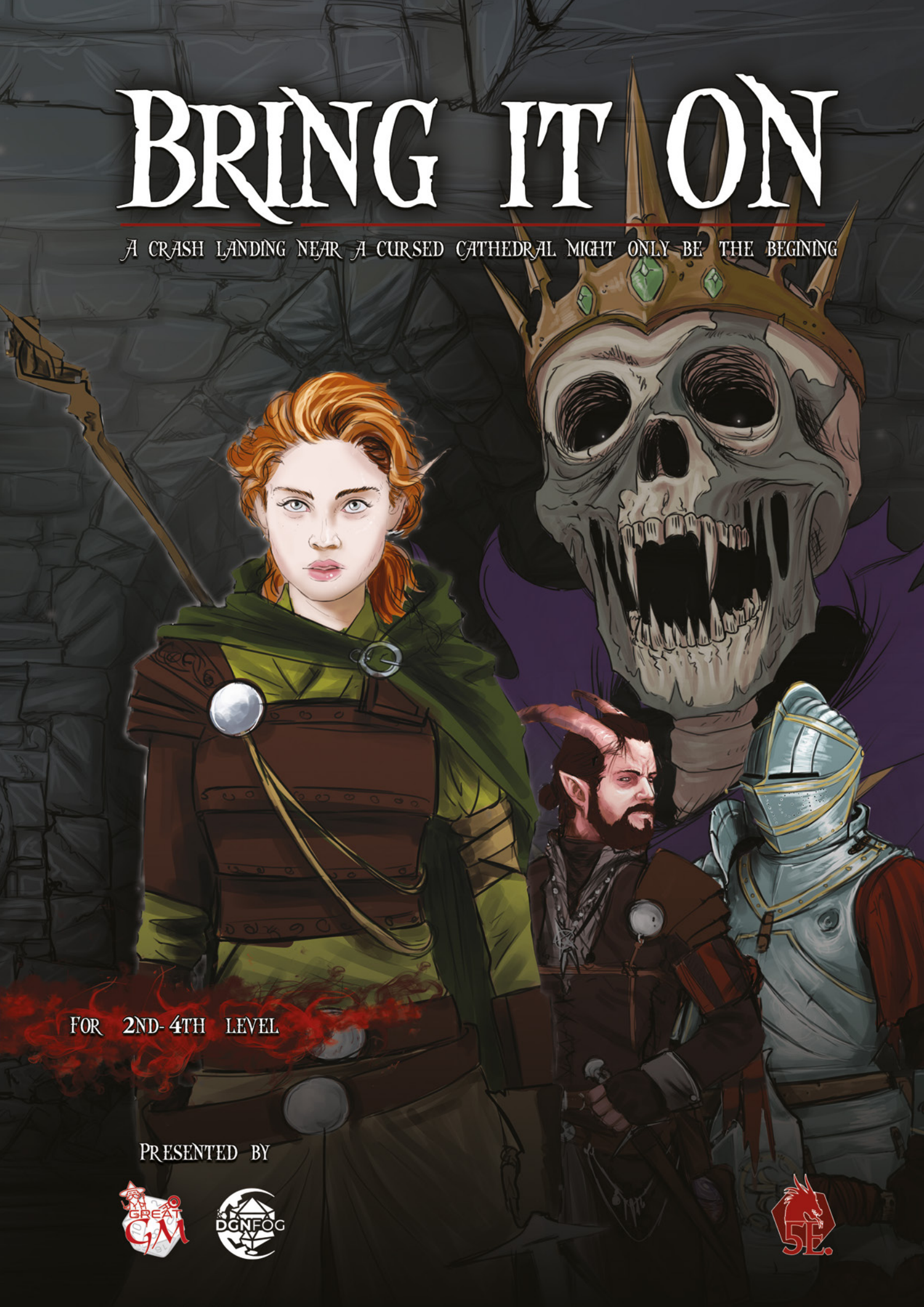


BRING IT ON

A CRASH LANDING NEAR A CURSED CATHEDRAL MIGHT ONLY BE THE BEGINNING



FOR 2ND-4TH LEVEL

PRESENTED BY





BRING IT ON

A CRASHLANDING NEAR A CURSED CATHEDRAL MIGHT ONLY BE THE BEGINNING...

An adventure for 2-4 level characters

BY

GUY SCLANDERS & TILL LAMMER

ARTWORK BY

TONI TRAUPER

About the Authors:

Guy Sclanders: Host of the youtube channel How to be a Great Game Master, Guy has been a GM for many decades, creating hundreds of adventures of his parties in dozens of homebrew worlds. When Till reached out and asked for an adventure that could be created around this short story, Guy answered the call immediately and created this adventure for you.

Till Lammer: Is founder of DungeonFog, the ultimate battle map maker and a GM. He was the mastermind behind this crazy idea. Based on the short video that was created with Toni Trauner and Guy Sclanders as part of the 2nd anniversary of DungeonFog, Till wanted to create a little adventure for you to experience the story behind the video.

Play Testers: Joe McKoy, Richard Ashton, Gene Armstrong

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OVERVIEW OF THE ADVENTURE

Summary of Adventure: The PCs are ambushed whilst en route somewhere. They are attacked by dryads but discover a sinister lich is living within an abandoned cathedral nearby. They venture into the trap laden cathedral and face the lich.

The adventure is meant to be fun and a cool introduction for new players.

All the monsters featured here are custom-designed for this adventure.

NPCs of Note

There are three primary NPCs worth noting:

NAME	ROLE
Captain Keen	Captain of the Fogbreaker
Count Rotz	Lich Lord of the Cathedral
Oakitha	Dryad leader

CHAPTER ONE: ATTACKED!

The PCs are onboard the *Fogbreaker*, an airship, which is suddenly attacked by a powerful magical energy forcing it to crash. The PCs must protect the ship from crazed dryads whilst the ship is being repaired.

The Fogbreaker

The PCs are onboard an airship destined for some other location. The ship has a crew who knows what they're doing. It is owned and captained by Captain Keen, a half-elf who enjoys his job.

Fogbreaker Crew

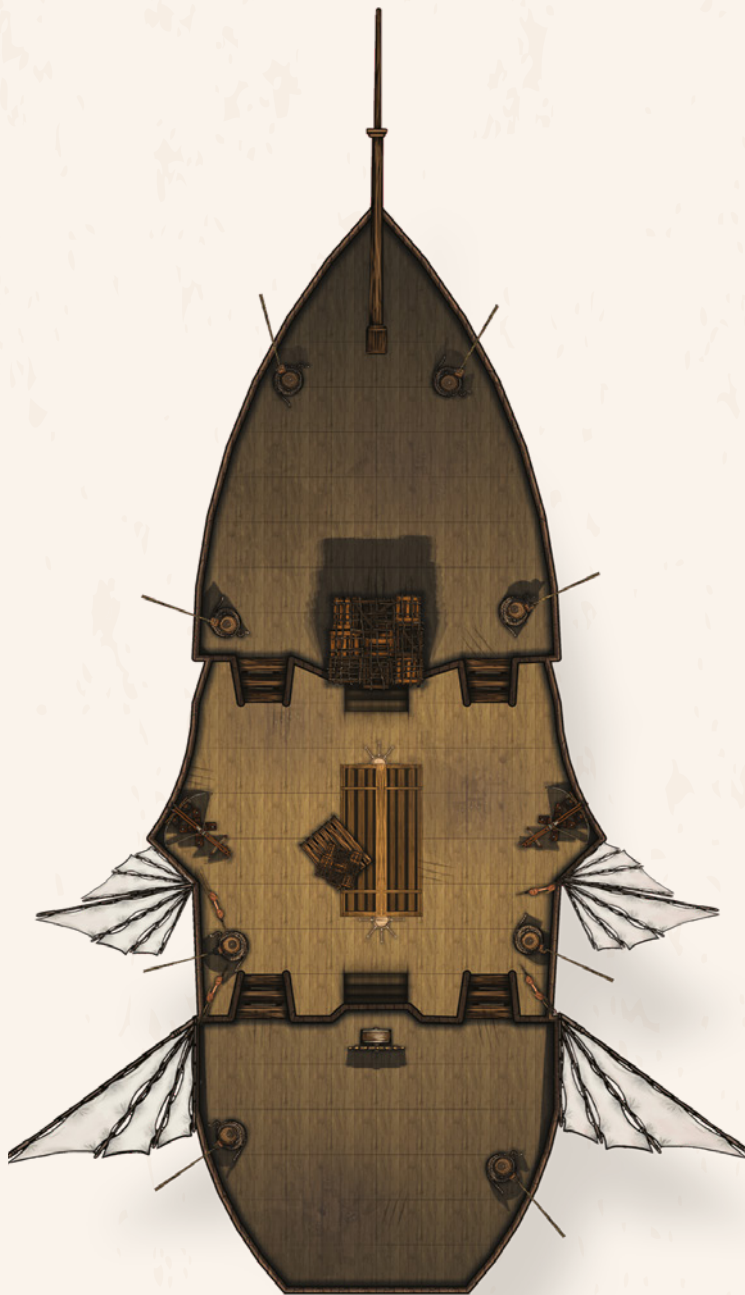
If the PCs want to engage with the crew of the ship here are some names: *Porid, Salmardine, Abbath, Crysin, Embil, Invir, Illyin, Thumbless, Gorgi, Domnak, Andis, Herb, Nakyata, Thomsa, Dreysk.*

Fogbreaker Stats

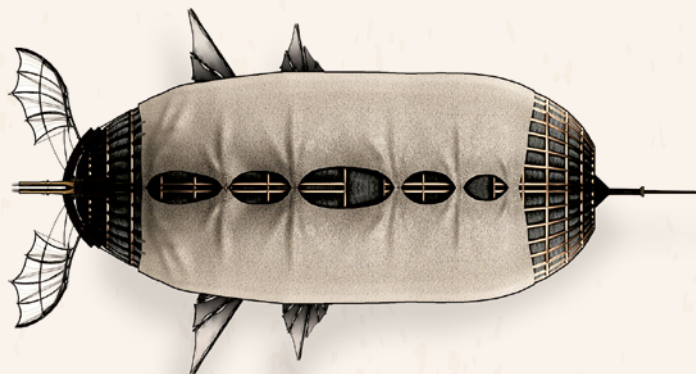
It isn't important to keep track of the Fogbreaker's stats. The ship is hit and goes down. If the PCs try to steal the ship, have the crew overpower them and maroon them in the woods.

The ship has a crew compliment of 15 sailors and the captain.

You smell the fresh air as you stand onboard the deck of the *Fogbreaker*, a sleek airship. You and your companions are bound for distant lands and this was the fastest and cheapest way to get there. Captain Keen, a half-elf who clearly loves his job, is standing next to you.



THE FOGBREAKER





The Captain should point out the following:

- The ship is making good time.
- They are passing over a forest known as Brightglade Wood – known for its beauty and tranquility.
- The cook has prepared a rabbit stew for dinner.

GREAT GM SIDE

If your PCs like to socialize with NPCs give them a moment to do so. Each crew will be eager to make the next city and spend their salary and Captain Keen is eager to take on cargo for another run. Once you are ready to carry on...

Looking beneath you, you spy what looks like a temple half-strangled in the forest below. Then a cloud blocks all sight of the ruin. Suddenly a black beam of pure evil magical energy bursts through the clouds from somewhere below and slams into the Fogbreaker, sending crew sailing through the air!

PCs should make a Dexterity (Acrobatics) DC 14 check or suffer 1d4 damage from being thrown about by the impact.

The wheel and controls of the airship should be unmanned and spinning freely. Either a plucky PC can try to make it to the controls or Captain Keen will. To get to the controls requires a Strength DC 13 check to haul themselves to it.

Either way...

It's no good! The controls are unresponsive! Inexorably the ship begins to plunge from the sky. The wind whips around you, dragging at your hair. Your stomach turns as you see the dark expanse of the Brightglade Wood looming up towards you at incredible speed! This is how you die...

All PCs take 1d6 impact damage. As the ship rips through the branches of the trees have the PCs make a Wisdom (Perception) check DC 13. If successful the PCs can see that the trees are trying to grab the ship, helping slow it down. However, they look angry. And most definitely hungry! They are not trying to slow the ship down, they are trying to catch it – so they can eat it!

With an almighty crash, a shattering of wood and a ripping of cloth the Fogbreaker slams into the fetid earth. For a brief moment everything seems silent and motionless before anything not strapped down suddenly crashes to the floor. You are alive... but if this is Brightwood, then whomever named it so had an amazing sense of humor. It is dark and the only light is the patch around the ship where it tore a hole through the canopy. The trees are withered, almost black and hold no joy in their boughs. This is a forsaken place.

Aftermath of the Crash

Captain Keen survived but is wounded. His crew mostly survived. Of the 15, they're down to 10. The ship is damaged, but Keen is hopeful he can get her back up into the air in about a day or so.

All that Captain Keen needs is for the PCs to keep a watch whilst he and his crew attempt to assess the damage to the ship. He was told that Brightglade Wood was meant to be beautiful and pretty, and whatever they've landed in now, is anything but. It's dark, gloomy, and damp.

No sooner have you taken up your posts when the forest suddenly begins to rustle, as if a great wind were tearing through the leaves. The noise gets louder and louder. The dark wood begins to turn into a swirling mass. It becomes clear – a tidal wave of leaves, twigs, sticks, and branches is racing towards the PCs. Riding atop this wave are several dozen figures – vaguely humanoid. They look like they have been carved from tree-trunks, but their eyes glow with a purple light. It looks like they intend to consume you!

DRYAD LEAF BEAST

Large Construct

AC: 12 **HP:** 85 (10d10+35) **Speed:** 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+7)	20 (+5)			

Skills: None

Immunities: Piercing damage

Vulnerabilities: Fire

Senses: Passive Perception -

Language: -

Challenge: 1

Abilities:

If the Dryads are killed the Leaf Beast collapses instantly.

Actions:

The Leaf Beast can make either one melee attack or use its Blast attack.

SLAM: Melee Weapon attack: +3 to hit, reach 15ft, one target. On hit: 3 (1d4+1) slicing damage (scratches from leaves, twigs and so on)

LEAF'NAMI (RECHARGE 4-6): The Leaf Beast spews out a shock of leaves, twigs, and sticks which rip into skin and cut through cloth. The attack is 40-foot line and is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 6 (3d4) damage on a failed save, or half as much damage on a successful one.



Dryads

There are 6 dryads riding the Leaf Beast. Any one of them control the beast. It responds to their telepathic commands. If all of them dismount or are knocked off it, it immediately dissipates.

Upon inspecting the dryads, they appear rotten. Parts of them are mushy and covered in fungi and mold. It is as if they have been corrupted by necromancy.

One of the dryads has a Golden Amulet, worth 125 gp. This necklace is from the sacred Order of the Light; a group of paladins from legend who defeated a great evil. It is not magical but quite beautiful.

More problems

Once the Dryads are defeated, Captain Keen has bad news. The cloudbalance gyroscope has popped a seam and without it the Fogbreaker cannot fly. They need lead to seal it.

He saw the same ruins the PCs saw earlier, of the temple, and thinks they should easily be able to get at least ½ a pound of lead, which is what he needs.

(If the PCs somehow have lead on them, Captain Keen will say their lead is too soft, and only the 'iron-forged lead' used in windowpanes will work).

DEATH DRYAD

Medium fey, evil

AC: 11

HP: 12 (3d8)

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	13 (+1)	15 (+2)	8 (-1)

Skills: Perception +4, Stealth +3

Senses: Darkvision 60 Ft., Passive Perception 14

Language: Elvish, Sylvan

Challenge: 1/2 (100XP)

Abilities:

SPEAK WITH BEASTS AND PLANTS: The dryad can communicate with beasts and plants as if they shared a language.

Actions:

CLUB: Melee weapon attack: +2 to hit, reach 5ft, one target. On hit: 2 (1d4) bludgeoning damage.



CRASH SITE

The crew has found a resting place to recover from the crash

CHAPTER TWO: THE FOREST

The PCs meet a madman Dryad who begs them for help. They discover an ancient evil has awoken in the ruined cathedral.

The Cemetery

The walk through the forest is slow. Trees have been uprooted, some ripped in half, others apparently pulled out at the roots by terrific winds.

The forest is quiet and reeks of mildew and rotting wood. A light wind occasionally rattles the skeletal fingers of the trees branches but other than that, all is quiet. Up ahead you see the ruined outline of a wall marking the edge of a cemetery.

If you want to expand the adventure

Skip this part if you want a quick adventure. If your PCs are having fun, then include the following:

Some of the trees are 'awakened undead'. They will reach for the PCs and try to stab them with their branches.

UNDEAD TREE

Undead, evil

AC: 10 HP: 35 (4d10+15) Speed: -

STR	DEX	CON	INT	WIS	CHA
18 (+4)	4 (-3)	20 (+5)	1 (-5)	12 (+1)	10 (0)

Skills: Deception +1

Senses: Tremorsense 60ft. Passive Perception 11

Challenge: 2

Actions:

BRANCH: Melee weapon attack: +6 to hit, reach 10ft, one target. On hit: 6 (1d4+4) bludgeoning damage

The Undead Tree is hoping to simply kill the PC and let their corpse decompose over their roots.

The Cemetery is not exceptionally large, but is a jumble of old tombstones, rocks, and overgrown mounds. Suddenly there is movement. A twisted collection of roots, branches and clotted earth rears up. A face emerges from the mass. A withered old face of a dryad. Unlike the others from before, her eyes shine with a green light.



Oakitha Mental State

She is quite mad. Each round roll 1d6.

ROLL	DESCRIPTION
1	She attacks the nearest PC
2	She thinks she is a tree
3	She is lucid
4	She is convinced the PCs are fire
5	She is lucid
6	She sits quietly and says nothing

If the PCs get her to talk during a lucid moment, she reveals she is the matriarch of the Dryads. Or was. She is the last one left. The rest have turned to corruption and necromancy.

Her goal is to slay the foul evil within the temple, but it is too powerful for her. She keeps getting turned back by his magic. If she had her golden amulet, she might be able to help. And if she can keep her senses (she cannot).

OAKITHA

Medium fey, evil

AC: 11 HP: 32 (6d8+10) Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	13 (+1)	15 (+2)	16 (+3)

Skills: Perception +4, Stealth +3

Senses: Darkvision 60 Ft., Passive Perception 14

Language: Elvish, Sylvan

Challenge: 1 (100XP)

Abilities:

SPEAK WITH BEASTS AND PLANTS: The dryad can communicate with beats and plants as if they shared a language.

Actions:

CLUB: Melee weapon attack: +2 to hit, reach 5ft, one target. On hit: 2 (1d4) bludgeoning damage.

She will beg the PCs to help her. With the golden amulet she can find the source of the evil. It isn't magical, but it has strange properties that pull it gently towards any sources of great evil.

If the PCs do not show Oakitha the golden amulet or decide not to help her, skip the next section, and move straight on to "Temptation of the damned".

If the PCs do decide to help her, or show her the amulet - "The main doors are ruined. But there is another way - a secret entrance. Look to the weeping angel. She guards the dead, and through her you will find a passage within." She says.

Once inside the cathedral, the amulet will lead them to the evil. There, they must destroy it. Sadly, she has no idea how. Her idea was to face him in open combat and hope her strength would be enough. She has no knowledge of undead.

Whatever the PCs find in the temple is theirs to keep, including the necklace.

If the PCs ask about getting the lead from the stained-glass windows, she will reveal that there are six windows that remain. They must contain the lead the PCs are after.

THE CEMETERY IN THE FOREST



Temptation of the damned

Whatever the PCs decide to do, as they are leaving the cemetery area, they notice a single tombstone that remains intact. Inlaid into the stone, are three precious rubies. Each is flawless and could easily reach a price of 250 gp each. The tombstone reads:

Octavia Greybrace
1023 - 1354

**“Three red drops of blood,
All she needed yet never got,
Why did they find her?
Why didn’t I save her?
Sleep now ‘till the blood comes.”**

If any PC tries to take a ruby, they must make a saving throw DC 18 Dexterity check. If they pass, they get a gem. If they fail, they cut their finger on the sharpness of the ruby.

Regardless of the outcome, if the PCs attempt to remove the rubies, the ground shudders and shakes and a withered hand punches through the earth. A woman’s desiccated hand. Her voice erupts from the earth: Blood!

Before Octavia get’s defeated by the players, she will try to turn herself into fog and escape.

If the PCs defeat her or if she escapes, they can search her coffin. There is a small bag of 10 rubies, each worth 50 gp.

OCTAVIA GREYBRACE

Undead, evil

AC: 13

HP: 6 (3d6-3)

Speed: 30ft, fly 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	8 (-1)	16 (+3)	14 (+2)	8 (-1)

Skills: Persuasion +1, Insight +4, Deception +1

Senses: Passive Perception 13

Language: Common, Dwarvish, Elvish, Orc

Challenge: 1/2

Abilities:

Each time she hits a PC, or other living creature, she gains 1d6 hit points permanently.

Fog it: Once she has 12 hit points, she can turn into a fog cloud and escape into the trees.

Actions:

MULTIATTACK: She can make two attacks.

CLAWED HANDS: Melee weapon attack: +1 to hit, reach 5ft, one target. On hit: 1 (1d2-1) Piercing damage

CHAPTER THREE: THE CATACOMBS

Getting to the lead in the windows is not as easy as it seems, as someone has protected the cathedral well...

Main Doors

The doors to the cathedral have collapsed in, and rubble bars the way. Climbing over the rubble is nearly impossible as it shifts easy, causing additional wall sections to collapse.

You can see the massive carcass of the cathedral looming up above you. Great buttresses of stone look like a giant ribcage. The main doors mimic the mouth of a grinning skull; the rubble of collapsed towers and arches blocks it completely. A quick glance reveals any disturbance to the debris will bring down the whole façade of this once beautiful temple. However, deep within the remains of this once-holy site you can see six magnificent stained-glass windows, untouched by the destruction of time. To get to them will not be an easy task.

Weeping angel and the tomb

The area around the cathedral entrance is broken and ruined, long forgotten.

A large statue of an angel weeping stands fifty feet from the main entrance, in front of which, the entrance to a large tomb lies half-buried under dirt and mold.

The PCs can make a DC 14 Survival check to determine that someone has come and gone through this tomb in the last 24 hours, although, the tracks it left behind are unusual. There is a strange residue on the ground, left in a swirling vortex-like pattern. As if something was floating over the ground instead of walking on it, leaving only a trail of frigid earth behind it.

There are steps at the entrance to the tomb and written in an old form of Elvish the words "Place of the Dead, Rest ye who enter here for oblivion awaits."

The steps lead down into a large chamber. On either side niches hold the bones of the dead. Some wrapped in linen, others bare and exposed. Between each niche stands a statue of saints and paladins holding swords, axes, or chains of redemption – covered in spikes.

The floor was once a beautiful mosaic of square tiles. At the far end is another set of stairs, leading upwards.

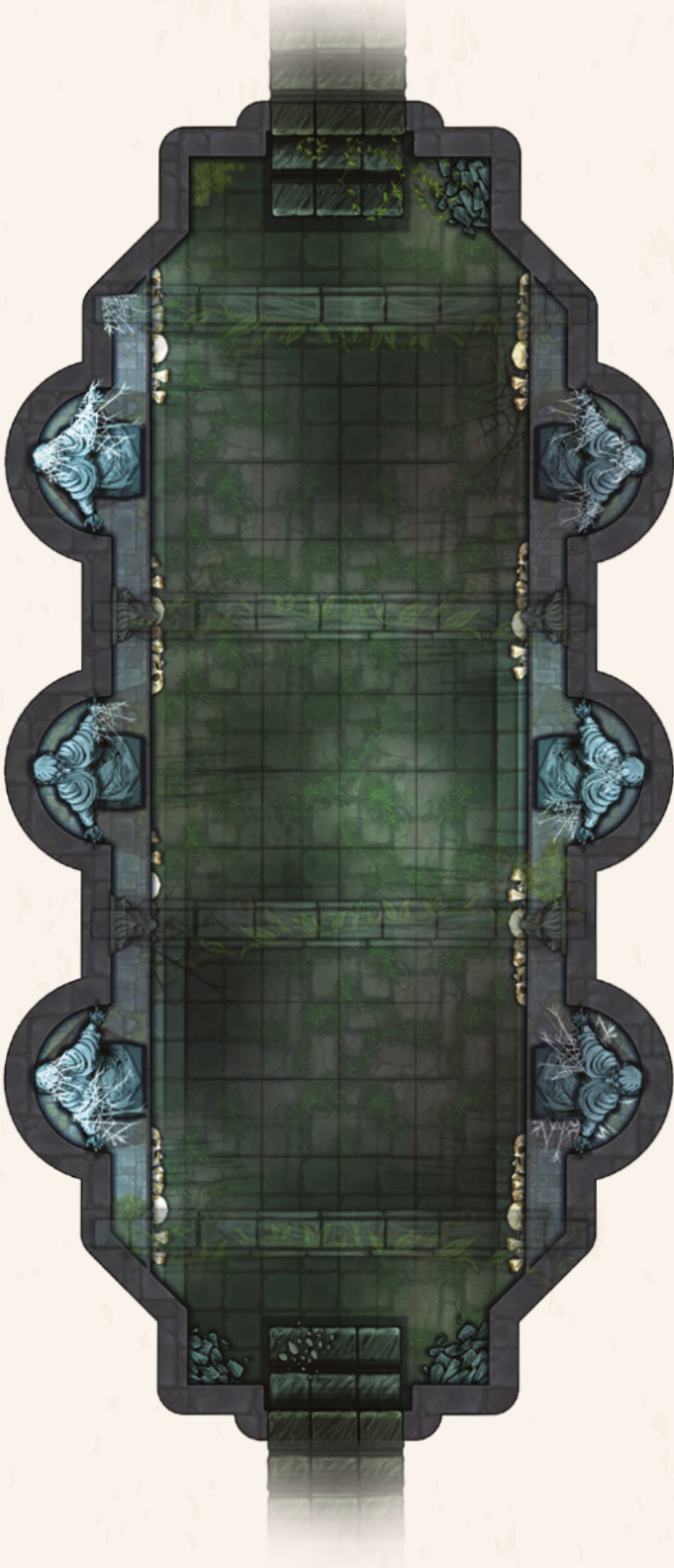
The trapped floor

The floor is trapped. Small nodules hidden in each tile trigger the walls of the tomb to begin to close. These nodules can be spotted on a DC 15 Perception check. However, because there are so many of them, walking across the floor becomes a real challenge.

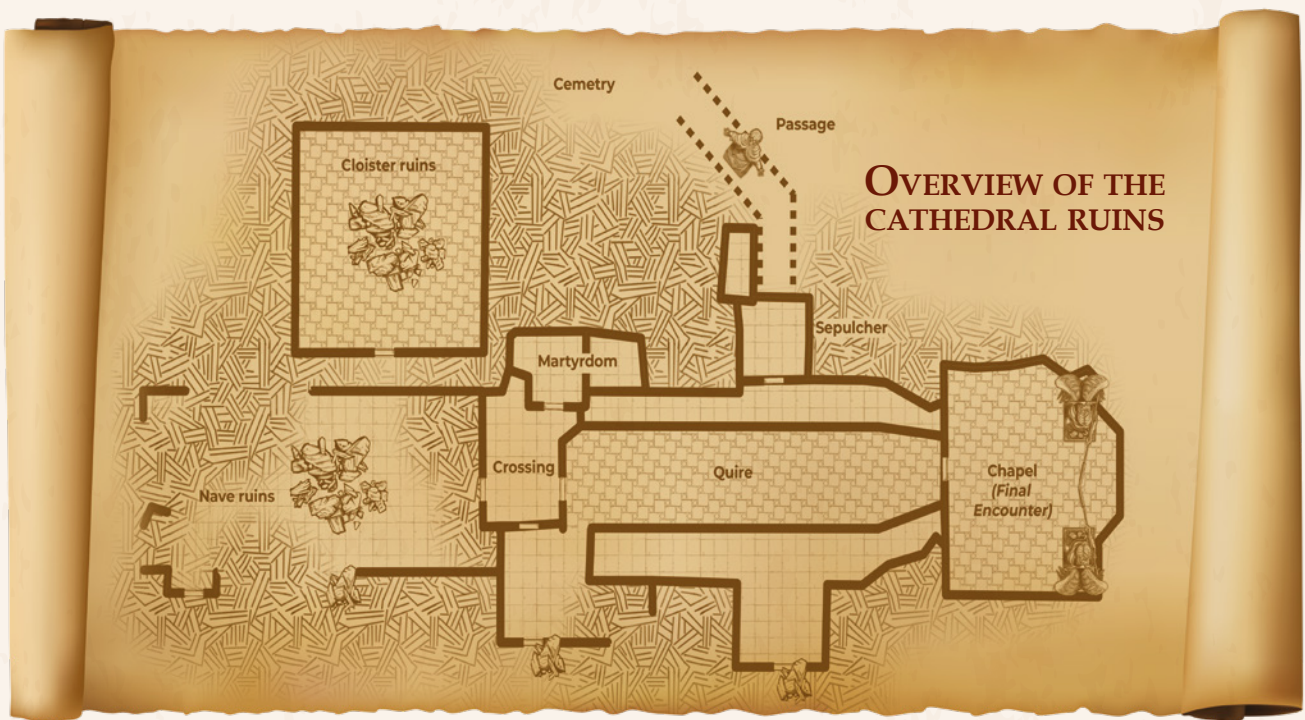
If the PCs do not check for traps and walk across to the stairs trigger the trap.

To cross the floor the PCs must complete a skill challenge. **To run a skill challenge:**

Tell the PCs they need to get 3 successful checks, before they get 2 failed checks. Let them know: if they get 3 successes, they pass through the chamber, but if they get 2 failures, there will be consequences.



THE TRAPPED PASSAGE



Then, you ask for the first skill in the challenge. ANY PC can volunteer to do it. Once the PC has made a skill check, that PC cannot make another skill check until ALL OTHER PCs have contributed.

Example: Thordan makes the survival check. Thordan cannot then also make the Perception check if any other member in the party has not yet made a check.

The skills needed for this skill challenge are listed below, however, you only ask for one skill check at a time, so the PCs are unaware of what skills are going to be tested next.

This forces the PCs to each make a check, and often they do not have the appropriate skill! This increases the drama and tension.

S: - this indicates a successful outcome.

F: - this indicates a failed outcome.

SKILL CHALLENGE: DC 14

SKILL	OUTCOME
Perception	S: You notice a pattern to the nodules, making it easier to walk past them. F: As you step forward, you hear a click as a small nodule depresses under your foot.
Survival	S: You can see a vague trail left by people passing this way centuries ago. F: The floor is a mess and tells you nothing.
Wisdom	S: It makes sense that the priests could move through here with ease. The statues seem to indicate good paths. F: Stupid catacombs, stupid statues. Life sucks.
Acrobatics	S: If you balance on your toes it makes it easier to cross. F: This dance is too complex, just walk.

Trigger the trap

If the PCs trigger the trap:

Suddenly the doors at the far end of the catacomb slam shut. The ones leading back into the cemetery try to do the same, but foliage and rubble block them from closing completely.

At the same time the walls on either side begin to grind forward. In horror, you realize, the statues are designed to pierce, slash, or mangle everything inside the catacomb!

The PCs can try to escape through the open cemetery door. This requires them to dash. If they get out, they will hear the walls come together and then open. They can retake the challenge to cross the floor.

Alternatively, the PCs can climb into the niches with the dead bodies. They will be protected from the statues and being crushed. However, they are now entombed with the dead. Each PC must make a Wisdom Save DC 15, with disadvantage if they have darkvision. Darkvision allows the unfortunate PC to see the faces of the dead, still lingering ghost-like atop of skulls trapped inside with them. If they fail, they take 1d4 psychic damage from the terror of being buried alive.

The walls will slowly open again allowing the PCs to escape the catacomb and head up into the sepulcher.

At the base of the steps leading up into the sepulcher is a statue of a warrior holding a brilliant silver warhammer. The hammer is made of silver and rests, separate from the stone statue.

An identify spell reveals this hammer has a magical ability.

MIKEN'S WARHAMMER OF RAGE

(rare, requires attunement)

Once per day the hammer can be called upon to 'Sunder my foes'. This causes the hammer to deal an additional 1d8 damage to normal objects or 2d8 damage to one opponent who has already wounded the wielder of the hammer.

CHAPTER FOUR: THE SEPULCHER

A skeleton begs for death but offers only murder.

Insane Guardian

Somehow the magic in this place has allowed this skeleton to retain its sapience. It is another trap of sorts, although not intentional.

A skeleton dressed in the robes of a priest who once served here, sits forlornly on the edge of an old crypt. As you walk into the sepulcher, the skeleton looks up and says in a voice dry like ancient parchment:

“I beg of thee noble souls, slay me. End my suffering.”

He looks around, as if seeking someone you cannot see. Then he holds up a scroll. Written on it in neat, illuminated text are the words:

**SLAY ME AND YOU SHALL ALL DIE.
LET ME SLAY ONE OF YOU AND YOU CAN ESCAPE.
PLEASE HELP.**

The not trap trap

The guardian was once called Thebenes the Elder. He will engage in some small talk. He was once a priest of the cathedral, a long time ago. When his master arrived and took control of the place, he was bound to serve. He is the guardian of the portal leading into the inner sanctum of the cathedral. No mortal may enter. He is sworn by oath and magic to prevent anyone from doing so.

Unfortunately, his master does not trust in his abilities and so if he dies, there are incantations that will trigger.

He doesn't know what, but he is certain it will bring only doom to those who slay him. If the PCs want to fight, he will oblige.

He will propose an alternative: If he can claim one of their souls, he can become mortal and escape this place. Then, the other members of the party can pass without hinderance, and the incantations won't trigger.

He will confirm that all the stained-glass windows are kept in the Inner Sanctum, and there is plenty of lead for them.

Only once the PCs have made their choice can they move past.

The moment that the undead priest is destroyed any remaining skeletons crumble into a pile of bones.

If the PCs chose to sacrifice one of their number, or Thebenes is killed the chamber becomes quiet and eerily empty. Suddenly a dark presence begins to fill the room, emanating from the sealed door beyond the crypt.

Standing with his arms folded, Count Rotz peers at you from his rotting eye sockets. He wears a jeweled crown, and his robes are old and tattered. He hovers a few inches above the ground.

“I am surprised to see you alive! I did not expect any of you survive the crash. I can see that I was wrong. But no matter. You'll not survive for much longer. So long suckers!”

He turns and floats through the portal, which promptly seals shut. The entire room then begins to shake and shudder. Bits of masonry begin to rain down upon you as the entire chamber appears to be cracking and collapsing!

The collapsing ruins require all characters to make a DC 13 Dexterity saving throw to avoid falling debris. If they succeed, they can find shelter around great pillars that are untouched. If they fail, they take 1d8 bludgeoning damage.

When the shaking has stopped the space is quiet. All that remains is the inner sanctum locked behind massive doors. The doors are sealed with a powerful magic spell.



A heavy chest has been knocked open. It was resting near a pillar at the back of the room. Inside it, is a bow and six arrows. The bow seems to be made from ivory, for it is bright white. The arrows seem to be made from black ebony.

An Identify spell reveals that this bow has special properties. If the wielder of the bow makes a successful DC 15 Performance check before firing an arrow, the arrow can travel double the normal range it could. The bow counts as a composite long bow.

Thebenes returns

If a PC was sacrificed, the PC comes back to haunt the party with the same advice Thebenes gives them now:

A pale ghost appears before you. Thebenes has returned but is now a ghostly form of himself when he was living. He stands in fine robes, his portly figure striking a rather round shape. He wears his robes and holds his staff with dignity.

“Count Rotz, though strong, has invested a great deal of his power into corrupting the dryads. He’ll not attack this night. And during the day he is much weaker. You saved me from an eternity of servitude. If I can repay that with a night of solitude so that you might sleep, then I remain in your debt.”

Thebenes will guard over the PCs if they want to take a long rest.

If they ask him how to get past the door, he will inform them it takes a blow of conviction to break the magic.

If the PCs allowed Thebenes to take one of their companions’ souls, and they ask him how he is now a ghost he will sadly tell them – he ran from the cathedral, tripped into an open grave and appears to have snapped his neck as he hit the bottom. He doesn’t mind – the gods have a sense of humor.

Once the PCs wake, or if they choose to press on, Thebenes will vanish into the morning light.

THEBENES THE ELDER

Medium Undead, lawful neutral

AC: 15 (Ancient robes +3AC)
(8d8+12)

HP: 52

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	5 (-3)

Skills: Persuasion -1, Deception -1, Religion +4

Vulnerabilities: Bludgeoning

Immunities: Poison

Senses: Darkvision 60 Ft., Passive Perception 12

Language: Common, Elvish, Fey

Challenge: 2

Abilities:

Once per round he summons 1d4 skeletons to join the fight. He can only ever have 4 skeletons raised at a time.

Actions:

STAFF: Melee weapon attack: +4 to hit, reach 10ft, one target. On hit: 5 (1d6+2) Bludgeon damage

RAISED SKELETON

Medium Undead, lawful evil

AC: 10

HP: 12 (3d6+3)

Speed: 30ft.

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

Vulnerabilities: Bludgeoning

Immunities: Poison

Senses: Darkvision 60 Ft., Passive Perception 12

Language: None

Challenge: 1/4

Actions:

BONE CLUB: Melee weapon attack: +2 to hit, reach 5ft, one target. On hit: 3 (1d6+2) Bludgeoning damage





CHAPTER FIVE: INNER SANCTUM

The PCs face off against Count Rotz. But first, they must find him.

The door

Any PC can make a DC 13 Investigate check to examine the door. If they succeed, they notice that the door is made of incredibly old wood. A heavy blow at the exact point – an old bronze sigil in the very center of the door – might cause it to shatter. The PCs gain +1d10 damage to their attacks made against the door. A failed check reveals nothing.

Or they can attack the door normally.

The Door has 50 hp.

The fog

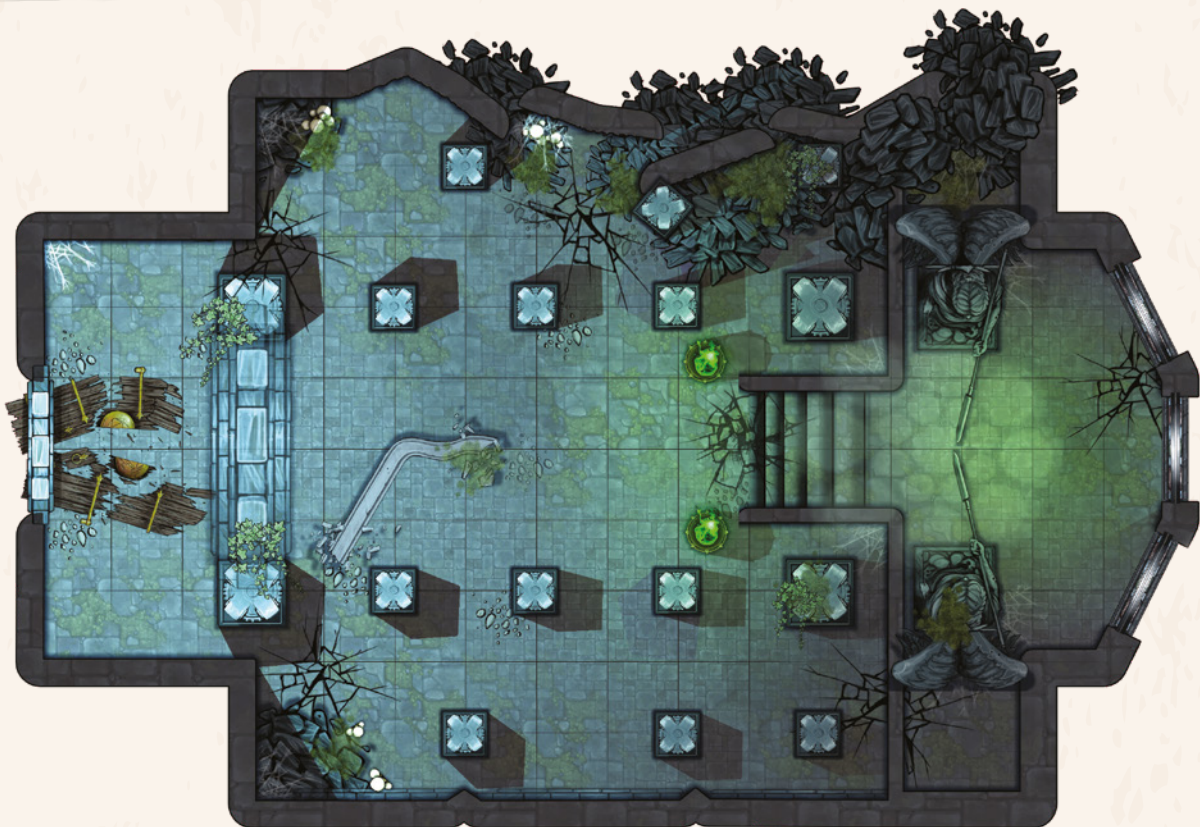
As the PCs enter the Inner Sanctum read the following:

Count Rotz hovers at the top of a flight of stairs 100 feet away. “How are you STILL alive? Cockroaches! Fools! The lot of you. Well, let’s see how you deal with this!”

He raises his skeletal hands and fog begins pouring out of them as he incants an ancient spell. The large chamber begins to fill rapidly with white fog. The fog gets denser and denser until suddenly it becomes solid. It is a maze with twisting passages and complex routes.

The PCs will need to navigate the maze. However, it will quickly become apparent that the maze is moving. Count Rotz appears to be moving walls, creating new ones, and destroying old ones. It is a mental game of chess!

The fog extends to the ceiling or what remains of the ceiling of this old room.



CHAPEL - THE FINAL ENCOUNTER

To successfully navigate the fog maze, the PCs need to pass a skill challenge. They need 4 successes before they get 3 failures.

SKILL CHALLENGE: DC 14

Skill	Outcome
Insight	S: You begin to see how Rotz is working. With a little more time, you may be able to work out a pattern.
	F: The fog is all the same. There is no pattern!
Survival	S: You realize you can trace your own footsteps in the dusty floor. You might have a solution.
	F: The fog makes locating any point of reference useless.
Initiative	S: You realize Rotz takes time to respond to your moves. If you can act faster, you might get ahead.
	F: As you move, so the walls seem to move! How?!
Deception	S: If you split the party, Rotz will need to keep track of more figures.
	F: How can you beat fog?
Arcana	S: Maintaining this spell must be incredibly taxing. It will break soon.
	F: This is incredibly strong magic.
Wisdom	S: The room is only so big. If you head in one direction, he can make you loop around, if you split up and head in opposite directions he will run out of space.
	F: This is some foggy business.

The fog

If the PCs fail the challenge, they each take 1d6+2 acid damage as the fog slowly dissolves their skin. They will need to start all over again as the fog has not relented.

For the next attempt (assuming the PCs try again) the fog starts to arc with lightning. Whenever they fail a check the one who rolled that skill takes 1d4+1 lightning damage.

If they fail the challenge a second time, the fog gains the ability to release chlorine gas. Each time a PC fails a check, the gas floods a 30ft. square area and deals 2d6+2 poison damage.

Once the PCs succeed the challenge they rush towards Count Rotz, who is hovering near the alter of the cathedral. He looks drained.

“Bring it on.” He says in an arrogant tone. He then begins to laugh like a madman.

The battle

The battle is going to be tough. Whenever Rotz takes more than 10 hp worth of damage in a single attack, a section of the wall collapses. Roll 1d6. On a roll of 1, a section collapses on a PC (randomly determine which one). The PC loses all actions for the round and must make a DC 14 Dexterity saving throw to avoid taking 1d6 bludgeoning damage from the wall.

COUNT ROTZ

Medium undead, Chaotic evil

AC: 16 (Natural) **HP:** 62 (10d10+12) **Speed:** 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Saving Throws: Con +6, Int +7, Wis +5

Skills: Arcana +7, History +10, Insight +5, Perception +5

Vulnerabilities: Bludgeoning

Senses: Darkvision 60ft., Passive Perception +12

Language: Common, Elvish, Fey

Challenge: 5

Abilities:

SPELLCASTING: Rotz is a 4th level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

CANTRIPS (AT WILL): mage hand, ray of frost. 1st level (3 slots) detect magic, magic missile, thunderwave. 2nd level (2 slots) detect thoughts, mirror image.

TURN RESISTANCE: Rotz has advantage on saving throws against any effect that turns undead.

Actions:

CLAWS: Melee weapon attack: +3 to hit, reach 5ft, one target. On hit: 5 (1d4+3) Piercing damage

SPIRIT REND: Melee Spell attack: +7 to hit, reach 25ft, one target. On hit: 10 (1d12+4) necrotic damage

THE LICH IS DEAD

Once Count Rotz is dead, the place is remarkable quiet. A quick search of the space reveals a pile of stained-glass windows and enough lead to make Captain Keen incredibly happy.

There is also a long open tomb with a carving of a man who looked like Rotz but has flesh over his bones.

A carving on the tomb reads:

“He gave his all for the building of the cathedral and in return shall be granted eternal life.”

Inside the tomb are the remains of an old scale mail shirt (AC+4) that has a soft green glow to it. Anyone using Identify will discover this scale mail grants the wearer the ability to breathe underwater and grants them a swim speed of 50 feet.

The party can safely pick their way back to the wreck of the Fogbreaker. The forest seems lighter and more at peace than it did the day before. There is no sign of the dryads, however there is a distant call of birdsong. Perhaps Brightwood will return to being just that now that the Count is gone.

Captain Keen is beyond happy to see the lead. He takes it to the engineer who melts it down and pours it into the seal.

“Well, we’re ready to leave when you are.” Captain Keen declares after the lead has cooled.

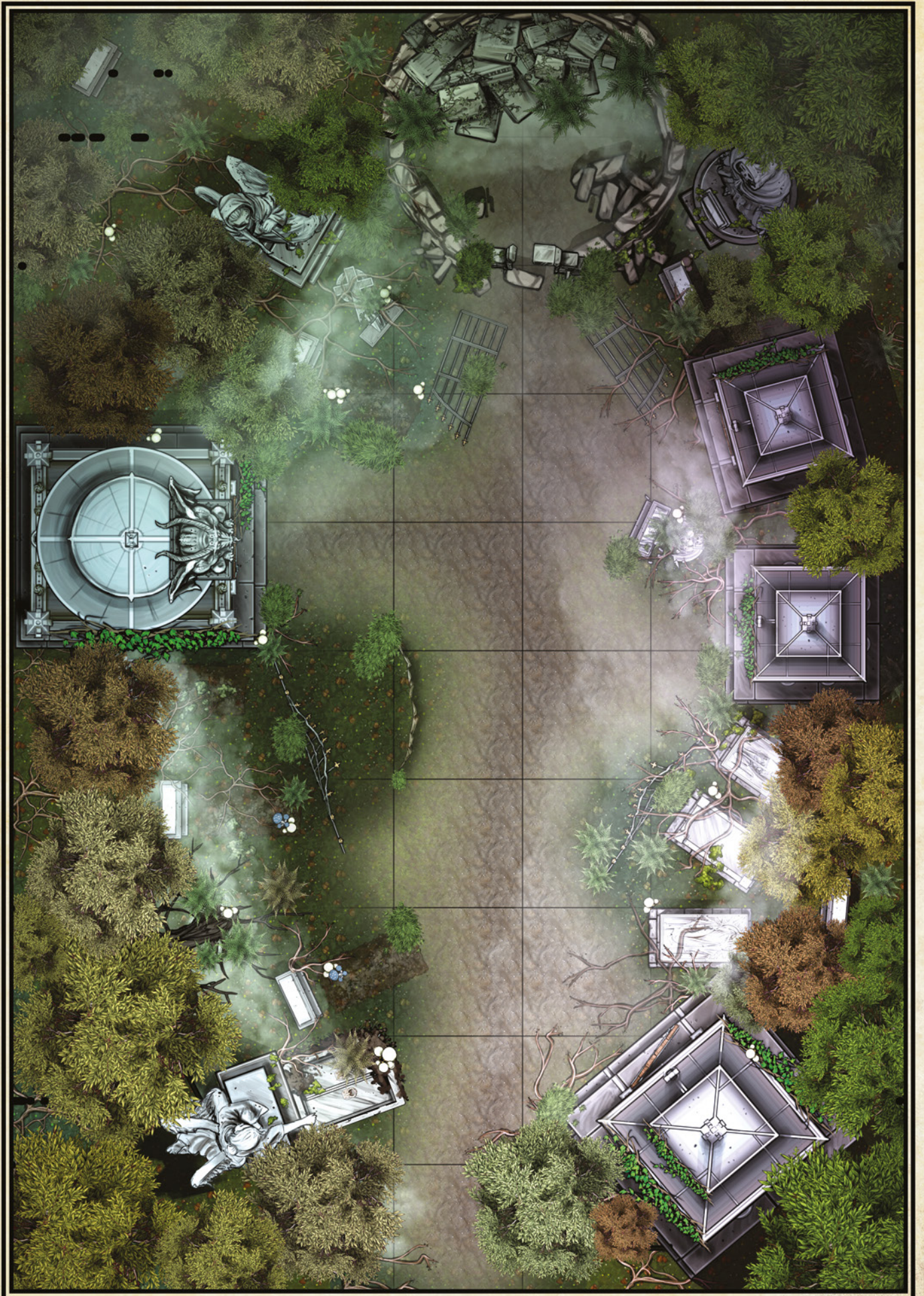
“Now, I just hope whoever shot us down, doesn’t do it again!”

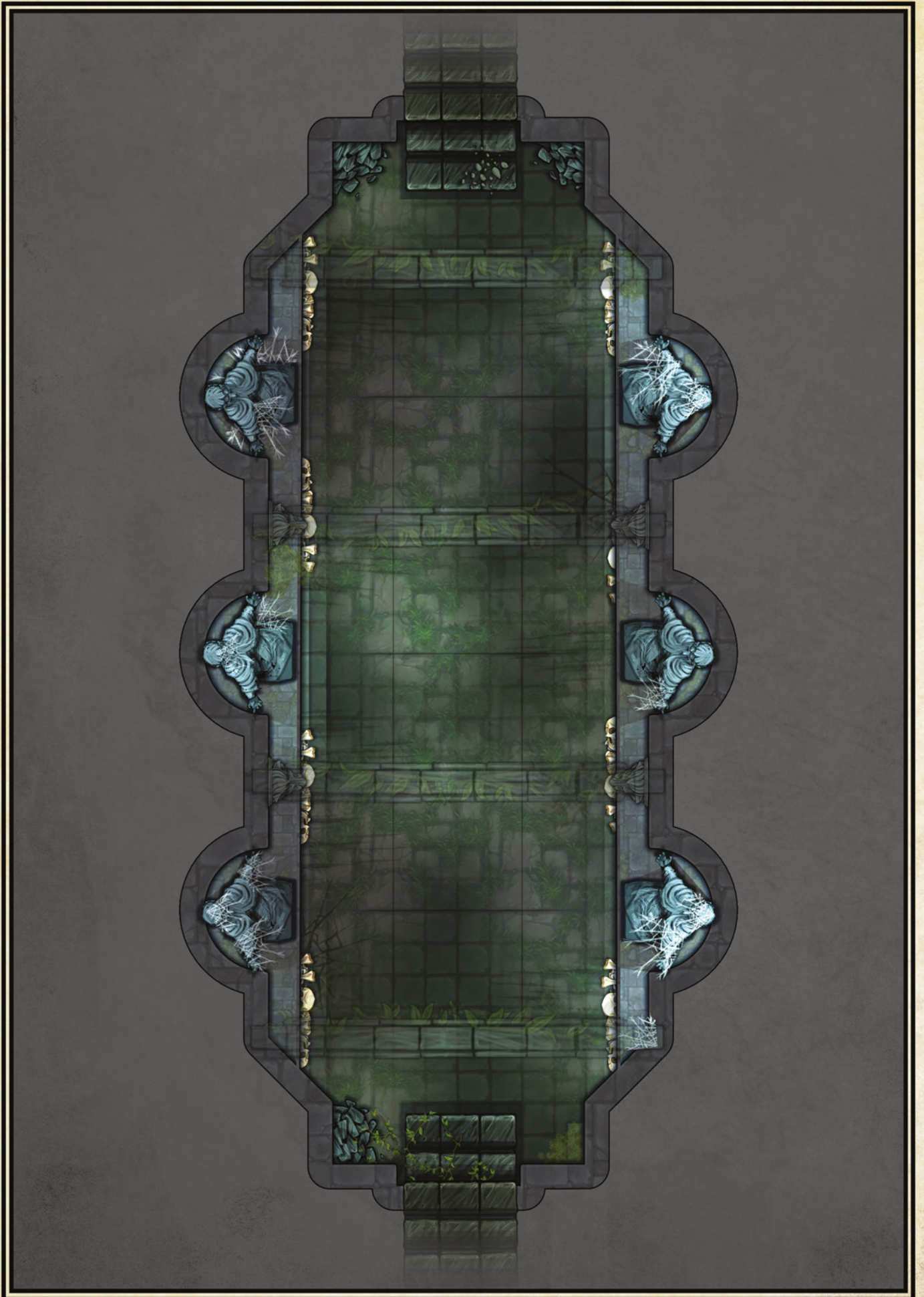
If the PCs ask him what it means, he’ll tell them, he saw the beam. It did not come from the cathedral. It came from somewhere ahead of them, closer to the Plains of Griefenbone. He is sure they can dodge the next one... provided they can see it coming. But that is another adventure...













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A CRASHLANDING PEAR A CURSED CATHEDRAL MIGHT ONLY BE THE BEGINNING...

An adventure for 2-4 level characters

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