats a form started to take shape as both fallen bodies and the still moving forms of the

undead that had been brought to life from the magic also joined the debris. The swelled until it was a glowing chaotic red-purple within the centre of the undead construct which began to lumber forward. Each step sent shockwaves out towards those standing against it and caused tiles from nearby roofs to fall down upon those still foolish enough to be standing on the streets.

DM: (Refer to **430SuEcDe**, this large creature should have a bigger reach as its arms are unnaturally large, it can also vomit forth a blast of necrotic energy which takes some time to recharge before it can be used again. It is an **moderate to challenging encounter** but should be quite tough when considering the party has been fighting zombies for a few rounds now.)



