

# Relics of the Dark - 510SuReDa

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The town of Khumric is often thought of poorly. It's on the edge of the Marsh of Despair and caught between the Windhollow peaks and the Demongate. So to say that the people think that the people of this town are rougher and harder than others would be an understatement.

Yet despite the historical names of the landmarks around Khumric it hasn't seen hordes of undead, demons of the flying monsters that called the shattered peaks of Windhollow home in a century. Yet something foul has once again stirred and the bustling town-come-city that sprung up from centuries of conflict and nightmare fuel has had its new identity questioned.

What they need is heroes, like the ones of old, to quell the madness that threatens to bubble out of history and threaten their hard fought peace. But is it too much to ask for too late in the century long game that an ancient evil has been playing?

**DM:** (The town of Khumric has been seeking out relics from centuries ago, a flat disc generally hammered with a specific symbol denoting where it came from, which was used as a currency. However, the currency was tainted by demons, undead and draconic magic and left to be forgotten in the three fallen kingdoms that surround the town of Khumric that lie between the three cursed places. Relic hunters have sought them out and a particularly cursed set of them are being worshiped by a cult.)

The party reached Khumric, a city that defied their low expectations after a bleak journey through the Marsh of Despair. Once notorious, Khumric now buzzes with life, bustling with adventurers who explore the dangerous locales of the Marsh, Demongate, and Windhollow peaks. They navigate through vibrant markets and inns, surrounded by merchants selling items called Relics from three dungeon like locales that surrounded the town. The people of this town had adapted and grown, offering all manner of services for adventurers as the market was in delving through the dungeons, crypts and caverns of the three locales. The town thrived on the constant flow of treasure hunters delving into ancient crypts and treacherous caverns. However, ominous news awaits them. A series of warnings on a central billboard reveal that no adventuring parties have returned from recent expeditions to the Demongate or the Crypt at the heart of the Marsh. A

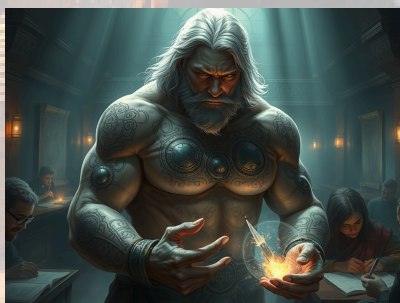


sudden vacancy at a local inn implies a high rate of missing adventurers. As the party contemplates their next steps, a wounded warrior announces a wyrm threat in Windhollow, seeking assistance to rescue survivors. The adventurers must engage with the Delver's Guild to uncover the cause of these escalating dangers.

**DM:** (The warrior isn't quite telling the truth but there is truth in his deception. The party may be able to detect this but the individual hurries off and disappears into the crowd before they can catch him. Refer to 510MoKhCa)

The party encountered Eulric Darkstone, the imposing leader of the Delver's Guild, whose body was marked by extensive runic scars and embedded with the disc-relics made of silver, gold, and bronze. Eulric, a descendant of the heroes who defeated the three ancient evils around Khumric, exuded a powerful aura as his relics activated. Despite his unsettling presence and a faint metallic whine in his voice, he delivered crucial information about the crypts, the Demongate, and the wyrms, dismissing them as the sources of the recent disturbances. Eulric's silver hair framed his frown as he expressed surprise at not sensing the party's arrival, something he normally could do due to his relic-given connection to the land.

Realizing that the true threat was concealed within Khumric itself, Eulric deduced that an ancient power was hiding the evil among them. As the guild members hastily documented his revelations, Eulric appealed to the party for assistance, asking them to investigate the town for any signs of



hidden malevolence. He emphasized that their unique nature made them the best hope for uncovering the source of the trouble and preventing further loss of life. The party now faced the daunting task of uncovering the concealed threat within the very heart of Khumric.

**DM:** (Refer to 510TuDeGu. If the party were to ask every adventurer in the town had either found, purchased or otherwise acquired a Disc-Relic from one of the three locations around Khumric - this is the reason that Eulric can sense everyone but the party as they have not owned a disc-relic yet.)



After leaving the Delvers Guild Hall, the party noticed an argument between a gate guard and a dwarf adventurer regarding missing adventurers. The dwarf claimed that his men had left through the Windhollow Peaks gate, but the guard insisted they hadn't. The party approached the guard, who explained that records of departures and returns were

kept to inform loved ones of lost adventurers. Due to recent issues, the town had closed the gates to prevent further casualties. The guard said the records showed no one had left, despite the dwarf's insistence. Upon investigating further, the party discovered a clue that the same messenger had requested aid today and last week, suggesting a lead to the missing adventurers.

While searching for the messenger, the party encountered the same messenger who claimed to have seen them earlier while asking for help with the wyrm, and he needed their help. He offered a way out of the city past the guards to save the missing adventurers. Trusting him as their best lead, they followed him to a relic shop emitting a strong magical aura. Inside, they found hundreds of foul-resonating relics. As the man interacted with the shop owner, the sound of a shutting door indicated danger. The party realized they might uncover the source of the missing rescuers in the impending fight for survival.

**DM:** (The party is attacked by the man as they are shown through the house. But he only attacks them to falsely pretend to stop them from going down the stairs into the basement. Refer to the map on the next page and 510ThReTr. Refer to 510FrWoRe))

After the man that attacked them was now unconscious after preventing them from going down a staircase, the party realized that the stairs led to a cellar rather than an escape route. As they descended into a dark room surrounded by stone walls, they heard sounds indicating something deeper beyond. The trap was sprung as the door clicked shut behind them, locking them in. The party in their attempted escape discovered a loose stone in the wall, revealing four dwarves who had been missing. These dwarves, along with others who had vanished from various delves, were found in the caves, driven mad, barely fed, and obsessively talking about relics that could save the town by harnessing their power.

Realizing the dire situation, the party knew that attempting to escape through the locked door was futile for now. They were trapped in the cellar, waiting for their ambushers to check on them, which could provide an opportunity to escape. The party understood the gravity of their predicament and the need to find a way back to freedom while uncovering the mystery behind the missing dwarves and the dangerous relics.

The party waited until the door was open before they sprung their own ambush. In the panic the door became jammed and a clear way out of the cellar was found. But there was more than just the bloodied man this time as the house swarmed with people with the same zealous eyes as the man that attacked them.

**DM:** (The cultists use the relics to channel low level magic, their leader can use a limited amount of higher level magic but they are not particularly strong. The demon they summon is making it a challenging encounter. Refer to 510SaReBo,)

As the cultists swarmed the party, their leader performed a ritual by slamming two relics together, causing a gruesome scene as blood and bodies were drawn toward her. Chanting to the shadow in the relics, the cultists' remains merged into a mass of energy and refuse, forming a large demonic figure studded with relics. The room began to collapse as the monstrous entity emerged, staring at the adventurers with a menacing presence.

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