# Extracted Data

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Introduction  
Introduction  
This is a fan-made adventure module using the D&D 5e   
system. All resources for running this adventure can be   
found here. All illustrations and names used from Magic:   
The Gathering, along with all D&D terms and rules, are   
properties of Wizards of the Coast. This is only a fan   
creation, not in any way made for sale.  
Download the basic rules for FREE at here!  
Innistrad is a setting steeped in gothic horror themes   
and makes liberal use of horror tropes. Werewolves hunt   
within the forests, vengeful spirits haunt the places of   
their grisly deaths, hedonistic vampires feast on humans   
at their leisure, and Frankenstein-like mad scientists   
create abominations stitched together from corpses. All   
these classic horror stories are merged together to create   
a unified campaign setting that is much more than the   
sum of its parts, an amazing and compelling backdrop for   
epic storytelling.  
Learning About Innistrad  
The vast majority of Innistrad’s backstory can be found   
in the A Planeswalker’s Guide to Innistrad series on   
Wizards’ official site. The entire series does a great job   
summarizing everything you, the DM, need to know about   
the setting. Read it over once and then have it open for   
reference when running a game and you’ll be set.The first part of the series, Introduction , can work as a   
handout to give to players whose characters are native   
to Innistrad, as it contains mostly general knowledge –   
though you may omit bits of information at your discretion.  
Players may have access to additional information based   
on which of the four provinces their characters hail from   
(if any). If a character lives in Kessig, you may want to   
give that player access to some of the information in A   
Planeswalker’s Guide to Innistrad: Kessig as well, but   
double check to see if there’s any information you as the   
DM would rather withhold. You’ll likely want to omit the   
section about werewolves, as such information probably   
isn’t known by average folk, and even some parts may be   
a mystery to werewolves themselves.  
Characters that aren’t locals may also discover   
information about places and people with appropriate   
Intelligence checks, such as Intelligence (Religion) to recall   
lore about the Church of Avacyn, or Intelligence (Nature)   
to recall lore about the basic geography of Stensia.  
Art By Ryan Yee

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Introduction  
2Adapting Innistrad to D&D  
Innistrad is very compatible as a D&D setting. Almost   
everything in the setting functions well under the D&D   
system.   
Classes  
The classes present in the Player’s Handbook not only   
fit seamlessly into the setting, nearly all of them are   
explicitly mentioned in the official lore:  
• Paladins and Clerics would be exemplary soldiers and   
leaders within the Church of Avacyn, blessed with the   
capability to wield the Light and spread the Church’s   
influence to the most dangerous corners of the world.   
They would most likely start their careers in Thraben,   
the seat of the Church.  
• Rangers and Druids are both tied to the forests that   
cover most of Innistrad. Rangers are often hunters   
and wilderness guides, while Druids act as curators   
of the forests and mediators of ancient forest spirits.   
Both tap into the ancient, primal powers of nature   
that have been forgotten by most folk since the rise of   
the Avacyn Church.  
• Bards and Rogues are drawn to more densely   
populated cities, such as the ones found in the province Nephalia, to earn coin from their respective   
trades. Bards travel from town to town as entertainers   
while Rogues often use their talents in criminal   
activities.  
• Wizards pursue academic interests and are often well-  
respected scholars, astronomers, and alchemists. In   
the pursuit of knowledge, some require isolation in   
a quiet village or off somewhere on their own, while   
others seek colleagues in Nephalia’s larger towns to   
combine research  
• Barbarians often come from the province Kessig, a   
reflection of the untamed spirit of the land and its   
people. Some scholars point out similarities between   
a barbarian’s rage and the ferocity of werewolves.  
• Fighters come from all walks of life. These disciplined   
martial masters are often hired muscle for a wide   
variety of tasks, or do the work of the Avacyn Church   
as cathars, the militia of the Church.  
• Sorcerers seem to manifest their powers out of   
nowhere, though there are rumors of the magic   
coming from their blood, or being permanently   
changed after exposure to raw magic.  
• Warlocks can be anyone willing to make the taboo pact   
for power: Skirsdag cultists gladly enter them with the   
fiends they worship, those in touch with nature make   
pacts with the powerful fey spirits living in the forests,   
and most rare are the mad few that acquire a dark   
patron from beyond Innistrad itself. Warlocks must   
keep their pacts a secret or else face persecution,   
especially from the Church of Avacyn.  
• Monks are a little tougher to fit, but it wouldn’t be a   
huge stretch to say that perhaps most are trained as   
cathars for the Avacyn Church or are brought up in   
remote villages.  
Races  
One issue that you must decide upon is what races to   
allow from the Player’s Handbook as natives of Innistrad.   
The official lore seems to indicate that elves have gone   
extinct long ago, and that other fantasy staple races like   
dwarves and halflings do not exist in this world.   
There are a few ways to interpret the absence of non-  
human races. The most straightforward option would be   
to only allow human characters as natives of Innistrad. If   
you choose this option, it’s strongly recommended that   
you let the players use the Player’s Guide to Innistrad:   
Human Variants by redditor /u/Nihilates; the guide   
allows for mechanical variety within the human race and   
serves as a wonderful primer for players to learn about the   
province that their character hails from.  
 Another option would be to treat non-human natives   
as exceptionally rare: elves live in small communities deep   
Art by Steve Prescott

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within forests, using cunning magics to keep themselves   
isolated from the outside world. Tieflings could be the   
result of sadistic experiments carried out by the demon-  
worshipping Skirsdag cultists – in fact, there is at least   
one official human/devil hybrid in the lore already: the   
planeswalker Tibalt. With a little bit of creativity you can   
fit any PHB race into Innistrad, but any non-human would   
certainly be a shock to the human locals they come across.  
Religions  
Another possible issue is what religions to allow. The   
majority of Innistrad’s citizens worship the angel Avacyn,   
while minor sects pray to demons, and others give   
homage to woodland spirits. Do the natives of Innistrad   
have knowledge of other gods such as Bahamut and   
Pelor? Again, it’s up to you, the DM, to figure out what to   
allow in your version of Innistrad. Just remember there’s   
always a solution.   
Innistrad in the D&D   
Universe  
In the universe of Magic: The Gathering, Innistrad is its   
own separate plane, and the only known outsiders are   
planeswalkers. If you wish to bring Innistrad into the D&D universe, just plop it into the Material Plane as its own   
world, like Forgotten Realms and Greyhawk are. Visitation   
from outsiders would still be rare (much like the odd   
planeswalker visit) but it would allow outsider PCs with   
different races/religions to enter the land with the help of   
a portal or some advanced magic.   
If we go a little further with this idea, the gothic horror   
doom and gloom that pervades all of Innistrad could be   
the influence of the Shadowfell; perhaps that shadowy   
plane has an unusually strong presence/overlap on this   
world. That’s why the sun shines dimmer, the spirits of   
the dead are more restless, and everything is all-around   
dark and sinister compared to other worlds in the Material   
Plane.  
The Truth About The Moon  
Let’s take things one step further. What if this strong tie to   
the Shadowfell came from a specific source? A source that   
is tied to many of Innistrad’s supernatural happenings,   
dampening protective wards and empowering both   
werewolves and vampires? Yes, Innistrad’s link to the   
Shadowfell is the moon.  
The Innistrad moon is a massive portal to the Shadowfell   
plane. No one remembers what sinister entity constructed   
this link between planes, but the world of Innistrad was   
set to be consumed utterly by the Shadowfell. The deity   
Art by Ryan Yee  
 Art by Ryan Yee

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Introduction  
4that saved Innistrad from being swallowed up by the   
Shadowfell has similarly been lost to history.   
This god could not close the immense portal, but   
managed to block off and imprison the portal at the cost   
of the deity’s life. The god’s corpse engulfs the portal as   
a massive desert of silver. The barrier of silver stops the   
Shadowfell from consuming the world, but does not block   
its influence entirely. You can see an imprint of the long-  
forgotten god on the moon to this day – it’s the heron on   
the moon’s surface.  
This explains the seemingly paradoxical nature of   
Innistrad’s moon: the portal to the Shadowfell inside of   
the moon empowers evil creatures, while the outside   
surface of silver empowers good. A full moon is when the   
portal to the Shadowfell is largest and is consequently   
when werewolves are strongest, yet blessed silver from   
the moon is the most effective at defeating them.  
Running The Adventure  
Army of the Damned is an adventure for four characters   
of 1st level. During the course of the adventure, the   
characters will advance to 5th level. You can keep track   
of experience by writing down the experience gained per   
event, which is provided by the module. Alternatively, you   
can choose the milestone experience system and level up   
when the adventure calls for it.  
To properly run this adventure, you will need Monster   
Manual for D&D 5e. The combat statistics of monsters   
and NPCs in this adventure will be cited to the appropriate   
page. For example, Jeleva is a vampire spellcaster (MM   
p298), which means you will find her combat statistics in   
Monster Manual page 298. New monsters will have their   
statistics provided in APPENDIX B.  
Similarly, magic items found over the course of this   
adventure will have their page in the Dungeon Master’s   
Guide cited. New items will have their statistics provided   
in APPENDIX A.  
The aforementioned Planeswalker’s Guide to Innistrad   
should be read to get a feel for the adventure’s setting.   
All other information will be provided here in the module.  
Adjusting Difficulty  
The combat events are tuned for four characters of the   
appropriate level (starting at level 1), following the combat   
difficulty guide outlined in Dungeon Master’s Guide .   
If for any reason you wish to strengthen/weaken the   
combat encounters, it’s highly recommended that you   
use an encounter builder such as Kobold Fight Club .   
These builders use the calculations outlined in Dungeon   
Master’s Guide and will help you adjust the difficulty   
of combat by adding/removing monsters to reach the desired difficulty.  
For example, 3 zombies (MM p316) are a Hard challenge   
for four level 1 PCs. If you have five level 1 PCs instead, that   
same encounter becomes a Medium challenge. You can   
bump the difficulty back to Hard by adding an additional   
zombie to the encounter.  
With your handy online encounter builder, tuning   
combat difficulty to your personal playgroup is a quick   
and painless process.  
Adventure Background  
Humanity’s Peril  
The archangel Avacyn, the central figure of the Church   
of Avacyn and the main conduit of holy magic on the   
plane, hasn’t been seen over the last few seasons, and her   
absence shows. Since Avacyn has disappeared, prayers   
have not spared remote villages from werewolf attacks as   
they once did. Holy symbols have not stopped vampires   
from preying on travelers in the high mountain passes.   
The dead are not protected from tampering by ghoulcallers   
and flesh-animating alchemists called skaberen. With the   
power of holy magic waning, humanity is being pushed   
into a corner by an encroaching darkness that threatens   
to consume them.  
Only a select few elders in the Church, including   
Mikaeus, the ruling Lunarch, know what has happened   
to Avacyn; the archangel is trapped within the Helvault   
after a desperate struggle with the demon Griselbrand. To   
save Avacyn (if she is even alive) would require shattering   
the Helvault and releasing hundreds of years’ worth of   
captured demons imprisoned within the silver prison with   
her, a risky move that may doom the plane utterly.  
One Hope  
Mikaeus and a handful of his most trusted advisors   
hatched a desperate plan: they believe that an artifact in the   
Church’s possession, a mystical tuning fork, holds the key   
to retrieving Avacyn from the Helvault without releasing   
the demons trapped with her. Not understanding how   
to wield the artifact themselves, the elders have secretly   
delivered the fork to a musical prodigy in Stensia named   
Katarina Brunn, hoping her talents can unlock its power   
while the Church tries to maintain order in the world.   
Mikaeus knows that the secret demon-worshiping cult,   
the Skirsdag, have human members embedded within   
Thraben in all levels of the church, nobility, and the trades;   
the Lunarch believed it would be safer if Katarina studied   
the artifact in her home town of Shadowgrange, far away   
from the Skirsdag’s influence. The province of Stensia has

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plenty of its own dangers, however.  
Voldaren’s Lesson  
Katarina Brunn led the local militia of Shadowgrange,   
having trained as a paladin in her youth, even joining the   
ranks of the Riders of Gavony for a time. As impressive   
as her martial and leadership abilities were, it was her   
reputation of being a musical prodigy that made the   
Acacynian Church elders decide to select her to unlock   
the mysteries of the tuning fork artifact. Indeed, she was   
making great progress into figuring out the artifact.  
Shadowgrange is one of the bleakest places in all   
of Innistrad. Aside from their own local members, the   
people are isolated from the Church of Avacyn’s influence.   
Shadowgrange is situated deep in the heart of Stensia,   
surrounded by vampire estates that view humans as   
cattle, and is mostly cut off from the outside world. The   
villagers are fiercely passionate about their lifestyles and   
have immense pride in their traditions. This is mostly a   
coping mechanism to hide the truth – they are paranoid   
and fearful of their situation. Villagers disappear with a   
grim regularity, usually as a meal for vampires, and the people have been conditioned for generations to do   
nothing about it.  
There were murmurs of change in the past few years,   
however. Katarina and her fiancee, an alchemist named   
Siegfried, led a movement to defend themselves from the   
vampires and other horrors in the night. They bolstered   
the town’s defenses and tried to convince the villagers   
to fight. For a while, their efforts were successful – until   
Avacyn disappeared, and the holy wards around the village   
began to falter.  
Two months ago, while Katarina was deep in her   
experiments with the artifact, vampires from Voldaren   
Manor entered the village. The vampires were preparing to   
celebrate the disturbing three-day holiday called Court of   
the Vampire Queen, and came to collect their unfortunate   
“Queen” – Katarina, the troublemaker. Katarina, Ralph,   
and Siegfried fought the vampires alone. The trio pleaded   
and begged with the villagers to help, but their friends and   
neighbors all stood by, frozen in fear. In the end, Ralph was   
killed, Katarina was taken, and Siegfried was convinced by   
his love to flee and keep the artifact safe.  
Art By Igor Kieryluk

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Introduction  
6Revenge of the Damned  
Siegfried was devastated with what happened. He and   
Katarina’s family dedicated their lives to serve and protect   
the people of Shadowgrange, only to be betrayed by them.   
In a fit of rage, grief, and despair, he left the village, vowing   
vengeance on all of Katarina’s murderers.   
The alchemist has taken up residence in the abandoned   
Maurer Estate. There he pursues the darker side of   
alchemy, the necro-alchemy of producing skaabs.   
Siegfried has teamed up with ghoulcaller Rinelda Smit,   
and together they have a mad plan to build an army of   
skaabs and ghouls, taking the fight to the Voldaren estate   
itself.  
To build an army of undead requires many corpses.   
Siegfried has a decent supply, but he’ll need more,   
hundreds more to dare challenge the Voldaren family.   
The skaberen has turned his eyes towards Shadowgrange:   
the villagers damned so many with their cowardice. They   
damned all those that disappear in the night with no   
retaliation, all those that begged for help, including his beloved Katarina, who devoted her life to help them.  
If the cowards refuse to fight the vampires in life, they’ll   
fight them in death.  
Overview  
Army of the Damned is divided into four parts.   
In Part 1, “Into Stensia,” the adventurers are on the   
road to the village of Shadowgrange, entering the province   
of Stensia through the Kruin Pass and now journeying   
into the inner valley via the Hofsaddel Pass towards   
Shadowgrange. During this treacherous journey, the   
adventurers may come across deadly foes and potential   
allies, some of these encounters laying hooks for short   
adventures in part 2.  
In Part 2, “Shadowgrange,” the characters arrive in   
Shadowgrange to find the village in a state of unrest after   
a brazen vampire attack. The adventurers must enter the   
mayor’s haunted house to retrieve the Church’s holy relic.   
They can also investigate the mystery of the abandoned   
Art by Dave Kendall

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Introduction  
alchemy shop and help various locals with smaller   
problems.  
In Part 3, “Night of the Dead,” the characters must deal   
with approaching undead threat led by ghoulcaller Rinelda.   
They can lead a defence or evacuation of the village. Once   
the zombies have been addressed, the adventurers can   
continue on their main mission of retrieving the artifact   
from Siegfried.  
In Part 4, “Into the Farbog,” the characters travel   
through the farbog towards Maur Estate where Siegfried   
resides, wading through spirits and deadly monsters.  
In Part 5, “The Perfect Storm,” the characters infiltrate   
Mauer Estate, making their way past its vile defenses until   
confronting Siegfried in his laboratory, where the mad   
scientist is putting the finishing touches on his ultimate   
creation.   
Adventure Hooks  
You can let players invent their own reasons for visiting   
Shadowgrange, or they can use the following backgrounds   
as an easy way to create characters with compelling ties to   
the events of Army of the Damned.  
Below is a list of bonds that applies to any background   
that players select or create. You can replace or augment   
some or all of the options in your chosen background with   
one or more of the bonds.  
BOND (D8)  
1. The Church of Avacyn has hired you to make contact   
with Katarina Brunn, a musical prodigy living in   
Shadowgrange, whom they have not heard from in   
months. You must find her and/or retrieve an artifact   
that was under her care.  
2. A letter has arrived summoning you to Shadowgrange.   
Your cousin, Siegfried Reinholdt, has fled from   
his home in Shadowgrange under mysterious   
circumstances, and the deed to his property has   
passed to you. Whatever you choose to do with the   
shop, you must travel to Shadowgrange to sign the   
necessary papers.   
3. You have infiltrated the ranks of the demon-  
worshipping Skirsdag cult. The cult has found out   
about a secret plan that the Church of Avacyn is carrying   
out, something involving an artifact being held by a   
woman named Katarina living in Shadowgrange. You   
are under orders to investigate this artifact.  
4. Sielda Reishaf, an elder of the Avacyn Church and your   
foster parent, has entrusted you with an important   
mission: travel to Shadowgrange and find Katarina   
Brunn. If she is missing, then retrieve the artifact she   
was holding, a so-called “tuning fork.”5. The holy tomb of Saint Traft, one of the most righteous   
and celebrated cathars to walk the land, is located   
in Shadowgrange. You’ve decided to make a holy   
pilgrimage to the saint’s tomb, where it’s said visitors   
occasionally receive aid in the form of prophecy and   
omens.  
6. Every few nights, you have a strange sequence of   
apocalyptic dreams where the holy city of Thraben is   
overrun by fiends and undead. Each time, the dream   
ends with you holding a strange object in your hand   
and a silver monument shattering in front of you,   
releasing a flood of light that cleanses the city. You   
feel a strange compulsion to travel to Shadowgrange,   
convinced that the object of your dreams is there.  
7. You have a secret. You were once a Skirsdag cultist,   
but at the end of your life you tried to change your   
ways for good. With your dying breath, you prayed to   
the moon for redemption. A vision came to you in the   
shape of a silver heron. It told you to find an artifact   
named the Strionic Resonator in Shadowgrange and   
free Avacyn. You awoke in a new body, your memories   
of your former life but a dim shadow. Only the vision   
with the silver heron remains in your mind with perfect   
clarity.

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Chapter 1: Into Stensia  
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Map by Sean Ellison

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The adventure begins with the player characters on the   
road, traveling from Thraben to Shadowgrange ( MAP ).   
The journey took them through the province Gavony into   
Stensia via the Kruin Pass, a treacherous pass through the   
mountain range called Geier Reach, which cuts off Stensia   
from the rest of the provinces. The characters journeyed   
through Stensia’s inner valley and now cross Hofsaddel   
pass into the outer valley where Shadowgrange resides.  
Before you begin, have your players introduce their   
characters. Let them explain why their characters are   
making the journey from Thraben to Shadowgrange,   
either from one of the preconstructed backgrounds or   
something they’ve made up on their own. When you’re   
ready to begin, read or paraphrase:  
Your journey from Thraben to Shadowgrange has been   
relatively safe and mercifully uneventful so far. The road   
drifted across the rolling hills and heaths that make up the   
landscape of province Gavony, taking you through small   
villages and quiet farmlands.  
A few days ago you entered Geier Reach, the imposing   
mountain range that cuts Stensia off from its neighboring   
provinces. The trail through it, called Kruin’s Pass, was a   
long, jagged path that cut up and over the mountainsides,   
until finally you entered Stensia proper. The last few   
days had you trek through Stensia’s inner valley, passing   
through the small settlements Silbern, Bourg, and Corsiva, until earlier today when you crossed the threshold into the   
outer valley via the Hofsaddel Pass.   
The journey continues through Stensia’s outland valley   
along winding stone paths dotted by grim pine trees   
and flanked by the far-flung mountain ranges whose   
boney peaks reach into the cloudy sky. Sprouting from   
one such mountain is a castle with many spires, its   
imposing structure casting a long shadow down from the   
stony peaks. A hazey fog looms over the valleys, lightly   
obscuring objects in the distance. The sky is awash in   
warm orange-red, with dark purplish-red clouds covering   
the setting sun.  
In this part of the adventure, the players have just entered   
Stensia’s outland valley via Hofsaddel Pass. The castle   
overlooking the pass is Castle Falkenrath, the home   
base of the Falkenrath vampire bloodline. Common local   
knowledge would know of the castle and the need to avoid   
approaching it closer than necessary.  
The journey to Shadowgrange will take two days.   
Road Encounters  
Along the way, the characters will partake in four of   
the following events below. These events serve as an   
introduction into the lands, setting the tone of the world,   
feeding little bits of lore to the players, and establishing   
that Stensia is a dangerous place to travel.  
Choose four of the events, marking when they occur   
(day/night). Alternatively, roll a D8 and consult the Road   
Part 1: Into Stensia  
Art by James Paick

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Chapter 1: Into Stensia  
10Encounters table to determine what the party   
meets, rerolling 8’s and any duplicate results. You   
may choose to divide the four events into two per   
day, or randomly distribute them by rolling a D4(-1)   
to determine which day the event occurs.  
The difficulty of combat encounters and their   
subsequent XP awards assume a party of four level   
1’s. If this is not the case in your game, or if you   
wish to make the combat easier or harder, you   
may tweak the combat encounters to your desired   
difficulty with Kobold Fight Club or similar builders.  
d8 Event  
1 Ancient Devoutees  
2 Cloud of Teeth  
3 Explosive Summons  
4 Fiendish Hecklers  
5 Into Darkness  
6 Ominous Bridge  
7 Wolf in Sheep’s   
Clothing  
Ancient Devoutees  
The adventurers come across the ruins of a small roadside   
chapel, its name long forgotten.   
Tucked between the road and the mountainside are the   
dilapidated remnants of a small chapel. The roof had   
caved in long ago, and the wood and stone foundation   
are half-covered in dirt and vegetation. Shards of colored   
glass from what once were stained glass windows litter   
the ground near the entrance.  
With Avacyn’s presence fading from the world, foul magic   
has corrupted the earth here, and the dead have been   
forced to rise. 3 skeletons (MM 272) ( PICTURE ) and 1   
skeleton priest (same stats as skeletons, just reskin its   
shortbow as a magical bolt of nectoric energy) – the   
remains of the chapel’s priest and three cathars that died   
defending it -- are damned to carry out their last holy   
prayers for eternity. When the adventurers approach, the   
skeletons are in the middle of this unending “service.”  
If the PCs look inside, read or paraphrase:  
Three figures geared in weathered leathers of cathars   
sit on the rotted wooden pews with their heads bowed   
in reverence. Standing in front of them, at the far end of   
the chapel behind a dilapidated podium, is a skeleton   
garbed in tattered priestly robes, its armed outstretched   
ceremoniously. If the skeletal priest notices the PCs, it will gesture them   
to join the service and sit. If the PCs take hostile actions   
or loot the chapel, all the skeletons will attack. If a PC   
tries to put the skeletons to rest with any reasonable idea   
(helping lead the ceremony to its conclusion, for example)   
and succeed a DC 12 Intelligence (Religion) check, the   
skeletons collapse and spectral images of their former   
living selves briefly appear, thank the PCs and reward   
them with the tithe bowl (see below) before fading away.  
   
Treasure  
A thorough search of the chapel ruins and a successful   
DC 12 Wisdom (Perception) check reveals a silver tithe   
collecting bowl buried in rubble beside the altar. The   
bowl contains 17 cp, 14 sp, and 2 gp, while the ornate   
container itself is worth 15 gp to jewelers or employees of   
the Church.   
While most of the skeletons’ possessions are too rusted   
and decayed, one of the skeletons still grips a silver-inlaid   
dagger (APPENDIX A) ( PICTURE ).  
Awarding Experience Points  
Divide 150 XP equally among the characters if the party   
defeats the skeletons.  
Cloud of Teeth  
3 swarms of skeletal bats (APPENDIX B) are flying in   
the adventurer’s direction. They roam the road with the   
singular motive of ripping apart any traveler unfortunate   
enough to come across them.   
Characters with a passive Wisdom (Perception) 16 or   
Art by James Paick

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Chapter 1: Into Stensia  
higher can sense the swarm’s approach 200 ft. away as   
they round the bend. A passive Perception of 14 or higher   
notices them 120 ft. away, and a 12 or higher notices them   
60 ft. away. Finally, all can hear/see the swarm emerging   
from the fog ahead of them 30 ft. away.   
You hear a cascading sound of high-pitched chirps and   
screeches coming from somewhere up ahead. It’s faint   
at first, but slowly rising in volume. There’s a dark blotch   
in the mists in front of you, and now you can hear the   
screeching more clearly, along with the flapping of many   
tiny wings. The dark blotch grows and takes form – it’s a   
cloud of skeletal bats!  
The swarms attack any living beings in their way   
mercilessly with tiny razor-sharp bites. Each swarm moves   
to a character, enters their square, and begins attacking.   
They fight to the death.Awarding Experience Points  
Divide 150 XP equally among the characters if the party   
defeats the skeletal bats.  
Explosive Summons  
A group of Skirsdag cultists have been conducting a ritual   
inside a roadside cave to summon demons into the world.   
The ritual reaches its explosive conclusion as the party   
approaches.  
The quiet valley is suddenly filled with a thunderous   
booming sound that rumbles through the earth. A chorus   
of otherworldly screams are heard off in the distance,   
an eerie cry of pain, horror, and celebration. Moments   
later, a large, dark humanoid figure emerges from the   
mountainside up ahead, taking to the air with broad,   
leathery wings. Black smokes streams up into the sky   
from where the figure emerged.  
Shilgengar, the demonlord of ashmouth (APPENDIX B)   
(PICTURE ), emerges from the cave where the summoning   
ritual took place, 450 ft. away from the approaching   
adventurers. He hasn’t seen the characters on the road   
and begins flying off north to Mauer Estate. The demon   
shouldn’t take notice of the characters unless the   
adventurers take very foolish steps to grab his attention.   
The adventurers may encounter Shilgengar again in   
Chapter 4.  
The cave is not far from the path the adventurers are   
taking. Wisps of black sulfurous smoke streams from the   
cave’s mouth. The stone surfaces inside the cave are badly   
scorched from the fiery summoning. The cave is dimly lit   
by numerous wax candles littering the walls and floor,   
most knocked over from the explosion. Charred corpses   
of several cultists are on the floor, the palms of their hands   
ritually slashed open, their blood used to paint a wide red   
circle on the floor. The stone floor in the middle of the   
bloody circle has fallen through, now a gaping chasm that   
spews heat and sulfurous black smoke. The bottom of the   
chasm is lost in darkness.  
When the adventurers investigate the cave or pass it   
by, 2 hellriders (APPENDIX B) riding 2 ashmouth hounds   
(APPENDIX B) ( PICTURE ) emerge from the chasm and   
attack on sight. They fight to the death.  
Leaping out of the chasm with a howl is a monstrous   
fiery hound, its razor-sharp claws and teeth crowned   
with flame. Riding atop this large dog is a small impish   
humanoid with long backswept horns and hard, chitin-  
like dark red skin. The fiend grins wide, revealing rows   
of needle-like teeth, its red eyes burning bright with   
Art by Svetlin Velinov  
 Art by Svetlin Velinov

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Chapter 1: Into Stensia  
12anticipation as it yanks the iron reigns of its steed, urging   
it faster towards you.  
Developments  
Characters investigating the chasm find that the earth has   
resealed the bottom. No more demons will emerge from   
it -- at least until another summoning occurs.  
A thorough search of the cultist bodies, along with a   
DC 10 Wisdom (Perception) check, notices that each   
cultist had been stabbed in the chest. A follow-up DC 10   
Intelligence (Investigation) check notes that each cultist   
was ritually stabbed in the heart with a dagger with no   
signs of struggle, and a check result of 15 or higher notes   
that the killing strokes were delivered hours before the   
ritual completed. The ritual dagger is nowhere to be found.  
While most of the cultists that participated in the   
summoning ritual stuck around for its explosive   
conclusion, a Wisdom (Perception) check DC 12 reveals   
two pairs of humanoid footprints that left the cave only   
hours ago. The footprints arrive at a horses’ prints and an   
Intelligence (Nature) check DC 10 confirms that they rode   
off in the direction of Shadowgrange.  
These two surviving cultists are Shadowgrange   
residents Otto and Magda Botler. They ritually killed the   
other willing cultists to complete the summoning and left   
before the ritual finished. The characters may encounter   
these two in the next chapter.  
Treasure  
If characters loot the cultist bodies, they’ll find a total of 25   
cp, 18 sp, and 12 gp.   
One of the cultists also carries a gilded ram’s horn. It’s   
worth 25 gp to the right (shady) buyer. Etched on its side   
is a symbol that characters can identify with an Intelligence   
(Religion) check DC 15 -- the symbol of the archdemon   
Griselbrand, the most venerated demon of the Skirsdag.  
Awarding Experience Points  
Divide 250 XP equally among the characters if the party   
defeats the hellriders and ashmouth hounds.  
Fiendish Hecklers  
3 smoke mephits (MM 217) follow the characters as they   
journey through the valley.   
You hear snickering and cackling coming from your left,   
echoing off the mountain range. A raspy, shrill voice calls   
out, “you don’t want to go that way! You’ll die too soon   
and spoil our fun!” Looking left, you notice three black   
figures hovering in the air. The small impish creatures   
billow smoke from their hazy bodies. The mephits keep out of the party’s attack range, defaulting   
to a distance of about 100ft. from the adventurers. They   
flee if attacked, only to sneak back with their Stealth +4.   
They’d much rather verbally attack the adventurers than   
get physical.  
The elementals try to mislead the adventurers to make   
them go the wrong way or doubt themselves. They could   
“warn” them of a dead-end up ahead, or of a powerful   
demon preying on the road, always fabrications.   
The mephits constantly mock the characters at   
every opportunity. They’ll insult the studious wizard’s   
intelligence, call the strong barbarian weak, and complain   
about the bard’s terrible music. They love getting a rise   
out of characters, even if they are destroyed in the process.  
Developments  
If the adventurers are preoccupied fighting in a different   
combat encounter and seem to be winning, one of the   
mephits will sneak up to an adventurer furthest from   
his or her allies (typically a ranged character) and use its   
Cinder Breath before flying away, cackling. Smoke mephits   
are total jerks like that.  
The mephits stalk the adventurers relentlessly until all   
of them are destroyed or the party reaches Shadowgrange   
(maybe even longer!).  
Awarding Experience Points  
Divide 150 XP equally among the characters if the party   
defeats the mephits.  
Into Darkness  
At night, 2 shadows (MM 269) begin to stalk the party.   
They will try to make a Dexterity (Stealth) check to hide   
in the party’s shadows, waiting until they are split up or   
sleeping before attacking. The shadows are drawn to the   
characters that radiate the most goodness in terms of   
lifestyle, attitude, and personality. For example, they will   
prioritize attacking the good-aligned paladin over the   
neutral wizard.  
Awarding Experience Points  
Divide 200 XP equally among the characters if the party   
defeats the shadows.  
Ominous Bridge  
The land ahead drops off into a dark, stony ravine. A   
dilapidated bridge offers the most obvious way over.   
Aside for the chunks of missing stone and its ruinous   
appearance, the bridge is sturdy enough. That is not the   
true danger, however. A giant spider (MM 328) and giant

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Chapter 1: Into Stensia  
wolf spider (MM 330) ( PICTURE ) lay in wait on the bridge’s   
underbelly. Thin strands of nearly invisible webbing   
coating the bridge alerts the spiders to any movement on   
top. The spiders instinctively attack anything that disturbs   
their webs, but flee if taken below half their health points.  
A Wisdom (Perception) check DC 15 notices the thin   
webbing on the bridge. An Intelligence (Nature) check DC   
10 confirms the webbing to belong to giant spiders. Taking   
a peek under the bridge (hopefully not too close!) can   
spot the spiders lurking in the shadows with a Wisdom   
(Perception) check DC 20.  
Webs. Thin webs cover the surface of the bridge. The   
squares are difficult terrain, and a creature trying to   
move through them must succeed on a DC 10 Strength   
(Athletics) check. On a failure, the creature is restrained in   
the webs. A snared creature can take an action each round   
to attempt to break free with a DC 12 Strength check, or   
it can try to cut its way free by using a light weapon that   
deals slashing damage. The webs have AC 10, 5 hit points,   
vulnerability to fire damage, and immunity to bludgeoning,   
poison, and psychic damage.  
Developments  
Characters can choose to avoid the bridge and spiders   
entirely and navigate down into the ravine and back up   
the other side, adding several hours to their journey. It   
takes a Strength (Athletics) check DC 10 to climb up or   
down the ravine walls.  
Treasure  
Three web cocoons are stuck on the bridge’s underside.   
Adventurers looking under the bridge can notice the   
cocoons tucked into shallow pits with a Wisdom   
(Perception) check DC 20. Reaching the cocoons is   
another challenge altogether. If they come up with a way   
to do so and loot the dessicated corpses, they’ll find 30 cp,   
27 sp, and 8 gp in coins, emerald-encrusted earings and   
a gold necklace with a tear-shaped ruby together worth 30   
gp total, and a potion of healing .  
Awarding Experience Points  
Divide 250 XP equally among the characters if the party   
defeats the giant spiders or goes around them.  
Wolf in Sheep’s Clothing  
The party arrives at a roadside shrine. Before, these   
shrines provided travellers a safe haven, its protective   
magics warding the immediate area from evil creatures.   
But with the archangel Avacyn’s disappearance, the holy   
magic of the shrine has gone dormant.The jagged stone road curves around a stony peak. As you   
round the bend, you see an alcove in the mountainside.   
In the middle of the alcove, bursting through the rocky   
ground, is a wide pine tree stump. Carved from what used   
to be its trunk and rising up from its stump is the symbol   
of the Church: Avacyn’s Collar. Wild flowers, wooden   
trinkets, and prayer beads adorn the shrine.  
Kneeling in prayer in front of the shrine is a pale sweaty   
human wearing dirty, torn shepherd’s clothing.  
The praying man is Anton Wepper ( PICTURE ), a shepherd   
from the village Lammas. Anton carries a dark secret: a   
few nights ago he was bitten by a werewolf and cursed   
with lycanthropy (MM 206). Fearing for the safety of his   
loved ones, he left his home and is making the trek to   
Shadowgrange, hoping to pick up supplies there and then   
continue on to the farbog to live in isolation. Anton has   
been praying ceaselessly to Avacyn hoping not to let the   
curse take hold, but unknown to him, tomorrow night is a   
full moon, which will cause him to involuntarily transform   
into a werewolf.  
Anton is initially fearful of the PCs but can be calmed   
down if they prove they aren’t vampires or other monsters.   
If Anton finds out that they’re going to Shadowgrange, he   
begs to come along, as the road is dangerous. He tells   
them that he’s stopping by Shadowgrange to start a new   
life, which is vague but true. If pressed about his motives,   
he lies, saying that he inherited land near Shadowgrange   
and he is traveling to sign papers. He’s also willing   
to provide any local knowledge about Stensia, basic   
information about important locations, rumors, dangers   
on the road, and other bits of local knowledge.  
A Wisdom (Insight) check DC 13 can notice that the   
nervous shepherd is withholding information. A Wisdom   
(Perception) check DC 15 notices a burn mark in the shape   
of Avacyn’s Collar on his wrist (Anton hides it under his   
sleeve). An Intelligence (Religion) check DC 13 confirms   
that the signs point to lycanthropy. An Intelligence   
(Nature) check DC 13 confirms the next full moon for   
tomorrow night. Getting Anton to speak truly about his   
curse can be done through diplomacy, intimidation, and   
other methods.   
Developments  
The shrine’s divine magic lays dormant. A character can   
spend an hour performing the proper holy rituals with   
an Intelligence (Religion) check DC 15 to reactivate the   
divine magic. Doing so grants anyone resting at the shrine   
an Inspiration Point, and evil creatures are compelled not   
to approach the shrine’s immediate vicinity.   
Anton is a good man but afraid to die. If the party figures   
out his curse, he begs them to help, swearing that he is   
faithful to Avacyn and doesn’t want to hurt anyone. He

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14needs them to escort him to Shadowgrange where he can   
pick up supplies and escape north into the swamps, away   
from human civilization.  
If he feels his life is threatened, Anton will make a   
desperate attempt to defend himself. He is a commoner   
(MM 345) with a light crossbow.   
The next night, when the full moon rises, he transforms   
into a werewolf (MM 211), losing all self-control and goes   
on a murderous rampage.  
Treasure  
Anton carries a small sack of coins holding 15 cp, 4 sp, and   
1 gp. In the shepherd’s coat pocket is his most treasured   
possession, an avacyn collar (APPENDIX A) ( L). Anton   
can no longer wear it as blessed silver burns his flesh. If   
the characters agree to let him travel with them, he gives   
them the chain as thanks before parting ways.  
Awarding Experience Points  
Divide 300 XP equally among the characters once they’ve   
dealt with Anton any way they choose. In the event that   
they defeat him once he’s transformed into a werewolf,   
instead divide 600 XP.Conclusion of Part 1  
On the end of the third day of travel, the party arrives at   
Shadowgrange, where the adventure continues in part 2.  
Awarding Experience Points  
Reaching the village of Shadowgrange completes a story   
milestone. Divide 300 XP equally among the characters.   
This should provide enough XP for the characters to attain   
2nd level.  
Milestone: Level 2!  
If you are using Milestone Experience, then the characters   
attain 2nd level once they reach Shadowgrange.  
Art by Vincent Proce

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Chapter 2: Shadowgrange  
 Art by Vincent Proce  
Shadowgrange ( MAP ) is one of the oldest human   
settlements in Stensia. Most of the villagers are farmers,   
the majority being shepherds. The rest of the villagers   
work in trades that support the farmers by spinning wool,   
weaving clothes, shoeing horses, milling grain, and the   
like. Some merchants move goods from Shadowgrange to   
other settlements such as Lammas, but shipments move   
less frequently these days as the roads become more   
dangerous.  
In the last two years, Shadowgrange has experienced   
a swell of new citizens that sought refuge behind the   
village’s fortifications. Most of these folk come from   
smaller remote villages that have been destroyed by   
over-indulgent vampires, mindless undead, or sadistic   
ghoulcallers. With Avacyn’s presence missing from the   
land, the protective holy wards of these villages are failing,   
and creatures of the night are making bolder attacks.   
Shadowgrange’s moat and stone walls make it one of   
the best defended villages in the area, but many villagers   
secretly believe that this settlement will eventually fall just   
like the rest.  
When characters first arrive in Shadowgrange, read or   
paraphrase:  
The valley dips downward and you see dozens of sheep   
flocks roaming the thin, wispy hills, with shepherds   
watching over them. Beyond, nestled in a corner beside   
the jagged mountain range, is Shadowgrange. The dirt   
path swings around farms and wooden cottages until it   
reaches the village’s moat, where sheep gather round for a drink. Beyond the drawbridge over the water stands an   
iron-reinforced wooden gate flanked by two guards, the   
only way through Shadowgrange’s stone walls. A small   
grove of hawthorn trees grows near the moat and more   
branches can be seen poking over the village walls.  
2 guards (MM 347), twin brothers Lars and Sven, stand   
watch outside of the village gates. These cathars hail the   
adventurers as they approach over the drawbridge. In a   
cold formal tone, they check to see if the characters are   
fiends by asking them to give them the palm of their hand,   
which they touch with an avacyn collar made of blessed   
silver (APPENDIX A).   
Once satisfied that the characters aren’t supernatural   
abominations, the guards, Lars animates dramatically,   
tossing aside his formal speech and tries to chum it up   
with the newcomers, much to the bemoaning of Sven,   
who deems this “unprofessional.” Lars is a lighthearted   
and curious fellow, rarely seeing strangers in the area,   
and the adventurers intrigue him. The twins are willing to   
provide local knowledge to the characters and point them   
in the direction of wherever they need to go.  
Encounters in   
Shadowgrange  
The party will probably want to freshen up after their   
long journey to Shadowgrange. They can rest at the inn,   
restock their supplies at the general shop, acquire new   
weapons at the blacksmith, and receive divine blessings   
at the village church. The party’s goals will then lead them   
to one or more of the following locations:  
Haunted House. All adventure hooks involving Katarina   
Brunn or the holy relic lead to the haunted house of the   
former mayor. Villagers questioned about these things   
direct the PCs to Priestess Flora at the chapel where they   
can get more information.  
Alchemist’s Shop. Siegfried’s alchemy shop has been   
abandoned ever since he left Shadowgrange. The villagers   
are concerned about Siegfried’s disappearance, and that   
the hawthorn tree growing in the center of the shop is   
mysteriously dying. Any inquiries about the shop are   
directed to Captain Levi at the visgaud grounds.  
Saint Traft’s Memorial. Inside Shadowgrange’s chapel   
is a statue commemorating the local saint, Traft. One of   
the greatest cathars to have ever lived, it’s said that his   
spirit occasionally bestows blessings on worthy visitors.   
Characters making pilgrimage to Traft’s memorial will be   
pointed here.Part 2: Shadow grange  
Art by James Paick

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Chapter 2: Shadowgrange  
16Important NPCs  
Here is a quick summary of the most important NPCs in   
Shadowgrange, and their relevance to the adventure.Town Description  
Most of the villagers live on their farms outside of   
Shadowgrange’s walls. The tradesfolk and wealthier   
citizens live inside. Each cottage is built around a   
hawthorn tree, with the tree’s trunk in the center of the   
common room and its branches poke above the rooftop.   
This provides residents centralized access to living wood   
(APPENDIX A) as a defense against vampires. Every   
cottage also features a mirror on the outside of the front   
door to dissuade vampires from approaching, and often   
have prayers to Avacyn engraved on the door frame to   
repel evil spirits.  
The following section detail specific locations in town.  
Silver Rose Inn  
Silver Rose Inn is a popular destination in the evening for   
villagers taking a break after a long day’s work. Most folk   
head back home before nightfall, however, as the roads   
are far more dangerous once the sun goes down.   
There are eight rooms available for rent. If the characters   
decide to stay here, see “Food, Drink, and Lodging” in the   
Player’s Handbook for pricing (PHB 158).  
The innkeeper, Eckhardt Sheck, is a former cathar   
(statted as a Neutral Good thug [MM 350]). Although in   
his mid 50’s with thin greying blonde hair, he is remains   
an imposing figure; his thick, muscled, hairy arms look   
like they could snap a regular man in two, or at least they   
could if he had a right hand instead of a grasping hook   
-- he lost it fighting off a swarm of ghouls, nasty business.   
His permanent scowl and gruff attitude hides his kind   
heart.  
If asked about Katarina Brunn, the artifact from the   
Avacynian Church, or Saint Traft’s memorial, Eckhardt   
tells them to speak with priestess Flora at the village   
church, saying that she would know more about those   
things than anyone else.  
Rumors. Spending a little time in the common room and   
chatting up the townspeople can provide the characters   
with a number of good leads to explore around the village.   
NPCs present in the Silver Rose Inn and the rumors they   
pass on include:  
• Gerold, an old farmer: “Priestess Flora is still looking   
for tough folks to try and purge the spirits in the old   
mayor’s house.”  
• Lena, a shepherd: “The hawthorne tree the alchemist   
shop is built around looks to be dying. Someone   
needs to check out what’s killing it.”  
• Merle, a cathar: “I placed an order for a blessed silver   
longsword months ago. Marcus, the blacksmith, says   
there’s a shortage though.”  
• Carsten, a priest: “Last week I prayed at Saint Traft’s   
memorial in the chapel, and I swear by Avacyn’s Light, Eckhardt Sheck  
Magda Botler  
Flora Mayweather  
Marcus Ritter  
Silvia Wintsch  
Captain LeviInnkeeper  
Owns a trading post; secretly a   
Skirsdag cultist; has a cursed item   
for the party  
Head priestess of Shadowgrange’s   
chapel; has a quest for the party  
Blacksmith; has a quest for the party  
Fletcher; has a quest for the party  
Captain of the local militia; has a   
quest for the party  
Roleplaying Shadowgrange NPCs  
The humans of Shadowgrange are stoic folk, neither   
expressive nor demonstrative people. Countless   
generations of hardship and proximity to the vampire   
strongholds – lost children, lost neighbors – have taught   
them to guard their hearts. They are proud and fervent in   
their beliefs but seem brusque or even cold to outsiders.  
Times have been particularly rough these past few   
seasons with the disappearance of Avacyn. The holy wards   
protecting humanity are losing power, and the villagers   
are becoming more paranoid and fearful as attacks from   
creatures of the night become bolder and more frequent.   
Shadowgrange is becoming more crowded as they take   
in refugees from neighboring villages that have fallen to   
darkness, and the stress of accommodating more people   
to protect and mouths to feed is worsening their tempers.  
Spirits are at an all-time low with the murder of the   
mayor four months ago. The villagers stood frozen in fear   
as Voldaren vampires strolled into their village, murdered   
their mayor, and kidnapped Katarina (See “Background”).   
That event really drove home the knowledge that the   
people of Shadowgrange are truly helpless in the face of   
the horrors around them. Fear and shame have kept them   
from even clearing out the mayor’s haunted house.  
People feel a little resentment towards Thraben, the seat   
of the Avacynian Church. They believe the high priesthood   
isn’t doing enough to protect Stensians, instead getting   
wealthy off tithes and living in safety behind Thraben’s   
walls while places like Shadowgrange suffer.  
Martial and magical prowess is highly prized in   
humanity’s fight for survival. Villagers are initially wary   
of the characters but the adventurers quickly earn their   
respect and admiration if they prove to be protecting   
them -- clearing the haunted house, for example. Gruff   
“off you go then” goodbyes turn into “Avacyn’s blessings   
upon you, heroes.”

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Chapter 2: Shadowgrange  
I saw his spirit!”  
• Martin, village idiot: “Old man Otto at Bountiful   
Heron General Store keeps complaining that there’s   
no one to talk to about the ‘R’ canes. Where do you   
think those grow, anyway?”  
• Helga, innkeeper’s wife: “Silvia, the fletcher, told me   
yesterday she needs a certain type of wild herb, but   
she hasn’t had the time to go get it.”  
These leads should point the characters toward   
opportunities for adventure in and around Shadowgrange.  
Bountiful Heron General Store  
Bountiful Heron is the biggest trading post in   
Shadowgrange. Its shelves are stocked with ordinary   
goods and supplies. Characters can buy adventuring   
gear here, with the exception of items worth over 25g.   
(For prices, see “Adventuring Gear” in the rulebook.) Characters in need of metal weapons or armor are pointed   
to The Tempered Bull, and ranged weapons or leathers   
inquiries are nudged towards Fleeting Fox Provisions (see   
their respective sections).  
The owners are an old married couple, Otto and Magda   
Botler. They are kind to the characters, Magda often calling   
them “dear” or “sweetie.” Otto sits behind the counter   
fussing over old scrolls and tomes of arcane knowledge.   
Magda works the counter, feebly moving over to get   
anything the characters ask for with trembling hands.   
Their feeble movements and kindness are a ruse, however.   
A DC 25 Wisdom (Insight) check notices that their actions   
aren’t entirely sincere – Magda and Otto have honed their   
“kind old people” act for over a decade. If confronted   
about it, the couple tries to laugh it off, saying pretending   
to be feeble gets people to do things for them.   
Otto and Magda are secretly two Skirsdag cultists. Magda   
is a cult fanatic (MM 345) and Otto a mage (MM 347). The   
two came to Shadowgrange to steal Elbrus, the Binding   
Map by Sean Ellison

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Chapter 2: Shadowgrange  
18Blade (APPENDIX A) from Saint Traft’s Memorial. Now   
with the dagger in their possession, they work tirelessly   
to release the demon lord Withengar from the dagger.   
They recently made a trek outside of Shadowgrange to   
help perform a demon summoning ritual alongside fellow   
cultists (see “Explosive Summoning” in Chapter 1).   
Arcane Appreciation. Otto takes special note of any   
character clearly showing arcane talents – casting an   
arcane spell, carrying an arcane spellbook, etc. Few folks   
around here have knowledge of the arcane, and Otto   
excitedly peppers the character(s) with questions about   
their background, studies, and goals in their pursuit of   
arcane knowledge. If the character is proficient with   
Intelligence (Arcane), allow him or her to roll an Arcane   
check during their talk with Otto, provided they are willing   
to answer his questions. On a result of 10 or higher, Otto   
gifts them a scroll of comprehend languages , saying   
that he hasn’t had a use for it and hopes it may help the   
budding spellcaster ; on a 15 or higher he is so impressed   
with the character’s knowledge that he also gifts them a   
scroll of burning hands and a scroll disguise self .  
An Innocent Gift. Otto and Magda know that Elbrus, the   
Binding Blade requires many souls to awaken Withengar. It   
would be very difficult to kill enough people to unleash the   
demon lord without blowing their cover. The adventurers   
arriving in town presents a unique opportunity to pass the   
blade off to professional killers that will surely fulfill the   
dagger’s soul quota and unleash Withengar for them.   
Otto will take any good opportunity to put Elbrus in the   
party’s hands, either by initially offering to sell them it for   
50 gp, or later by gifting the characters it after they aid   
the village in some significant way, such clearing out the   
mayor’s house or helping the people during the zombie   
attack.   
Elbrus takes the innocent looking form of the   
Shapeshifter’s Blade (PICTURE ). Otto describes it as a   
weapon that changes form based on the user’s thoughts   
(which is true), and that he picked it up along his travels   
but never had a use for physical weapons (also true).  
Awarding Experience Points  
Divide 200 XP equally among the characters if a party   
member talks arcane magics with lonely old Otto.  
The Tempered Bull  
Physical danger is a fact of life for Stensians, and most   
villagers have weapons ready to protect themselves from   
the creatures of darkness. Shadowgrange’s forge runs hot   
from the crack of dawn until late into the night, smithing   
new weapons and repairing damaged ones.  
Marcus Ritter, the head blacksmith, is busy tempering   
a blade, assisted by six apprentices. The black-haired, silver-eyed man is remarkably young for his position. An   
exceptional smith, his apprenticeship was cut short when   
the previous blacksmith was found burnt to a crisp; rumor   
has it that he cremated his late wife and she returned to   
take vengeance upon him as a fiery geist. Marcus was   
given the position shortly after.  
Characters can buy metal arms and armor here. (For   
prices, see “Equipment” in the rulebook.)  
Quest: Blessed Silver Shortage. Marcus used to create   
weapons of blessed silver (see APPENDIX A) with the help   
of the late mayor, Ralph Brunn. With his death months   
ago, however, no one else in the village knows the holy   
ritual to bless the silver as the weapons are being forged.   
Marcus has asked for help from Thraben but has received   
no response. Without new blessed silver weapons, the   
village is ill-prepared to defend themselves against   
supernatural horrors. The blacksmith asks if any of the   
characters know how to perform the ritual.  
A character that has proficiency in Intelligence (Religion)   
can attempt a DC 15 check to see if they can perfectly recall   
the holy ritual. If they do, the character can assist Marcus   
in creating a batch of blessed weapons, which takes 10   
hours uninterrupted.  
If they are successful, Marcus gifts the character one   
of the weapons as thanks. The character can choose any   
metal weapon (see “Weapons” in the rulebook) as their   
gifted blessed silver weapon.   
Characters can purchase additional blessed silver   
weapons for the standard price of silver weapons (weapon   
price + 100 gp for silver). Marcus is thankful for their help,   
but the blacksmith cannot give his weapon stock away for   
free, since this is the livelihood of him and his apprentices.  
Awarding Experience Points  
Divide 200 XP equally among the characters if a party   
member helps Marcus craft blessed silver weapons.  
Fleeting Fox Provisions  
Three sisters, a fletcher named Silvia, a bowyer named   
Emma, and a leatherworker named Sybille, are co-owners   
of this shop. They keep the village’s hunters armed and   
protected to venture into the dangerous wilderness.  
Not only do they run the shop, but these sisters are also   
the most talented hunters in the village. The silver-haired   
women move with an uncanny grace, and despite their   
advanced age (all in their 50’s), they retain the youthful   
appearance of women half their age. For these reasons, the   
trio have earned the nickname “Moontouched Sisters.”  
Characters can buy ranged weapons, ammo, and   
leather armors here. (For prices, see “Equipment” in the   
rulebook.)  
Quest: Find the Lotus. Silvia asks that if the party finds

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serves as the town hall, courtroom jail, and Town Guard   
headquarters, housing twenty of the militia that protect   
the village (the rest have small cabins of their own in and   
around town).  
Beside the building is the cathars’ training grounds,   
where off-duty militia train on target dummies or in   
practice duels with wooden swords.   
Captain Levi ( PICTURE ) (statted as a Lawful Good   
thug [MM 350]) is the leader of Shadowgrange’s militia,   
being promoted to that position shortly after Katarina’s   
kidnapping. A middle-aged veteran fighter trained in   
Elgaud Grounds in Nephalia, Levi is a strong and capable   
leader charged with protecting the village as best he can.  
Alchemy Shop Investigation. Levi is aware that some   
townsfolk are concerned about the mysteriously dying   
hawthorn tree at the center of the abandoned alchemy   
shop. He considers it a nonissue and doesn’t want to deal   
with it, arguing his time is better spent on more pressing   
issues, like training new recruits and other administration   
work. If a PC asks to investigate the shop, or if they have   
the deed to the shop, Levi is happy to let them check it   
out.themselves in the farbog to the north, to keep an eye out   
for a plant called Sanguine Lotus. She has a recipe that   
uses the plant’s flower to create a healing salve called   
life’s blood (see APPENDIX A). The lotus only flowers for   
a few weeks this time of year, and she doesn’t have the   
time to venture out and collect them herself. She will pay   
gold for them, along with some of the salve.  
Characters proficient in Intelligence (Nature) will be   
prompted to make a DC 12 Wisdom (Perception) check   
while traveling through the farbog in Chapter 4. On   
success, they’ll find sanguine lotus. If they characters   
bring the lotus back to Silvia, she will grind the flowers   
into life’s blood , giving the party two vials of it along with   
50 gp.  
Awarding Experience Points  
Divide 200 XP equally among the characters if the party   
retrieves sanguine lotus for Silvia.  
Visgaud Grounds  
The sturdiest building in Shadowgrange is this old stone   
house built near the village gates. Visgaud Grounds

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20Armory  
A small stone tower adjacent to Visgaurd Grounds, about   
30 feet tall, the armory holds arms and armor for the   
town militia -- spears, light wooden shield, leather armor,   
studded leather amor, and a few old longswords and   
crossbows. Most of the arms have already been issued to   
the members of the militia.  
An ancient hawthorn tree with an unusually thick trunk   
grows beside the armory. Villagers call it the Eldentree.   
The cathars maintain the tree and diligently carve the   
outline of stakes and spears into its trunk. In times of   
need, these weapons are cut out of the Eldentree, which   
function as weapons of living wood (APPENDIX A) for the   
next two days.  
Chapel  
Shadowgrange’s chapel is the focal point of the village.   
Most villagers worship here several times per week, and   
many pass by the church on a daily basis for a blessing of   
safety. Mandatory tithes and payments for blessings keep   
the church’s coffers always full.  
Priestess Flora ( PICTURE ), a priestess (MM 348),   
oversees the day-to-day administration at the church with   
the help of a few lower-ranking clergy members. She is   
usually busy throughout the day, leading the morning and   
evening sermons, blessing the villagers, and performing   
divine rituals to reinforce Shadowgrange’s protective   
wards. An old, oddly talkative woman, Flora stands out   
amongst the majority of Stensians by being outwardly   
warm and welcoming.   
If asked about Katarina Brunn or the artifact, Flora   
will take the characters aside and tell them the story of   
what happened to the mayor’s daughter -- paraphrase   
the information from “Background: Voldaren’s Lesson,”   
leaving out information about the artifact itself. She knows   
that Katarina was studying something of grave importance   
for the high priests, but she doesn’t know what the artifact   
is, only that it would’ve been kept somewhere in the house.  
Saint Traft’s Memorial. Flora is happy to show Saint   
Traft’s memorial to any inquiring character. She fondly   
recalls the saint’s story; how he reached Sainthood in life,   
how even angels would fight under his command, and   
his heroic death single-handedly fighting cultists and the   
demon-lord Withengar to protect a single innocent life.   
(Saint Traft’s entire story can be read here. )  
Inside this small room is Saint Traft’s memorial, dimly   
lift by dozens of wax candles. In the middle of the room   
is a statue of Saint Traft. He appears as a strong, valiant   
middle-aged man taking a knee in prayer while steadying a   
greatsword in hand. Soaring above him with outstretched   
feathery wings is an angel in a silken gown, holding an ornate spear high above her head as if to rally those that   
look up at her. A silver plaque at the base of the statue   
reads, “Here lies Saint Traft, champion of Avacyn, hero of   
Shadowgrange.”  
On the back wall of the room is a display case made   
of glass and iron, surrounded by etchings on the walls,   
hymns and prayers to Avacyn. Inside the case rests a bone   
dagger with black engravings along its blade. A small   
plaque on the case reads, “A hero’s sacrifice: may the foul   
demon Withengar suffer for an eternity in this prison.”  
Saint Traft’s restless spirit manifests throughout Stensia,   
protecting innocents and vanquishing fiends much as   
he did in life. The powerful aura of fate hanging onto the   
adventurers is likely to draw his attention.  
The display case is locked; a DC 20 Dexterity (Sleight of   
Hand) is required to open it. It is watched over by Flora,   
who replenishes the holy wards around it and keeps a   
permanent Alarm spell cast on the case to be alerted if   
anyone opens it. Flora does not permit anyone to touch   
the dagger, explaining that it holds the bound essence of   
the demon lord Withengar and is not something to be   
tampered with.  
The dagger inside is Elbrus, the Binding Blade – or   
at least it was, until Otto and Magda Botler stole it and   
replaced it with a forgery (see “Bountiful Heron General   
Store”). It’s such a convincing duplicate that Flora has   
never noticed the switch. The only big giveaway is that the   
duplicate is a mundane item, while the real thing radiates   
magic, something a character may notice with the Detect   
Magic spell or similar.  
Quest: Saint Traft’s Favor. Traft’s spirit takes note of the   
adventurers when they visit his shrine. The spirit senses   
that these characters will play a pivotal role in restoring   
balance to the land and seeks to aid them. At some point   
later in the adventure of your choosing (perhaps after the   
siege of Chapter 3), Traft appears to one of the characters of   
your choice in their dream. The spirit chooses a character   
that pays respect at the shrine, or one that is most likely   
to wield a spear in battle, or that acts in a Lawful and/or   
Good manner. When that character next sleeps, read or   
paraphrase:  
The spectral figure of a noble human approaches you in   
your dream. His blue wispy form is perpetually shifting, as   
if being buffeted by an unfelt breeze. The ghostly human’s   
features matches exactly the statue of Saint Traft you saw   
before: it must be his spirit.  
“I sense the heavy mantle of fate resting on the   
shoulders of you and your allies,” the spirit in an oddly   
comforting tone, “you shall play a role in bringing balance   
to this world. Unfortunately, my hold on the mortal world   
is weak during these dark times, but I shall help you how

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I can.”  
A statuesque angel in a silken gown lands beside you   
and hands you a silvery spear.  
“This weapon shall aid you. Stay strong, traveler. We’ll   
meet again.”  
Traft and the angel fade back into the darkness.  
When the adventurer wakes up, they find the moonsilver   
spear (APPENDIX A) ( PICTURE ) from their dream gripped   
in hand.   
Quest: Haunted House. If not approached with any hooks,   
Flora instead seeks out the characters herself. She has a   
job for them: rid the mayor’s house of its evil presence.   
Regardless of how they solve the problem, Flora rewards   
them with 200 gp and, if they haven’t been awarded   
possession of the alchemy shop already, she offers them   
to take anything they find in there.  
Alchemist’s Shop  
Hanging above the front door of this small cabin is a   
wooden sign with a potion painted on it. Like most of the   
buildings here, a hawthorn tree pokes out of the cabin’s   
roof in the center, but its barren branches and greying   
bark signals that it’s dying.  
This shop has been abandoned ever since its owner, the   
alchemist Siegfried Reinholdt, fled from the village after   
Katarina’s kidnapping (see “Background” for details).   
The shelves around the shop are stocked with alchemical   
reagents. Semi-precious gems, pickled animal body parts   
such as newt eyes, and many plants can be found here,   
though most of the once-live vegetation has withered and   
died due to months of neglect. In total, there’s about 350   
gp worth of alchemical materials that can be used for crafting potions (See “Crafting” in the rulebook).   
Along the counter is a smattering of devices, among   
them ten empty vials and stoppers, a herbalism kit , and   
alchemist’s supplies . (See “Tools” in the rulebook for   
their stats.)  
Hanging on the back wall is a shelf with potions. Some   
of the liquids have expired, but there are four vials of acid ,   
three potions of healing , and two alchemist’s fire . (See   
“Adventuring Gear” in the rulebook for their stats.)  
There is a fireplace with various iron mixing pots   
hanging over the pit. Inside one of the pots is a muddy   
liquid that has little bits of scales, pink flesh, a small claw,   
and hair. A DC 15 Intelligence (Nature) reveals it to be a   
potion of animal friendship (DMG 187).  
Developments  
A DC 12 Intelligence (Investigation) check notices   
some hastily concealed ashen footprints leading from   
the fireplace and out the door. A DC 15 Intelligence   
(Investigation) check examining the fireplace notices a   
hidden lever. Pulling the lever slides a hidden door in the   
fireplace, revealing a narrow spiraling staircase that leads   
to the Alchemist’s Basement.  
Alchemist’s Basement  
The hidden stone staircase is a short flight of stairs,   
revealing the alchemist shop’s basement. It’s pitch black   
here; the characters will need a light source or darkvision   
to see. Assuming vision, they see this:  
The short flight of stairs ends just under the shop.The   
withering roots of the hawthorn tree takes up the center   
of the room and sprawls all across the floor. The roots are   
covered in vines and dead shrubbery.  
Along the walls on both your sides are strange   
alchemical devices, glass bottles of various shapes and   
Art by Todd Lockwood

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22sizes filled with strange liquids, tubes connecting them   
with each other and others burying themselves amid the   
tree’s roots.  
Beside the back wall is a wooden desk with piles of   
papers covering its surface along with a leather-bound   
book. Beside the desk is a humanoid figure laying down   
on a metal platform with dozens of utensils littering its   
sides.  
That’s no ordinary vegetation growing amongst the roots;   
it’s actually comprised of 5 twig blights and 1 vine blight   
(MM 32). These plant monsters were part of Siegfried’s   
experiments to create effective weapons against vampires,   
as they are, in a sense, walking living wood (see APPENDIX   
A).   
The blights lay motionless on the ground, making them   
indistinguishible from normal vegetation. They patiently   
wait until the characters are distracted searching the   
room (or they’re discovered) and then attack. The plants   
are hungry, having already devoured most of the nutrients   
from the hawthorn tree while locked down here, and fight   
until destroyed.  
Developments  
A leather-bound book rests on the desk; Siegfried’s journal.   
The entries describe his love of his Stensian countrymen,   
praising their bravery and perserverence. and above   
all, his love of Katarina, the light of his life. He outlines   
dozens of plans to protect his people from the horrors of   
the night, especially from the horrible vampires that prey   
on humanity like cattle. Siegfried devoted his life to this   
endeavor, discarding what didn’t work and always trying   
out new ideas. The final entries note Siegfried’s increasingly   
desperate situation now that Avacyn disappeared and her   
protective magics fail; the horrors grow bolder and more   
of his people die. He ultimately resolves to pursue the foul   
“art” of necro-alchemy, believing it to be a necessary evil   
to protect his loved ones.  
The desk is covered with a seemingly endless amount   
of pages discussing necro-alchemy; the art of creating   
undead abominations called “skaabs.” Standing out   
amongst the notes is one opened letter (APPENDIX C).   
The letter is encoded: deciphering the requires Letter   
Frequency Analysis to break the code; for example,   
wherever the letter “z” appears it should be replaced with   
the letter “a,” replacing each letter this way reveals the   
hidden message. You can run this puzzle multiple ways:  
• The players figure out and translate the entire letter   
themselves  
• The players figure out and translate a portion of the   
letter, then hand them the fully decoded version  
• Let the characters make an Intelligence (Investigation)   
DC 15 check to crack the codeThe letter is written by Siegfried’s cousin, a man that   
goes by “Stitcher Geralf.” The cousin voices his support   
of Siegfried’s decision to finally study necro-alchemy and   
suggests he move his operations to a place called Mauer   
Estate.  
On the metal platform rests a well-preserved human   
corpse -- or rather, many pieces of human corpses stitched   
together. Copper plates with silver-inlaid runes scribed on   
them have been woven into the creature, the rune-bonds   
used to join the various anatomical features. The strange   
liquid in most of the glass bottles is the vital fluid, the   
“blood” of the skaab, made of lamp oil with a pinch of   
angel blood. Siegfried had this test skaab properly built,   
but he never uttered the incantation to awaken it.  
Treasure  
Sitting in a corner of the basement is an alchemy jug   
(DMG 150). Siegfried used the jug to produce the oil   
needed for the skaab’s vital fluid.  
The various necro-alchemical equipment that Siegfried   
amassed in the basement could be worth 500 gp to fellow   
stitchers, but commoners and members of the Church of   
Avacyn would be hostile to anyone found carrying such   
items.  
Awarding Experience Points  
Divide 325 XP equally among the characters if the party   
destroys the blights.  
Mayor’s House  
The mayor’s house is a one of the larger and more   
comfortable homes in the village. The two-story building   
is built atop a small hill not far from the chapel and has a   
large hawthorn tree sticking up through its roof.  
The house seems ordinary enough until you come close   
and notice that the mirror placed on the wooden door   
has been shattered. Holy protection prayers to Avacyn   
engraved on the door frame have been scratched out with   
a blade, and the door is slightly ajar. The square-framed   
windows reveal nothing on the inside; the house is pitch   
black.  
A DC 12 Wisdom (Perception) check notices about a dozen   
humanoid footprints moving to and from the entrance.   
The vampires smashed the mirror and scratched out the   
holy wards before entering the house.  
A dark presence has gripped the house ever since the   
night the vampires attacked (see “Background: Voldaren’s   
Lesson”).   
Magical Darkness. The insides of the house is enveloped   
in a pitch-black magical darkness that functions as the   
Darkness spell, except that light sources do work to an

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extent, offering dim light within a radius of 15ft. – beyond   
that is total darkness. If the darkness is dispelled, by   
Daylight or something else, it returns 1d6 rounds later.  
Spooky Stuff. In addition to the magical darkness, feel   
free to add any flourishes to this haunted house as you   
see fit. For example, a wall may suddenly begin to bleed,   
the eyes of portraits may follow the PCs, a random PC   
might hear voices or see figures for a brief moment before   
they disappear. Have fun with it!  
The Restless Spirit  
The late mayor’s restless spirit now haunts the house as a   
poltergeist (MM 279). Putting him to rest is the only way   
to rid of the house’s haunting.  
Ralph senses the character’s intrusion and stalks them   
as they explore the house. Though he moves in complete   
silence and is permanently invisible, the characters feel   
his presense; the air grows cold, a chill runs up their   
spine, and they feel they’re being watched.  
Ralph will make his displeasure known if the party   
attempts to loot or otherwise disrespect his home by   
telekintetically shaking or throwing furniture.  
Characters can possibly avoid the spirit’s ire by   
convincing Ralph that they are trying to help. By explaining   
that they’re here on behalf of the Church, or that they want   
to help the people of Shadowgrange, or other compelling   
arguments that they can think of, they may be able to get   
Ralph’s spirit to back down and maybe even stop haunting   
the house. If they make a reasonable argument, allow a   
character to make a DC 15 Charisma (Persuasion) check   
to get Ralph to back down.  
Spooky Mirrors. While Ralph is permanently invisible   
to the naked eye as a poltgergeist, his spectral reflection   
still appears in the dozens of mirrors littering the walls   
(PICTURE ).  
Ground Floor  
Inside, assuming the characters have a light source:  
Shards of glass and dried blood litter the entryway floor.   
A hallway leads to two rooms ahead. A bloody handprint   
trails along the wall out of the closest room and onto the   
staircase’s handrail, which spirals up around the large   
hawthorn tree growing in the center of the house and up   
to the second floor.  
The two rooms on the main floor are the kitchen in the back   
and the common room. The kitchen has been untouched,   
but the common room is (quite literally) a bloody mess.   
There are clear signs of battle such as slashed furniture   
and scorch marks. Blood splatters cover the walls and   
ceilings. It was here the vampires clashed with Ralph and Katarina.  
Slumped beside one of the walls is the decaying corpse   
of Ralph Brunn, the source of all the blood. The vampires   
had some “fun” with him. The mayor’s body still wears   
his mithral chain shirt (DMG 187) underneath his clothes   
-- not that it helped him in the end.  
Second Floor  
The staircase leads up to the second floor. The hallway to   
the right leads to two bedrooms: Ralph’s and Katarina’s.   
To the left is the music room, where the hand-smeared   
trail of blood leads to.  
Ralph’s bedroom has everything you’d expect in a well-  
off village leader’s room. Underneath his bed is a sturdy,   
unlocked wooden chest holding some emergency savings.   
It contains 60 sp, 40 gp, and a silk pouch containing five   
tiger eyes (10 gp each) and two moonstones (50 gp each).   
Amongst the nice variety of clothing in his closet are two   
pairs of priestly cloth-of-gold vestments with Avacyn’s   
Collar embroidered on the front and back, each worth 25   
gp.  
Katarina’s bedroom is also fairly mundane. Her   
wardrobe contains a set of battle-worn cathar leathers,   
the uniform of holy warriors of the Church of Avacyn and   
functions as studded leather (see “Armor” in the rule   
book). Unlike her father, Katarina’s closet lacks an array   
of regal clothing; she was more interested in fighting and   
doing in practical clothing instead of playing politics in   
pretty dresses.  
There is an unsealed letter tucked into a book on   
Katarina’s desk, which can be found with a thorough   
search of the room and a DC 10 Intelligence (Investigation)   
check. The letter is written by her and is addressed to   
her uncle, Hanns Reinhart. In it, Katarina begs her uncle   
to come to Shadowgrange at once, as she needs his   
expertise on silver and the moon to unlock a puzzle of   
“great importance.” Apparrently Hanns has disappeared   
for years now, but Katarina is convinced that he is still   
alive somewhere, and this letter is the last of many sent to   
all the safe houses of his that Katarina knows of.  
Music Room  
The hallway opens up into a large ornate room with an   
arched ceiling. Paintings line the wall, along with smashed   
mirrors. In each corner of the room are instruments: a   
piano with a pile of sheet music placed on it, a violin on   
a stand, a harp, and a bloody flute on the floor next to a   
knocked over music stand.  
There are a few music instruments in this room: a piano,   
a bloody flute, a harp, and a violin of banishing light (see   
APPENDIX A).

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24There are also three paintings: one depicts a canary   
sitting in a rusted bird cage beside a locked chest, another   
shows a flight of angels driving back demons emerging   
from a fiery chasm, and the last one is a portrait of a regal   
looking man with a handlebar mustache; Bernard Brunn,   
grandfather of Ralph Brunn.   
After messily murdering Ralph, a few vampires   
sauntered upstairs for a little entertainment. The bloody-  
handed vampire played on the flute for a bit before they   
got bored and left. They also smashed the mirrors so they   
didn’t have to look at their own monstrous reflections.  
Music Puzzle  
The following is a puzzle using sheet music (APPENDIX   
C) as props. You can run the puzzle multiple ways:  
If a a player can read sheet music, let them figure it out  
• Bard characters can automatically read sheet music  
• Characters proficient in a musical instrument can   
automatically read sheet music  
• Silvia, the fletcher at Fleeting Fox Provisions, is known   
in town to be a talented violinist. If the characters ask   
around for someone that can read sheet music, they   
are pointed to her.   
   
The piles of sheet music on the piano are mostly of   
popular songs known to Innistrad natives, but a thorough   
search of the room and an Intelligence (Investigation)   
check DC 15 notices that two sheets of music buried in   
piles of paper stand out from the rest. Both have been   
hurriedly written on with ink (Katarina wrote on them right   
before the impending vampire attack). One says “READ,”   
the other says “PLAY .” Neither of them are songs that a   
local would recognize. See APPENDIX C for copies of the   
sheets.   
The “PLAY” sheet has a song on it that wants to be   
played. Any song will do, but the song used during this   
adventure’s playtest was Pan’s Labyrinth: Lullaby . If anyone   
starts playing the song, either on an instrument, singing,   
or humming, characters feel a sudden compulsion to pick   
up the violin of banishing light . If they do, they find out   
that they can play the song even if they have no experience   
with a violin before. Playing the song activates the violin’s   
magical properties (see APPENDIX A) ( PICTURE ),   
flooding the room with light as the Daylight spell, and   
driving back the darkness. The Daylight spell ends as   
soon as the character stops playing.  
The “READ” sheet has music notes that, when you look   
at the corresponding letters, spell out “AGED CAGE”.   
One of the paintings on the wall is of a canary sitting in a   
rusted bird cage – an aged cage. Saying, “aged cage,” out   
loud opens the chest in the painting with an audible creak.   
Once opened, a character can reach into the painting   
(which now acts as a portal to a tiny pocket plane) and retrieve from the chest the Strionic Resonator . The artifact   
is not whole: the tuning fork is missing one of its prongs   
(tines). It was cleanly removed; Katarina gave the piece to   
Siegfried for safekeeping the night the vampires attacked,   
gambling that the Voldarens may find one piece, but not   
both.  
Developments  
When Ralph’s ghost is either destroyed or appeased, the   
darkness shrouding the house disappears. Priestess Flora   
happily pays the party what they’re owed (see “Chapel”)   
and gives them the key to the alchemist’s shop.   
Word quickly spreads throughout the village of the   
party’s deeds. Villagers will be much friendlier to the   
characters, thankful to have strong adventurers in their   
midst during these bleak times.  
None of the villagers know what the artifact is, other   
than pointing out that it looks like a tuning fork with a piece   
missing. Flora knows that Katarina was experimenting   
with something on behalf of the Church, and that the only   
other people that may have known about it would be her   
father, Ralph (dead), and her fiancee, Siegfried (fled).  
If the characters aren’t tight-lipped about the artifact,   
word about it could spread and may catch the attention   
of dangerous folk (the Skirsdag or worse) that would be   
more than happy to “relieve” the adventurers of their new-  
found item.  
Awarding Experience Points  
Divide 450 XP equally among the characters if the party   
deals with Ralph’s spirit.  
Divide 1,250 XP equally among the characters if the   
party recovers the Strionic Resonator .  
Conclusion of Part 2  
Part 3 begins after the adventurers retrieve the Strionic   
Resonator. You may choose to delay Part 3 if the   
adventurers still intend to explore the town further, as this   
may be their final opportunity to do so.  
Milestone: Level 3!  
If you are using Milestone Experience, then the characters   
attain 3rd level as you move to Part 3.

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Chapter 3: Night of the Dead  
This chapter begins shortly after the adventurers find the   
Strionic Resonator in the previous chapter. If the players   
do not have any intention of locating the artifact, or they   
still have other intended goals in town, you may choose to   
start this chapter after the players have had sufficient time   
to rest, explore Shadowgrange, and restock on supplies.  
Undead Menace  
Events are unfolding beyond the scope of the characters’   
activities: an army of undead are currently on a murderous   
rampage, laying waste to all the settlements in their way.   
Shadowgrange is their ultimate target.  
The Horde’s Purpose  
The army is a mad project crafted by Siegfried, an alchemist   
that formerly called Shadowgrange his beloved home. Siegfried had devoted his life to defending the village from   
the horrors that stalk Stensia; most of all, the vampires   
that kidnapped his neighbours for leisurely meals.   
Together with his like-minded fiancée, Katarina Brunn,   
they tried to rally the people to fight back and strengthen   
their defenses. But with Avacyn’s disappearance and the   
protective wards surrounding the village failing, Siegfried   
became more and more desperate for answers to save his   
people.  
Three years ago, Siegfried finally acquiesced to his   
cousin, Geralf’s, suggestion: he began to study necro-  
alchemy, the foul art of bestowing life into stitched together   
corpses to create unholy abominations called skaabs.   
The alchemist perfected his craft in secret underneath   
his shop, waiting for the day that he could drive back the   
vampire threat with his stitched army.  
When the Voldaren vampires came, murdered the   
mayor Ralph and kidnapped Katarina, something inside   
Siegfried snapped. He vowed revenge not only upon   
the accursed vampires that killed his beloved, but also   
the cowardly villagers that stood idly as it all happened. Part 3: Night of the Dead  
Art by Peter Mohrbacher

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26The alchemist fled from his home and traveled north to   
the abandoned Mauer Estate, where he’s been working   
tirelessly to make his dreams of vengeance a reality.  
To defeat his hated vampire foes, Siegfried needs bodies.   
Lots of them. To this end, the alchemist has teamed up   
with a young necromancer named Rinelda Smitt. Together,   
they’ve raised a zombie horde to ravage the countryside.   
Rinelda leads the horde, destroying all settlements in   
her way and sending the corpses of her victims back to   
Mauer Estate, where Siegfried uses them to construct   
abominations to challenge the Voldaren vampires. In his   
twisted mind, the alchemist believes this a fitting end for   
his fellow countrymen, as their cowardly betrayal in life   
will be redeemed when they serve him in death.  
Refugees  
Word quickly spreads in Shadowgrange that a large group   
of refugees have arrived from a neighbouring settlement.   
A group of cathars meets them at the village gate and   
escorts them to the marketplace, where priests from the   
chapel (including Flora) arrive to help treat the wounded.   
Cathars and curious villagers alike crowd around the   
refugees to find out what happened.  
The refugees hail from Mordov, a settlement one day   
north of Shadowgrange. Yesterday, Mordov was attacked   
by an army of walking dead – these twenty-six refugees   
are the only ones that managed to escape. The refugees   
distanced themselves from the zombie horde with their   
three carriages and horses.  
If the characters interview the survivors and voice any   
of the following statements or questions, the refugees   
respond as indicated:  
• What happened? A fog rolled in from the farbog north   
of Mordov. It was thicker than usual and carried a stiff   
chill. Many in town knew it to be a bad omen. They   
were right. Next we heard the screams. The restless   
dead were upon us. The shambling remains of folk   
like you and me attacked the living, biting, tearing…   
Avacyn protect us!  
• How’d you escape? Us few that survived were the   
lucky ones standing near the stables when the undead   
attacked. We took any horses still there, along with the   
carriages, and rounded up as many folk as we could.   
Then we made a blind ride out into the fog. Many of   
us didn’t make it…  
• What attacked your village? The walking dead. Corpses   
that should be in the ground, peaceful in the Blessed   
Sleep. They shambled towards us with pitiless eyes.   
All they wanted to do was tear us apart. Cared for nothing else.  
• How many are there? It was impossible to tell when   
the attack happened. One moment a fog rolled in,   
the next they were everywhere. But we saw them   
again across the valley as we fled. Hundreds of them,   
definitely.  
• Where did they come from? When we saw them, they   
already were all around us. But all the walking dead   
had dried mud up to their waists. You get muddy like   
that from walking through the farbog (swamp) north   
of Mordov, so I reckon that’s where they came from.  
• Was it just zombies? No. It was mostly undead   
villagers, but I caught a glimpse of two hulking   
monstrosities lumbering about. They were twice my   
height and had the strength of ten men – in fact,   
judging by the number of arms sticking out of the   
creatures, they very well could’ve been made of ten   
men! The abominations were smashing down doors   
and swatting away cathars like flies. But the worst   
thing I saw was a human walking amongst these   
brutes. A teenaged girl chanting and waving a symbol   
around – I don’t know what it was. She was laughing   
and prancing around as we were being slaughtered   
left and right. Laughing! It must’ve been one of those   
vile necromancers that command the dead. How   
could something so young be so wicked?   
• Did you see Siegfried? A man by that name came   
through our village a few months ago. He was in a   
foul mood and avoided small talk. He rested, stocked   
up on supplies, and then headed into the farbog to the   
north, despite us telling him it was a suicidie mission.   
Never heard anything of him since then.  
Developments  
The refugees have more dire news for the crowd around   
them: as they fled, the survivors saw brief glimpses of   
the horde beginning to move south, in the direction of   
Shadowgrange. At the rate they were moving, they’d reach   
this village in two days.  
Panic ensues when this information is revealed.   
Stensians are stoic folk and dealing with horrors is a   
grim fact of life, but an entire horde of undead bent on   
their annihilation isn’t something they’ve ever had to   
face before. The cathars do their best to maintain order   
amongst the crowd.   
Once she hears about the impending attack, priestess   
Flora seeks out the adventurers. A meeting of the village   
leaders is to be called immediately and she asks for the   
characters to join them.  
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Ill Tidings  
With rumors of an undead horde approaching, the leaders   
of Shadowgrange call a council meeting to determine   
what should be done. As the most capable adventurers in   
town, the PCs are invited.  
Priestess Flora summons the adventurers to thw town   
hall at the Visgaud Grounds, where Eckhardt Sheckt   
(proprieter of the Silver Rose Inn and retired cathar) and   
Captain Levi (leader of the village militia) are waiting.  
You are all gathered in the town hall. Here with you are   
Eckhardt, the owner of Silver Rose inn; and Captain   
Levi, leader of Shadowgrange’s local cathars. Along with   
Priestess Flora, these people comprise the Town Council.  
“Well, you all know why we’re here,” Flora says without   
preamble. “If what these refugees say is true, there’s a   
horde of undead rampaging through the countryside and they’ll be here in a matter of days. We must figure out   
what is to be done.”  
There are two main options to discuss: defend the town   
or evacuate.  
If they defend the town, Captain Levi has 40 cathars   
under his command and believes he can conscript an   
additional 100 townsfolk (hunters, farmers, tradesfolk) of   
varying combat prowess. Priestess Flora and her ten clergy   
members can provide divine support to the troops, and   
she can call up ten trained bowyers (the Moontouched   
Sisters and others) to fight as well.  
If they evacuate, there are smaller settlements south of   
Shadowgrange within a day’s journey. The next biggest   
settlement is the rancher community called Lammas, two   
days away. Finally, the greatest military strength nearby is   
Silbern, a small community built around Silbern Tower.   
This tower is a lodging and base of operations for a group   
of cathars called the Silbern Guard, about a hundred   
Captain Levi stands ready to defend Shadowgrange and its people.Art by Svetlin Veli nov  
Chapter 3: Night of the Dead

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28trained fighters. Silbern is three days away to the east.  
These are the two options that the council members will   
argue for, but the characters can come up with different   
ideas as well.  
This is a chance for the players to throw in their own   
advice about how Shadowgrange should meet the threat.   
The council members have their own opinions.  
Eckhardt: Grim. A seasoned ex-cathar himself, Eckhardt   
has his doubts that the village walls can hold, and once   
they’re breached, the zombies would easily overrun the   
village. He advocates evacuation. “We don’t have enough   
cathars to hold off a zombie horde. We need to start   
evacuating the village and get the people south.”  
Levi: Also grim, but more optimistic. Levi points out   
that the roads south are narrow and dangerous. Trying   
to protect a thousand evacuating villagers would be next   
to impossible and there will bound to be casualties. He   
advocates defending the village. “The gates and walls   
will hold. If the undead cannot breach out defense, their   
superior numbers will mean nothing.”  
Flora: Stubborn and fatalistic. Flora sees abandoning   
the village as an ultimate failure. Countless generations   
are buried in the village crypt, resting eternally in The   
Blessed Sleep, and they cannot be forsaken. She advocates   
fighting to the bitter end if need be. “Our destiny is in   
Avacyn’s hands. She would not want us to abandon our   
ancestors.”  
This is an encounter best resolved through roleplaying.   
Let the characters argue their case for whichever response   
they favor. If you feel they have argued persuasively, their   
position should carry the day.  
Since the characters are probably arguing for a position   
favored by at least one of the council members, all they   
really need to do is convince the ones that disagree.  
Developments  
Once the council has settled on a decision, they quickly   
go about relaying orders. If the town is to be defended,   
skip down to “Defending Shadowgrange.” For details to   
evacuate, go to “Evacuation.”  
Hours after the council meeting begins, the scouting   
group led by Silvia confirms that the zombie horde is   
indeed traveling towards Shadowgrange from the north. It   
is comprised of about four hundred zombies, three large   
stitched abominations, two dozen skeletons, and a female   
human that seems to be herding them. At their pace, the   
horde should arrive in two days.Awarding Experience Points  
Divide 600 XP equally among the characters if the   
party succeeds in persuading the council to adopt their   
preferred course of action.  
Attacking the Horde  
Bringing the fight to the undead horde would be suicidal. In   
total, the horde is comprised of 400 zombies, 20 skeletons,   
3 skaab goliaths, and a necromancer. The adventurers   
and any of the townsfolk they’d bring with them would   
be greatly outnumbered. The only chance of victory in   
battle is to fight them atop Shadowgrange’s walls, where   
the defenders can utilize their ranged advantage while the   
horde is kept at bay.  
The characters can employ hit-and-run tactics while   
the horde travels, however. Executed properly, it can   
wittle away their numbers before the real engagement at   
Shadowgrange. But make sure to emphasize the sheer   
magnitude of undead moving together, so the characters   
are well aware that attacking head-on would be incredibly   
foolish and lethal.  
Adventurers leaving immediately northward can easily   
find the advancing horde within a day’s journey (the horde   
moves slowly as a group, moving at half the speed of   
traveling adventurers). Riding horses will shave off a few   
more hours of travel time.   
The horde moves as a loosely organized group herded   
in the right direction by Rinelda Smitt, a necromancer that   
stays in the center of the group. Five large wooden wagons   
are pulled along with the horde by zombies, which are   
used to collect corpses to send back to Mauer Estate.   
This horde isn’t so much an “army” as an abnormally   
large group of undead wandering in the same direction.   
They do not have formations or follow complex tactics.   
Any undead that spots the adventurers will instinctively   
attack. If they lose sight of the adventurers, or if they stray   
too far from the herd, they head back.  
 Attacking outlying zombies causes some of the   
closest undead to take notice. If they spot the assailants,   
the zombies shamble forward to attack. This triggers a   
domino effect as more and more undead notice what’s   
going on and join the battle.   
The horde comes in waves, with the first wave   
representing outlier zombies furthest from the horde’s   
center and moves to involve higher concentrations of   
undead more central to the horde until you get to the fifth   
wave, the center of the horde where Rinelda resides. The   
necromancer is nearly impossible to spot in the crowd.   
When a wave joins the battle, the following wave joins   
1d6+2 rounds after.  
Chapter 3: Night of the Dead

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29  
Chapter 3: Night of the DeadFirst Wave  
3 zombies (MM 316) ( PICTURE ) rush forward to attack   
the characters closest to them. They start by grappling the   
target. If the target is grappled, they use their slam attack.  
Second Wave  
4 zombies arrive using the same tactics as above, along   
with 1 skeleton (MM 272)that hangs back and fires with   
its shortbow.  
Third Wave  
8 zombies from deeper inside the horde join the fray,   
along with 2 skeletons . Same tactics as above.  
Fourth Wave  
13 zombies , 1 skeleton , and 1 skaab goliath (APPENDIX   
B) (PICTURE ). Same tactics as above, while the goliath   
wades into battle swinging its morningstar. This is close   
to the horde’s center.  
Fifth Wave  
20 zombies , 5 skeletons , 2 skaab goliaths , and Rinelda   
Smitt (APPENDIX B) ( PICTURE ). This is the horde’s   
center.   
Same tactics as above. Rinelda tries to stay out of melee.   
She prefers to first cast spiritual weapon and sacred flame   
on her first turn, and on the following turn try to disable   
the most threatening adventurer with hold person . If   
pressed into melee, she casts inflict wounds .  
Developments  
Deduct any destroyed undead from the horde’s total.   
Write down which undead were destroyed so you can   
update the horde’s numbers in the upcoming siege.  
If at any point the characters flee, the undead chase for a few rounds before returning to their previous position.  
If Rinelda is defeated, the horde carry out their last   
command and still march in the direction of Shadowgrange,   
but fifty zombies wander the wrong way and are deducted   
from the horde’s total.  
Rinelda Smitt insane. The teen lost her parents at a very   
young age and has survived in the wilderness purely off   
her talents in necromancy. She is devoid of empathy for   
her victims, seeing humans as useful only as resources   
to raid for food, clothing, shelter, and their corpses for   
undead. The only thing she understands and respects is   
power. If her life is on the line, she’ll explain her partnership   
with Siegfried, and how she’s culling the land to bring him   
corpses for his experiments (see “The Horde’s Purpose”).   
Rinelda respects Siegfried’s talents and hopes to learn   
everything she can as his apprentice before inevitably   
murdering him and taking over his residence.  
Rinelda carries basic necessities (clothing, food) along   
with a ghoulcaller’s bell (APPENDIX A) ( PICTURE ), and a   
large pouch containing 90 ep and 70 gp. On her person is   
a note written by Siegfried, reminding the teen to collect   
everything she can find in his shop’s basement, from   
papers to alchemical supplies.  
Defending Shadowgrange  
If the characters choose to defend the town, they can   
spend the time before the horde arrives by preparing the   
town’s defenses. Let the characters lead the discussion on   
what to do during this time. The council members respect   
the opinions of capable adventurers, especially when it   
comes to battle, and they’ll follow the party’s initiative for   
planning.  
Adventurers are a delightfully creative and unpredictable   
bunch and you should encourage their plans if reasonable.   
Reward good planning, whatever it may be. In addition   
to the character’s ideas, the council members also voice   
opinions on what to do. These preparation quests will yield   
benefits in the battle to come (see “Running the Siege”):  
• Warding the Walls. Priestess Flora thinks she   
can re-ignite the holy wards that used to protect   
Shadowgrange’s walls, but she’ll need help doing   
so. Any character with proficiency in Intelligence   
(Religion) can choose to aid her in performing the   
holy rituals to infuse the walls with holy energy. If at   
least one character does, Flora and that character can   
re-arm the wards by spending eight hours devoted to   
carrying out the ritual. Each additional character aiding   
in the ritual reduces the time required by four hours.   
On success: The walls radiate a faint divine magic.   
Lesser undead, such as zombies and skeletons,   
are repelled from getting too close, and the skaab   
goliaths in “Assault on the Gate” scenario take longer   
Art by John Stanko

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30to destroy the gate.  
• Finding Runners. Captain Levi suggests finding   
suitable messengers amongst the conscripted   
townsfolk to relay information between the   
characters and council members. This way they   
can better coordinate their defences during the   
battle. Any character can approach a townsperson   
to be a runner. Convincing a person to take the job   
requires a Charisma (Diplomacy) check DC 10.   
On success: The characters have messengers to keep   
them informed of how the battle progresses. In the   
“Defending the Breach” scenario, they characters can   
arrive earlier, saving more defenders and are rewarded   
with an additional influence dice.  
• Boosting Morale. Eckhardt Sheck knows that the   
conscripted townsfolk are terrified of the approaching   
horde. These people are not fighters; they are farmers,   
shepherds, and tradesmen. They need a confidence   
boost to have them perform well in battle. Any character   
can try to raise the hopes of the conscripted townsfolk.   
They can do so in numerous ways, from a rousing   
speech, playing up the strengths of the adventurers,   
showing the commoners how to properly wield their   
weapons, squashing any talks of hopelessness,   
or any other reasonable idea the characters come   
up with. An appropriate skill check DC 15 inspires   
confidence in the conscripts witnessing this.   
On success: Defenders that witness the character’s   
actions are inspired, fighting more effectively in the   
siege, dealing more damage to the skaab goliaths in   
the “Assault on the Gate” scenario.  
• More Conscripts. Captain Levi points out that the   
undead horde still greatly outnumber the defenders.   
To help increase the chances of survival, a weapon   
should be put into the hands of any person that can   
hold it. Levi suggests more aggressively conscripting   
any person able to wield a weapon, including children   
and the elderly. It will take convincing on the part of the   
characters to make this happen, however, as parents   
will be reluctant to send their young ones to battle.   
As in the “Boosting Morale” quest, the characters can   
be creative with their ways and pass an appropriate   
skill DC to conscript the children and elderly.   
On success: The characters can conscript up to 50   
additional young and elderly commoners. These   
commoners help deal additional damage to the skaab   
goliaths in the “Assault on the Gate” scenario.  
Add any other quests that you feel are appropriate to the   
situation.  
As the characters go about preparing, so do the rest   
of the townsfolk. Shadowgrange’s cathars calls upon   
all able-bodied citizens to take up arms against the oncoming attack. These conscripted commoners gather   
in the town square bringing whatever weapons they have,   
from hunting bows to pitchforks, where they await orders.  
The rest of the townsfolk rush to evacuate precious   
belongings from their outlying homes and farms to the   
safety of Shadowgrange’s walls. Noncombatants are   
squeezed into the town chapel, which is reinforced with   
makeshift barricades.  
Once the civilians are accounted for, the cathars and   
conscripted soldiers will work day and night to reinforce   
the gate and build makeshift barricades along the main   
path leading to the market square.  
Free Pots. The clergy members seek out the adventurers.   
They are well aware that the characters’ prowess will play   
a critical factor in defending the town, so they give them   
four healing potions for the fight.  
Awarding Experience Points  
Divide 900 XP equally among the characters if the party   
aids the town in preparing defenses.  
Evacuation?  
This adventure assumes most parties will decide to stand   
their ground and defend Shadowgrange. However, they   
can choose to flee from the oncoming undead horde. Or   
perhaps they evacuate the town, lure the undead inside,   
and then set the place on fire, destroying both the town   
but also the horde if done correctly. There is no “wrong”   
way to attack this problem.   
Should the characters choose to flee or evacuate, there   
are a few settlements not far from Shadowgrange that   
they can travel to. None have the defensible stone walls of   
Shadowgrange, but all are encircled by a moat and some   
sort of physical barrier, such as wooden palisades or at   
the very least somewhat defensible trenches. The closest   
settlement is a day away.  
There are two notable settlements fairly close to   
Shadowgrange. The first is Lammas, a rancher community   
stable village two days away. The second is Silbern, a   
Art by David Palum bo  
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small community built around Silbern Tower, a lodging   
and base of operations for a local group of cathars called   
the Silbern Guard. Three days away, this community has   
the largest concentration of cathars in Stensia, with a little   
over a hundred trained fighters ready to take up arms.  
It’s dangerous to travel through Stensia, as the   
adventurers probably know already. You may wish to run   
some of the random encounters from Part 1 while the   
characters travel to other settlements. Lesser undead,   
fiends, beasts, and bandits roam preying on travelers.  
The zombie horde is on a rampage through the entire   
countryside. Their sole purpose is to slay the living and   
return the corpses back to Siegfried in Mauer Estate. If   
the characters retreat from Shadowgrange, the horde   
continues moving south, slaughtering all communities   
along the way. Any settlement in the outland valleys of   
Stensia will be attacked eventually. Maybe the adventurers   
team up with the Silbern Guard and take on the horde at   
a different location. Roll with the player’s ideas and it will   
all work out in the end.  
Running the SiegeAn undead army marches on Shadowgrange and its   
defenders are prepared to meet them in battle. Keeping   
track of hundreds of combatants, including their individual   
stats and rolls, would be impossible. Instead, it’s   
recommended to run the siege by keeping the adventures   
and their personal action as the focus like any other battle,   
with the greater battle around them being told mostly   
through story rather than dice rolls.  
With this method, the battle rages on as a backdrop:   
the focus is on the fight between the characters and their   
enemies. The larger conflict takes place “offstage,” and   
is only relevant to the extent that it helps or hinders the   
characters.  
The adventurers will act as Shadowgrange’s elite   
defense unit in the battle, sent to deal with the toughest,   
most dangerous missions. The result of these missions   
will determine the ultimate fate of Shadowgrange itself.   
Don’t bother tracking the hit points of the various   
combatants, except the ones the adventurers are actively   
fighting. Just describe the carnage as the defenders   
and horde battle it out, while the characters take on the   
toughest part of the enemy forces. A short sentence or   
Art by Ryan Pancoast

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32two at the end of a round or the end of a battle is great   
to maintain the players’ awareness of the ongoing battle   
around them and keeps them immersed.  
Thinning the Numbers  
If the PCs destroyed some of the advancing horde in   
“Attacking the Horde” or otherwise, deduct the destroyed   
creatures from the horde’s total numbers here. If the   
adventurers destroyed any of the three skaab goliaths,   
some of the following encounters need to be changed:  
• If one goliath was destroyed prior to the siege, then   
there is no goliath present at the “Defending the   
Breach” battle, making it much easier.   
• Any additional skaab goliaths destroyed prior to the   
siege (up to three) are subtracted from the “Assault   
on the Gate” battle, which gives a huge advantage to   
hold the gate.  
Horde Tactics  
The undead horde’s attack comes during the dead of   
night, where they can take advantage of their darkvision.   
Shadowgrange’s defenders have at least the light of the   
stars and the moon to see by, along with torches lining   
their walls to illuminate anyone beside their defenses. The   
attack is led by Rinelda Smitt, a necromancer herding the   
horde towards Shadowgrange.  
The horde’s attack is organized into stages, detailed   
below. The actions of the characters can disrupt these   
stages; they are presented here as they would play out if   
the characters weren’t on hand to aid in Shadowgrange’s   
defense.   
Stage 1: The undead horde advances on Shadowgrange.   
The majority of zombies, led by two skaabs, shambles   
forward to break down the gate, while skeleton archers   
fire at any defenders they see.  
Stage 2: A secondary force of undead attacks led by one   
skaab breaches the wall, away from the main fighting at   
the gate.  
Stage 3: Swarms of undead pour through gaps in the   
city defenses created by the skaabs and begin wreaking   
havoc.  
Stage 4: The undead horde fully enters Shadowgrange,   
routing the defenders to the chapel.  
Stage 5: Rinelda Smitt personally leads an assault on   
the chapel, looking to finish off the remaining defenders.  
Assault on the Gate  
The horde are traversing the valley and approaching Shadowgrange. It’s night, and none of the defenders   
(except maybe an adventurer) has darkvision to see.   
Unless the adventurers are attacking, or have provided   
the other defenders a way to see the approaching horde,   
Captain Levi orders his crossbowmen and archers to hold   
fire until they can get a clear shot.  
If the adventurers ride out to attack the approaching   
horde, use the stats given in “Attacking the Horde” section   
earlier.  
When the horde ( PICTURE ) arrives at the walls, read or   
paraphrase:  
They arrive in the dead of night: hundreds of shambling   
humanoids. In the moonlight, their figures silhouettes   
can be seen, along with glimpses of their rotted faces.   
As they near the walls, torches illuminate their hideous   
appearances. The zombies move towards Shadowgrange   
with a strange urgency; splashing and flailing in the   
moat’s waters, scrambling over each other to reach the   
walls, lashing at the gate, tearing, ripping, growling.  
Lumbering forward, towering over the other zombies,   
are two stitched abominations. Six powerful arms and   
three heads are attached to each mass of muscle. These   
creatures stride easily through the moat’s waters and   
move towards Shadowgrange’s gates, where they start   
start pummeling it with armor-plated fists, shaking the   
barricade with each blow. Captain Levi begins to yell and   
wave a torch to get attention. “Bowmen! Take out those   
beasts! Now!”  
2 skaab goliaths (APPENDIX B) ( PICTURE ) begin leading   
the attack on the gate. They smash the gate each round,   
unless something prevents them from doing so. The gate   
can take 10 hits (or 5 rounds of both hitting) total from   
the skaabs before being breached. Captain Levi is aware   
of the danger they pose and barks out orders to take them   
down. If the adventurers completed the quest “Warding   
the Walls,” the gate instead can take 12 hits total before   
being breached.  
The defenders on the walls begin raining down crossbow   
bolts and arrows upon the goliaths, dealing 22 damage per   
round divided between the two goliaths unless specifically   
told to aim at one. If the adventurers completed the quest   
“Boosting Morale” or “More Conscripts,” the damage per   
round is increased by 4 per quest completed.  
To make matters worse, as the order is given to bring   
down the goliaths, screams can be heard from atop the   
walls. 20 skeleton archers (MM 272) pepper the bowmen   
atop the walls, using their darkvision to fire from 40 feet   
away. The constant barrage hampers the defender’s ability   
to take down the goliaths.  
For every five skeletons the adventurers take out, the   
defending bowmen can fire more freely, increase their   
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damage on the goliaths by +2 each round.  
Developments  
If the skaab goliaths are taken out before the gate is   
breached by them, then the gate holds. Regular zombies   
stumble over the fallen goliaths to claw at the gate, but   
their assault is far weaker than the skaab’s.  
If the gate is breached, all is not lost. Eckhardt and his   
soldiers, a mix of cathars and conscripts, stand ready to   
meet the surge of undead that rush through the broken   
gate. Their goal is to drive the undead back long enough   
to repair the broken gate.  
Regardless of the outcome, a messenger runs over   
to the adventurers shortly after either the gate is saved/  
breached. The bloodied soldier comes bearing grim news:   
one of the far side walls have been breached. The undead   
are breaking through, and her squadron of soldiers have   
been taking heavy losses trying to hold their position.   
Captain Levi will ask the adventurers to reinforce the   
breach.  
If the adventurers completed the quest “Finding   
Runners,” the messenger is one of the people the characters enlisted as a runner, and they’re given an earlier   
warning that a wall is soon to be breached.  
Defending the Breach  
The undead have breached one of the walls and have   
begun pouring in. Without the adventurers intervening at   
the breach, that position will almost assuredly be overrun.   
If the gate has been breached and the adventurers decide   
to defend it instead, you can configure the following   
encounter to work for that too.  
Once the adventurers arrive at the breach, read or   
paraphrase:  
The warm glow of fire can be seen over the rooftops ahead   
of you, where the sounds of fighting can be heard. As you   
turn the corner, you see two wooden cabins aflame next   
to the wall, illuminating the scene in front of you. Fighting   
amidst the bright glow in a tight formation are the cathars,   
clashing with dozens of undead humanoids. More still   
Art by Volkan Baga

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34pour into the street from a breach in the wall 10 feet wide,   
clambering over the stone debris and eagerly rushing to   
the living defenders. “By Avacyn’s Might, we hold!” shouts   
a cathar, even as the soldiers are slowly pushed back.  
If the adventurers leave for the breach quickly, then they   
find a heated battle between the invading undead and the   
village defenders. A dozen soldiers fight here against ever-  
increasing numbers of zombies. These eleven cathars   
statted as guards (MM 347), along with a single clergy   
member (treat her as a priest [MM 348] without Divine   
Eminence, no 2nd or 3rd level spells, and only 10 HP).   
If the adventurers took their time getting here, or didn’t   
complete the “Finding Runners” quest, five of these   
cathars are dead when they arrive.   
The cathars’ goal is to push the undead out long enough   
to barricade the breach, but they don’t have the numbers   
to do so. Only with the adventurer’s help in the fight can   
they hope to accomplish their task.  
Optional: Influence Dice  
In this battle, the adventurers are given their own targets   
to eliminate while the cathars fight their own battles with   
the undead in the background. To help illustrate the fight,   
you may consider using this optional Influence Dice   
mechanic, where the combatants in the backdrop can still   
influence the party’s battle while still being rolls-light.  
Represent the background defender’s influence in the   
fight with two Ally Dice (d6’s), or only one dice if five   
cathars are already dead. Represent the background   
undead’s influence with three Enemy Dice.   
At the end of each round, roll the dice for each side.   
For every 6 in the result, that side does something that   
affect’s the party’s fight. If the 6 is a result of the Ally Dice   
roll, it’s a help; if it’s a result of the Enemy Dice roll, it’s a   
hindrance.  
For every result of 5, that side does something that affects   
the party’s fight, but at a negative cost to themeselves.Possible effects include:  
Help Hindrance  
A cathar fires a crossbow   
bolt into an enemy that   
one of the characters is   
engaged with. The enemy   
takes 4 damage.A zombie catches a   
character unaware with a   
slammed fist into its back,   
dealing 4 damage.  
A gust of spectral wind is   
felt as the spirit of Saint   
Traft materializes on the   
battlefield and swings his   
greatsword at the PC’s   
enemy, dealing 2d6+5   
damage and knocking   
the target prone, before   
his spirit is swept away   
elsewhere by the wind.One zombie or skeleton   
joins the battle.  
The clergy member rushes   
over to a wounded charac -  
ter and casts cure wounds ,   
healing 7 hit points, before   
rejoining the cathars in   
the background battle.Zombies dogpile on one   
of the cathars and start   
devouring his flesh as his   
comrades fight desperate -  
ly to save him.  
A cathar joins the party’s   
battle, rushing to help the   
most wounded looking   
character.The upper half of a zombie   
latches onto a random   
PC’s legs, restraining the   
PC. Strength check DC 10   
to escape the restraint.  
Waves of Undead  
In order to hold the line and drive the undead back, the   
characters must defeat several waves of increasingly   
dangerous attackers while the cathars fight their own   
undead foes in the background. Allow each wave’s   
resulting combat to play out, then let the next wave   
arrive one or two rounds after. This gives the characters   
a small window to ready themselves for the next fight.   
Alternatively, if the characters are finding combat too easy,   
you can have subsequent waves arrive faster.  
First Wave  
3 zombies (MM 316) rush forward to attack the characters   
closest to them, along with 3 skeletons (MM 272) that   
hang back and fire at the characters with their shortbows.  
If you are using Influence Dice, remove one of the   
Enemy Dice after the party defeats the first wave.  
Chapter 3: Night of the Dead  
Art by Raymond Swanland

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with her remaining forces.  
• If either the gate or wall breach was lost, then Rinelda   
enters through that location with her remaining forces.  
• If both the gates and the wall breach were lost,   
then the undead overrun the outer defenses. The   
defenders are routed, and a messenger comes to the   
adventurers telling them to regroup at the chapel.   
The adventurers have enough time for a short rest   
before an overconfident Rinelda leads the final assault   
against the chapel, calling out any champions to face   
her.  
Necromancer Confrontation  
A messenger arrives from Captain Levi, requiring the   
party’s immediate assistance: a necromancer has arrived   
and is cutting through his troops. The adventurers are   
needed to stop her onslaught.  
When the characters arrive, dozens of defenders and   
zombies are locked in battle. Rinelda Smitt stands out   
amongst the crowd, squaring off with Captain Levi. The   
cathar commander, statted as a thug (MM 350; Lawful   
Good), is barely hanging in there -- he’s down to 10 hit   
points and suffering from 1 level of exhaustion. Rinelda is   
toying with him using her spiritual weapon (in the form of   
a spectral dagger) to stab at him.  
If you want to use Influence Dice in this battle, represent   
the defenders fighting here with two Ally Dice, and the   
undead two Enemy Dice.  
Rinelda Smitt (APPENDIX B) ( PICTURE ) travels with   
3 zombies (MM 316) that she uses as her personal   
bodyguards. If attacked, she’ll use her reaction to shove   
a zombie in front of the blow if possible. Rinelda prefers   
to fight at range, casting hold person and sacred flames   
as appropriate while swinging with her spiritual weapon   
spell.   
The necromancer has a terrible temper and delusions   
of immortality, considering how well she’s survived all her   
life so far. She can be coaxed into fighting recklessly, and if   
pressed into melee, she casts inflict wounds .  
Developments  
Rinelda Smitt is insane The teen lost her parents at a very   
young age and has survived in the wilderness purely off   
her talents in necromancy. She is devoid of empathy for   
her victims, seeing humans as useful only as resources   
to raid for food, clothing, shelter, and their corpses for   
undead. She offers no remorse because such a feeling is   
alien to her.  
The only thing Rinelda understands and respects is   
power. If her life is on the line, she’ll explain her partnership   
with Siegfried, and how she’s culling the land to bring him Second Wave  
Many undead fall, yet more pour in through the breach.   
An anguished, unearthly chorus of shrieks is heard   
from above. Swooping down into the battle is a spectral   
humanoid figure draped in tattered rags and dangling iron   
chains. The shrieking emits from large gaping mouths all   
over its body that glow an intense bright blue.  
A shriekgeist (PICTURE ), statted as a specter (MM 279),   
has been lured to the ensuing carnage like a moth to a   
flame. It attacks the adventurers with incomprehensible   
hatred.  
 2 zombies and 2 skeletons also join the battle using the   
same tactics as above.  
If you are using Influence Dice, remove one of the   
Enemy Dice after the party defeats the second wave.  
Third Wave  
A low, booming roar is heard from the wall, followed   
by shouts of surprise and despair as a hulking stitched   
abomination heaves itself through the breach. It swings   
morningstar down at the nearest cathar, slamming the   
poor human deep into the earth with a sickening crunch   
and a spatter of blood. More zombies squeeze through as   
the skaab moves forward.   
2 zombies , 1 skeleton , and 1 skaab goliath (APPENDIX B)   
(PICTURE ). Same tactics as above.  
Developments  
If the adventurers defeat all three waves, the cathars   
destroy the remaining undead and have enough time to   
seal up the breach with a makeshift barricade of wood and   
stone debris. It’s not very strong, but it’s enough to deter   
the undead from entering through here.  
If the adventurers retreat from the battle instead, then   
the position is quickly overrun by undead. While many   
more zombies enter through the breach, all is not lost,   
since the horde as a whole isn’t organized enough to take   
full advantage of this entrance and send more numbers   
through. Any surviving cathars retreat back to the gate to   
inform Captain Levi of the situation, which he responds   
to by leading a group of his best soldiers to launch a   
counterattack and reclaim the area.  
Results  
The location of the next encounter, “Necromancer   
Confrontation,” depends on the adventurer’s previous   
actions:   
• If both the gate and the breach were successfully   
defended, a frustrated Rinelda scales the wall and   
makes a last-ditch attempt to defeat the defenders   
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36corpses for his experiments (see “The Horde’s Purpose”).   
Rinelda respects Siegfried’s talents and hopes to learn   
everything she can as his apprentice before inevitably   
murdering him and taking over his residence.  
Rinelda carries basic necessities (clothing, food) along   
with a ghoulcaller’s bell (APPENDIX A) ( PICTURE ), and a   
large pouch containing 5 ep and 92 gp. On her person is   
a note written by Siegfried, reminding the teen to collect   
everything she can find in his shop’s basement, from   
papers to alchemical supplies.  
Victory!  
With Rinelda defeated, the undead briefly falter, looking   
dazed. A loud cheer erupts from nearby defenders as they   
see the adventurer’s victory. The people fight fiercer with   
renewed resolve, pushing back the horde and eventually   
vanquishing them. It takes another two hours to clean up   
any undead roaming within the town’s walls.   
How well the defenders fared depends on the   
adventurer’s accomplishments. If both the gate and wall   
breach held, then casualties and property damage are   
shockingly few. The more failed objectives, the worse the   
death toll and damage to Shadowgrange.   
The townsfolk spend the next day carrying out post-  
battle activities: clergy members tend to the wounded,   
cathars dismantle barricades, tradesfolk begin repairing   
damages, and other people help with gathering the dead   
to be buried later.  
A group of cathars rides out to cleanse the surrounding   
valley of any pockets of undead still roaming the land. The   
few scattered zombies are easily disposed of. When the   
cathars return, they bring news that some of the zombies   
were guarding large wooden wagons, some empty and   
others holding corpses.  
Once all the immediate concerns are taken care of,   
Priestess Flora invites the characters to a great victory   
celebration. The celebration begins with a rousing speech   
by Flora in front of the chapel, where she publicly thanks the   
characters eachby name. Take the time to play this scene out, and make sure to call out a couple of key actions of   
bravery or even luck that each character displayed during   
the battle. Without the party’s help, hundreds of people   
would now be dead and Shadowgrange would have been   
lost.   
At the end of the speech, Flora motions to bring forth a   
large chest filled with coins to be given to the adventurers   
as thanks. Assuming the characters succeeded on each   
objective, the chest contains 2,100 cp, 1,050 sp, and 260   
gp. Reduce the amount of coins depending on how many   
objectives were failed, as the town will need more money   
to repair damages incurred in the battle.  
After the chest is presented and the crowd finishes   
cheering for the adventurers, Eckhardt approaches   
them and asks for a word in private. When they move   
somewhere more quiet, the innkeeper solemnly gifts the   
party two of the best items from the cathars’ armory. If   
Captain Levi fell in battle, these are his personal items,   
and Eckhardt explains that the deceased cathar would   
be honored if his arms continued to slay the wicked. The   
gifts are a +1 weapon and +1 armor/shield . Customize   
the weapon and armor to your party: for example, if a   
Dexterity-focused rogue still needs a weapon and prefers   
using a rapier, perhaps the weapon is a +1 rapier called   
Kindness; its handguard decorated in silver filigree in the   
shape of a thousand feathers; it glows pale blue in the   
presence of fiends.  
Defeat!  
If the characters failed to defeat Rinelda but succeeded   
in either holding the gate or the wall breach, then the   
necromancer forces the defenders to retreat to the chapel   
while the horde overruns the rest of Shadowgrange. Here   
the adventurers have enough time for a short rest before   
Rinelda gathers her forces for a final assault. This is the   
final chance to stop the undead and save the town.  
If the adventurers fail to stop Rinelda at the chapel, then   
the defenders are broken. Priestess Flora and the rest of   
the surviving council members rallies what’s left of the   
townsfolk for one desperate push, fighting their way out   
of Shadowgrange. They take heavy losses doing so, but   
eventually the survivors make it out alive. The undead   
horde is too disorganized to give chase.  
Priestess Flora contacts the characters and thanks   
them for their aid, but she is unable to hide the bitterness   
and despair in her voice. There is no ceremony, and this   
meeting is rushed. Shadowgrange is lost, and its people   
flee south to neighboring communities as refugees.   
Word of the horde’s rampage travels to Silbern (see   
“Evacuation”) and perhaps the cathars there mobilize   
enough troops to stop the horde. Or maybe the vampire   
families step in, destroying the undead to protect their   
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Art by Karl Kopinski

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human livestock.  
Developments  
After the adventurers have a bit of time to recover from the   
battle, Priestess Flora contacts them. She explains that her   
people have never encountered an undead horde like the   
one they faced. Flora knows that the stitched horrors, the   
skaabs, are the foul work of necro-alchemists. If the army   
was built by such people, it may be that the horde they   
encountered is but a precursor to more attacks to come.   
For the sake of all Stensia, Flora begs the adventurers to   
find the source of these undead and stop it once and for   
all. The refugees from Mordov said that the horde came   
from the north, and the most notable location north of   
there is Mauer Estate, a long-abandoned mansion that   
has housed many residents over the centuries, from   
ancient royalty to mad wizards.   
If the adventurers mention Siegfried, either their   
findings in his alchemy shop or the note on Rinelda Smitt,   
then Priestess Flora agrees that he could be the source.   
Siegfried was last seen heading in the direction of Mauer   
Estate, and if they have evidence that he turned to necro-  
alchemy, then it seems like he would be the first one the   
adventurers should confront.  
Awarding Experience Points  
Divide 2,000 XP equally among the characters if the party   
helps save the townsfolk from the undead horde.  
If the undead horde is defeated, award another 4,800 XP   
equally among the characters.  
Conclusion of Part 3  
Part 3 begins once the adventurers decide to head north   
to Mauer Estate, where Siegfried works tirelessly to create   
even more fearsome threats.  
Milestone: Level 4!  
If you are using Milestone Experience, then the characters   
attain 4th level after the horde has been dealt with.  
Chapter 3: Night of the Dead

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38In this part of the adventure, the characters travel to   
Mauer Estate, located at the northern edge of Stensia’s   
outer valley. To do so, they will need to journey through a   
large bog that divides the southern part of the valley from   
its northern tip.  
Depending on which NPCs the characters met and   
which quests or clues they picked up, some or all the   
following information might be known to them:  
• Priestess Flora wants the characters to travel to Mauer   
Estate and uncover the source of the undead.  
• Rinelda Smit can confirm that Siegfried is the creator   
of the undead armies and is working at Mauer Estate.  
• Silvia Wintsch wants the characters to bring her any   
sanguine lotus they find in the bog.  
• Siegfried holds the missing piece of the Strionic   
Resonator, which some of the characters may have   
been tasked to retrieve for the Church of Avacyn.Farbog Superstitions  
If the characters agree to Priestess Flora’s request to check   
out Mauer Estate, she thanks them for their courage and   
commitment to righteousness. Flora warns them to be   
careful while traversing the farbog (Innistrad’s fancy term   
for bog/swamp) that the adventurers must pass through   
to reach the estate. In particular, she warns them about   
hellhounds: “I know you’re strong and capable adventurers,   
but trust me, if you come across a hellhound… run.” This   
warning is particularly important to give the characters, as   
it sets up the “Hounds of Baskerville” encounter.  
Once the characters accept Flora’s mission, word   
spreads around town of the character’s impending   
journey through the farbog (Flora tells her clergymen,   
they tell friends and relatives, and it spreads). Helpful,   
but superstitious townsfolk approach the party members   
and offer advice on how to stay safe. The suggestions   
range from reasonably insightful to ignorance. Some   
suggestions include:  
• Never stare into a hellhound’s eyes or it will devour   
your soul.  
• Eat wormwood and other bitter herbs; it will make   
Part 4: Into the FarbogArt by James Paick  
Chapter 4: Into the Farbog

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you less palatable to things that roam the night (the   
townsfolk that suggests it offers the character some of   
the aforementioned herb).  
• Travel by day and rest at roadside shrines by night.  
• If you hear howling at midnight, someone close to you   
will die.  
• Be quiet while traversing the ancient grafs (Innistrad’s   
fancy term for “crypt”) inside the farbog, lest you wake   
the dead.  
• Pale ghosts are the friendly kind, except when they’re   
not.  
• Travel by night and rest at roadside shrines by day.  
• If a black cat crosses the road in front of you, it’s a   
sign of bad luck.   
If the characters ask about the farbog itself, they can find   
out from various townsfolk that it’s a treacherous swamp   
that people avoid if possible. One prominent rumor is   
that the farbog used to be a beautiful forest with one of   
the most influential settlements in all of Innistrad, but an   
evil tainted the forest, turning it into the farbog it is now.  
The bog has a well-known reputation for being the   
residence of hellhounds, though it’s also said that few   
folk are lucky enough to see one and live to tell the tale.   
Others mention that ancient grafs dissolve into the muck,   
causing the restless dead to stir as geists (spirits) and   
ghouls.  
Traveling to the Swamp  
It takes one day of traveling north through the outer valley   
to reach the farbog. A few abandoned communities can   
be found in between Shadowgrange and the bog; the   
undead horde passed through these settlements on their   
way to Shadowgrange, killing most of the inhabitants   
and sending their corpses back to Mauer Estate. None   
of these communities are remarkable: each is comprised   
of outlying farms and cabins huddled together, with a   
modest chapel for prayer. If you wish, you can place one   
of these villages in the path of the characters, offering   
the opportunity to explore the wreckage. Perhaps a few   
people managed to survive the undead’s rampage and   
still live here. Or maybe some undead still linger in the   
area, hungering for the living.  
The zombie horde left Mauer Estate and trekked south,   
through the farbog, through the small villages, all the   
way to Shadowgrange. Their footprints are easy to spot   
and follow back to the estate. In addition to footprints,   
heavy wagon wheels can be followed. These wagons were   
carried by the horde and filled with corpses. Once filled,   
the wagon would be hauled back to Mauer Estate, where   
Siegfried would use them in his experiements. The Farbog  
Once the adventurers enter the farbog, read or paraphrase:  
The grassy plains of the valley dampens into inky black   
muck as you enter the farbog. Barren pine trees sink into   
the mud at odd angles, creating a tangle of dead trunks. A   
dreary grey mist envelopes the area.  
The farbog is muddy, damp, and stinks of rotting   
vegetation. A mist surrounds the area; it doesn’t impede   
nearby vision, but anything beyond 300 feet disappears   
behind the grey curtain.  
The ground is a mix of muddy earth and shallow bog.   
Traveling through here is considered difficult terrain (see   
the rulebook for more information). The zombie horde   
mostly stuck to the main road that passes through the   
swamp; adventurers following the main road or zombie   
horde can easily track hundreds of shambling footprints   
and heavy wagon wheels dragged through the muck.  
Following the main road, which runs north to south, is   
the easiest way to journey through the swamp towards   
Mauer Estate.  
Swamp Encounters  
Traveling through the swamp takes one day. Along the   
journey through the farbog, the characters will partake in   
three of the following events below (though feel free to   
run as many events as you wish!).  
Choose three of the events, marking when they occur   
(day/night). Alternatively, roll a D6 and consult the Swamp   
Encounters table to determine what the party meets,   
rerolling any 6 or duplicate results.  
The difficulty of combat encounters and their subsequent   
XP awards assume a party of four level 4’s. If this is not   
the case in your game, or if you wish to make the combat   
easier or harder, you may tweak the combat encounters to   
your desired difficulty with Kobold Fight Club or similar   
builders.  
d8 Event  
1 The Hounds of   
Baskerville  
2 Whispers of Hope   
and Doom  
3 Deadly Lotus  
4 Little Girl’s Plea  
5 Corpse Wagons  
The Hounds of Baskerville  
This encounter works best if the characters have been   
Chapter 4: Into the Farbog

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40previously warned about hellhounds in the swamp (See   
“Farbog Superstitions”).  
As the characters journey through the swamp, they   
pass by the sunken remains of a long-forgotten village   
called Baskerville. What little remains of the crumbling   
and sunken village structures is barely recognizable in   
the overgrowth and muck. The skeletal remains of many   
of the villagers can be found littered around the area. A   
Wisdom (Medicine) DC 12 reveals none of them died   
from physical violence. A Wisdom (Insight) DC 15 check   
indicates that the people appear to have all died in a state   
of absolute terror.   
The area filled with gloomgas mushrooms. These   
mushrooms release spores with hallucinogenic properties   
as the characters pass through. The spores fill the air and   
mixes invisibily with the surrounding fog.  
The gloomgas mushrooms grow at the base of the   
surrounding pine trees, blending perfectly with the bark.  
The spore clouds are released with a low rumbling sound that echoes throughout the area and is almost impossible   
to pinpoint its origins. Characters can spot one of these   
mushrooms with a DC 25 Perception check. A Nature DC   
20 can identify a spotted gloomgas mushroom.  
Every round that a character is exposed to the spores,   
they must make a DC 15 Constitution check or be poisoned   
by the spore’s hallucinogenic properties. Characters that   
don’t breathe or are immune to poison are unaffected.   
Since the characters traveling through this part of the   
swamp are likely exposed to the spores for minutes or   
longer, it can be assumed that anyone not immune is   
eventually poisoned.  
A poisoned character gradually begins to hallucinate.   
Read or paraphrase for them:  
The fog grows cloyingly thick and surrounds you utterly.   
The pine trees seem taller here, leaning over you as if to   
snatch you with gnarled, claw-like branches. The muck   
you trek through sucks down your foot more with each   
Art by Kajito

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step you take, making it harder to move. The world is   
closing in on you.  
Then you hear it: a low rumbling growl that emanates all   
around you. The growling gets louder; its tone is of sheer   
malice.  
The growling sound is a perversion caused by the   
hallucination: it is actually the rumbling sound of the   
gloomgas mushrooms, but when heard by someone   
hallucinating from the spores, it sounds like a monstrous   
hound growling. This is the origin of the hellhound rumor.   
Give the poisoned characters a moment to react to the   
sound. Afterwards, read or paraphrase for them:  
You spot them out of the corner of your vision: twin fiery   
red orbs burning through the cloak of fog. They move   
closer, and you see the rest of the figure emerge – a   
monstrous hound, as tall as a human, stepping forward   
on thick, muscular legs. As it growls, the beast exhales   
embers from its open maw filled with razor-sharp teeth   
and revealing a hot glow emanating from its throat.  
You hear more growling from behind. Turning around,   
you see a second fiendish hound approaching from the   
opposite direction. Suddenly, the two beasts rush toward   
you in a full sprint, their eyes blazing with unbridled   
hatred.  
These 2 hellhounds (MM 182) are actually hallucinations   
caused by the gloomgas mushroom’s spores. Only   
characters hallucinating from the spores can see, hear,   
or be affected by them. The hounds circle around and   
strike at the weakest looking character, using their pack   
tactics to eliminate the target quickly before moving to   
the next. They use their Fire Breath if they can hit two or   
more characters with it. All damage dealt by the hounds   
to hallucinating characters looks like physical wounds,   
but in fact the characters are unknowingly taking psychic   
damage instead.  
There are a few ways for a poisoned character to recognize   
the illusion. When a character is damaged for the first time   
by a hellhound, they must make a DC 15 Wisdom saving   
throw. On a success, they notice something “off” about   
the hellhound – its features are hazy and blurred, it leaves   
no footprints, there’s no weight to its attacks, etc. After   
this success, they can spend an action to concentrate on   
the hound, making a DC 10 Wisdom saving throw. On this   
success, the character shakes off the hallucination and the   
hellhounds disappear for them.  
Alternatively, a character not hallucinating can help a   
poisoned ally shake off its effects by convincing the person   
that no hell hounds exist. They can stand in the same spot   
as where the “hellhound” stands, or try to explain that   
they are hallucinating, or anything else they can come up with. Doing so takes an action. When this is done, the ally   
can immediately make a DC 10 Wisdom saving throw.  
Awarding Experience Points  
Divide 1,400 XP equally among the characters if the   
party defeats the hell hounds and/or shake off the   
hallucination.  
Whispers of Hope and Doom  
As you journey through the bog, you hear a shrill scream   
emanating from all around you. A dark red mist emerges   
from the ground all around you, mixing with the pervasive   
fog, thickening like a blood clot. The red mist envelopes   
the area, so thick that you can barely see your hand in   
front of you. Your entire body is quickly covered by a thin   
layer of this bloody substance, and the air smells of fire   
and brimstone.  
The adventurers walk through a part of the farbog that is   
home to a colony of hellscream fungi that thrive on the   
rotting vegetation languishing in the muck. The fungi   
release a cloud of spores as the adventurers pass by,   
enveloping the surrounding area in a thick bloody red 200   
ft. radius “fog” that smells similar to fire and brimstone.   
The opaque fog heavily obscures vision (see “Vision and   
Light” in the Player’s Handbook p183). The spores coat   
exposed surfaces -- including the adventurers -- but are   
otherwise harmless. The fungi can be identified with a   
successful DC 20 Intelligence (Nature) check. The spore   
cloud disperses after an hour.  
Unfortunately for the adventurers, the spore cloud is   
the least of this area’s hazards. As they wander through   
the spore cloud, a will-o’-wisp (p301) approaches them.  
You see an orb of warm light pierce through the red fog.   
As it bobs up and down excitedly, you hear a faint whisper   
that says, “Follow me, travelers. You are grave danger   
here. Hurry!”  
Technically, the wisp does not lie: the adventurers are in   
grave danger. But the wisp is the danger. An adventurer   
that does not trust the wisp can roll a Wisdom (Insight)   
check against the wisp’s Charisma (Deception) check   
(+0) to gauge its intent.   
In truth, the wisp aims only to distract the adventurers   
and lead them in circles inside the spore cloud, because   
this is the hunting ground of its master, a grell (MM   
p172). If attacked, the wisp goes invisible and backs away,   
content to watch its master feed while it hisses taunts   
at the adventurers. If the grell is killed however, the wisp   
lashes out in a rage, spitting curses and vile phrases as it   
fights to the death. (Note that the wisp’s vision is heavily   
Chapter 4: Into the Farbog

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42obscured by the spore cloud.)  
Meanwhile, the grell tries to sneak up behind the group.   
With its blindsight, the aberration isn’t affected by the   
spore cloud at all. If all the adventurers are effectively blind   
then the grell automatically succeeds in sneaking up, as it   
makes no sound while flying and the adventurers can’t see   
it. Otherwise, roll a Stealth check (+6) against the Passive   
Perception of adventurers that can see through the spore   
cloud. The aberration attacks anyone that gets separated   
from the group. If no opportunity arises, it attacks an   
adventurer that stands at the back of the group. The grell   
tries to grapple and paralyze its prey and then float away   
back to its lair with the character paralyzed character in its   
clutches.  
Developments  
The grell lairs in a makeshift treehouse made of petrified   
wood up in the strong, sprawling branches of a nearby oak   
tree. The treehouse is a single room that houses the grell’s   
nest made up of twigs and small branches. There are no   
ropes or ladders to reach the house, but an adventurer can climb up to it with a DC 10 Strength (Athletics) check.   
If the grell manages to sneak off with a paralyzed   
adventurer, it brings them here before knocking them   
unconscious to be a meal for later.  
Treasure  
Scattered inside the treehouse is a small collection of   
items the grell kept from its previous victims. Rummaging   
through the nest will uncover 30 cp, 15 sp, 5 gp, a bag   
of holding (DMG p153), and a wizard’s spellbook with   
the following spells written inside: alarm, color spray,   
thunderwave, unseen servant, arcane lock, rope trick .  
In addition, there is a small ribbed glass bottle with a   
sparkling silvery gas floating inside. This is a message   
bottle (see APPENDIX A). Uncorking the bottle releases   
the gas, and all in the immediate area hear the voice of   
the will-o’-wisp begin to speak, “it killed me... I watched   
it devour my body while I could do nothing... NOTHING!   
This damned beast! I hate it! It is invulnerable, cannot be   
killed, my master...” With that, the silvery gas dissipates.  
 The will-o’-wisp was once a traveler that was killed   
Art by Jason Engle  
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by the grell. With an all-consuming need for revenge, it   
assaulted the grell, only to find out that the aberration was   
completely immune to its electricity attack. The wisp was   
slowly driven insane by this revelation, and in a cruel irony,   
its shattered psyche came to love the grell that murdered   
it, helping the creature feed on passing travelers.  
Awarding Experience Points  
Divide 1,250 XP equally among the characters if the party   
defeats the grell and the will-o’-wisp.  
Deadly Lotus  
Before running this event, it’s important that you as the   
DM know what the party’s marching order is. Specifically,   
you need to know who is marching in front and how close   
people are following behind. This is a good habit to know   
in general, but this particular event requires it.  
Your dulled senses trekking through the dreary swamp   
suddenly perk up as you notice sharp, vibrant patches   
of red that practically glow in the muck ahead of you:   
beautiful red lotus flowers floating in the shallow water.  
A DC 15 Wisdom (Perception) check spots the remnants   
of lotus flowers around the area, but they have been   
trampled and destroyed by the zombie horde. A dozen of   
the flowers up ahead are untouched, however, as there are   
no footprints around them.  
A DC 15 Intelligence (Nature) check correctly identifies   
these as the rare sanguine lotus, whose petals are used to   
create powerful healing potions. If the adventurer has the   
quest “Find the Lotus” from Silvia, then they automatically   
identify the plant. The sanguine lotus are harmless and   
pose no threat to the characters.   
The quicksand that the lotus petals float in, however,   
is definitely a threat. The patch of quicksand is 20 feet   
in diameter. A DC 15 Survival check tells a character in   
advance that something is not right with the patch of   
ground containing the quicksand, but the character   
must actively be searching for such dangerous ground.   
Running or charging characters have no chance to detect   
the quicksand before falling prey to it.  
Any character marching in front that isn’t aware of the   
quicksand will step in it. If one or more adventurers fall   
into the quicksand, read:  
Your walk comes to an abrupt halt as you notice your feet   
have become stuck in a pool of silty water. Your feet don’t   
budge, and a moment later you start to feel a crushing   
weight on them as you slowly begin getting sucked down   
into the muck.Once a creature has set foot in quicksand, its natural   
tendency is to struggle to free itself. Any type of struggle   
will actually have the opposite effect. Moving any portion   
of the body that has been submerged causes the sand to   
shift from underneath the moved body part, thus sucking it   
deeper into the morass. The best way to escape quicksand   
is to simply lie still. Once a creature stops struggling, it   
will naturally float just as it would if it were in a pool of   
still water, albeit rising more slowly due to the weight of   
the sand.  
Effects of Quicksand: Characters in quicksand must   
make a DC 10 Swim check every round to simply tread   
water in place, or a DC 15 Swim check to move 5 feet.   
Failing these checks by 5 or more results in sinking and   
the very real possibility of drowning.  
Rescue: Pulling out a character trapped in quicksand   
can be difficult. The rescuer needs a branch, spear haft,   
rope, or similar tool that enables him to reach the victim   
with one end of it. Then he must make a DC 15 Strength   
check to successfully pull the victim, and the victim must   
make a DC 10 Strength check to hold onto the branch,   
pole, or rope. If both checks succeed, the victim is pulled   
5 feet closer to safety. If the victim fails to hold on, he must   
make a DC 15 Swim check immediately to stay above the   
surface.   
The quicksand isn’t the only danger here, however. A   
lumberknot (statted as a shambling mound ; MM p270)   
(PICTURE ) lies dormant nearby, perfectly blended into the   
undergrowth. When an adventurer falls into the quicksand,   
the lumberknot comes to life and lurches towards the   
party to consume them.  
Suddenly the undergrowth near the quicksand rises from   
the ground. A rotting heap of oak looms up half again as   
tall as a human, its midsection bursting open to reveal   
a cruel gaping “maw” crowned by rows of savage, stake-  
like “teeth.” It shambles towards you, the roots and vines   
wrapped around its figure animating and stretching out in   
your direction.  
The lumberknot moves at a slow 20 feet, so adventurers   
not stuck in quicksand can potentially outrun it. If   
brought below 30 hit points, the treefolk feigns death,   
collapsing into a rotting heap of inanimate vegetation.   
If not subsequently killed, the central root-stem, the   
lumberknot’s “brain,” beds down in its remains to slowly   
regrow its full body.  
Developments  
The adventurers can collect up to a dozen sanguine lotus   
if they can retrieve them from the quicksand. The lotus   
petals last for a week before rotting. If they are returned   
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44gold, silver, and a pearl left over. The shovels left here,   
the hurriedly removed jewelery, and the running footprints   
leaving the area point that the robbers were fleeing.  
Adventurers can track the footprints or follow where   
Anna pointed (she cannot venture too far from her   
grave). Along the way, they come across a charred corpse   
clutching a pearl necklace missing a bead. This was one of   
the robbers, and it looks like he was burned alive.  
The characters can continue following the track until   
they come across a roadside shrine where the second   
robber is staying.  
Up ahead the muddy swamp floor abruptly gives away to   
a circle dry earth. Sprouting in the midst of this circle is   
a wide pine tree stump. Carved from what used to be its   
trunk and rising up from its stump is the symbol of the   
Church: Avacyn’s Collar.  
Sitting beside the shrine is a human clothed in   
mudcaked wools and leathers. He cautiously holds a light   
crossbow in his hands, his tired eyes constantly scanning   
the swamps around him.   
The second robber, Bran Halfhelm (a commoner; MM   
345), has stayed at this road shrine for two days now. He   
is a refugee from Mordov (see “Refugees”). Him and his   
brother, Rickard, managed to escape the slaughter by   
running deep into the farbog. They hoped to cross the   
swamp and seek shelter at one of the northern villages.   
Fleeing with just the clothes on their backs, they happened   
upon Anna’s grave site and decided to rob it for a chance   
to have enough money to pay for a hot meal and a place   
to stay once they reached a village.  
Unfortunately for Bran and Rickard, their grave robbery   
awoke the spirits, and two fiery geists (Anna’s parents)   
chased them down. Rickard was caught and burned alive,   
but Bran managed to reach the safety of this roadside   
shrine, where the angry spirits cannot reach him. He is   
certain that the geists are waiting for him to leave the   
circle to kill him.  
Bran begs the adventurers to protect him from the   
geists. At first, he does not mention that he robbed the   
graves, only that angry geists chased him here and killed   
his brother. If the adventurers press him, Bran will reveal   
the truth, but stress that he was desperate, having lost   
everything to the zombie horde, and needs the money to   
pay for basic needs if he ever gets out of the swamp (which   
is true). He argues that the dead don’t need jewelery.  
If the adventurers convince Bran to hand over his   
stolen jewlery, he gives them a gold ring with etchings of   
soaring herons on its outside (worth 25gp), and a silver   
bracelet with a sapphire stylishly embedded into its center   
(worth 20gp). The gold ring is one of two wedding rings   
-- Bran withholds the second one, though an appropriate alive to Silvia, she pays the adventurers 50 gp (-5gp for   
each missing lotus) and gives them three vials of life’s   
blood (see APPENDIX A).  
Awarding Experience Points  
Divide 1,800 XP equally among the characters if the party   
defeats the lumberknot.  
A Little Girl’s Plea  
As the adventurers travel through the farbog, or perhaps   
while they stop to rest, they are approached by a geist   
(spirit).  
A voice calls out to you: it sounds like a little girl, but the   
voice is strange, warped, like hearing the message through   
the end of a long metal tube. “Please, misters. Please help   
me! Mum and dad are hurting and left me. Will you bring   
them back to me?” Looking around, you notice a small   
humanoid figure, her features hidden under silken sheets.   
The spirit’s translucent body emits a soft pale glow.  
The ghost is of Anna Helmvin, a little girl that died here   
long ago in a time when the barren swamp held a thriving   
community. She poses no threat to the characters, but   
follows them for a while, begging them to help her. If   
attacked, she turns invisible and runs away sobbing.  
Anna will freely answer any questions the adventurers   
have, but her knowledge is restricted by when she was   
“awake” and is filtered through her child psyche. Here is a   
list of things she knows that the characters may ask about:  
• This place was once a village. People were happy.  
• Anna and her parents died when their house burned   
down. Anna died in her room, her parents died trying   
to save her.  
• Her parent’s spirits were really sad and angry for not   
saving Anna, but eventually all of them found peace   
in the Blessed Sleep when the villagers buried them  
• Anna doesn’t know what happened around here while   
she was sleeping.  
• Anna and her parents woke up recently when “bad   
men” dug up their graves.  
• Anna can lead characters to the graves, and point   
them in the direction that the “bad men” fled to.  
The grave site is located on a small hill not far from   
where the adventurers meet Anna. The three graves have   
been dug up and the shovels used for the digging have   
been left on the ground beside them. The remains of Anna   
and her parents are still in their graves, however a DC 15   
Intelligence (Investigation) reveals to anyone searching   
the bodies that jewelery -- rings, necklaces, braclets --   
have clearly been ripped off the skeletons, with bits of   
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45  
Intelligence check can figure out that there should be   
two wedding rings, or a Wisdom (Insight) check notices   
that Bran might be holding something back. Though he’s   
desperate for some money, Bran values his life above all   
else, so he’ll hand over the final item if pressured to.  
Developments  
The ghosts of Anna’s parents cannot enter the shrine’s   
circle, so they patiently wait. If Bran leaves 300 feet from   
the shrine’s circle, they materialize as two fire geists   
(APPENDIX B) and attack him relentlessly. If Bran dies,   
they will then attack anyone else holding their wedding   
rings.  
Defeating the geists does not satisfy Anna, who says   
that her parents are still hurting, and they’ll just come   
back later. She thinks that “putting their stuff back” will be   
the only way her parents will go back to sleep.  
Returning the wedding rings back to the parent’s graves   
is the only way to return their spirits to the Blessed Sleep.   
If this is done:  
You feel a soothing breeze pass by you. Anna appears   
in front of you, no longer shrouded in silks but a happy,   
beaming girl in a dress. Standing right behind her parents,   
smiling at nodding at you. “You gave me back my mommy   
and daddy. Thank you!” The three spirits then fade away.  
Awarding Experience Points  
Divide 1,400 XP equally among the characters if the party   
defeats the two fire geists. Divide an additional 1,000 XP equally among the   
characters if the party puts the spirits to rest.  
Corpse Wagons  
Run this encounter only if the adventurers have been   
following the zombie horde’s tracks.  
While the horde’s tracks move south away from Mauer   
Estate, some wagon tracks are spotted moving north,   
back toward the estate. These are the wagons that were   
filled with corpses and sent back to Siegfried.  
As the adventurers follow the tracks, they come across   
one of these wooden corpse wagons sitting in their path.   
The wagon is filled with corpses. The four zombies that   
were pulling the wagon are found on the ground just in   
front of it. They have been cut down neatly into a pile of   
body parts. A DC 10 Intelligence (Investigation) check   
while observing the bodies notes that they were cut down   
with clean, precise cuts from a sharp weapon, possibly   
a sword. Additionally, characters can spot new footprints   
near the zombies: human bootprints, two pairs. A DC   
15 Intelligence (Investigation) check notes that these   
boots are plate greaves, part of a set of plate armor. The   
bootprints appeared a few paces from the zombies and   
approached them; there’s signs of brief struggle, then the   
bootprints walked a few paces and mysteriously vanish.  
In truth, this was the work of vampires. House Falkenrath   
has become worried about Siegfried’s activities. When   
they found out that the necro-alchemist was collecting   
bodies, they sent some of their kin to intercept the corpse   
wagons to deprive Siegfried of supplies. These two   
Art by Jana Shirmer & Johannes Voss

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46vampires landed at the wagon, quickly dispatched of the   
zombies pulling it, and then flew away.  
If the adventurers continue following the zombie horde’s   
tracks for another hour, they come to a second wagon just   
as the zombies escorting it are being cut down. Hans   
and Franz, two vampire spawn warriors (APPENDIX B)   
(PICTURE ), quickly dispatch the zombies with little effort.   
As you continue walking, you spot the hazy form of a   
wagon about three hundred feet away at the mist’s edge. It   
is slowly moving north, being pulled by three humanoids.   
Suddenly, two humanoids with large pale wings appear in   
the sky above, plunging through the mist to the wagon.   
There are brief sounds of a commotion; staggered groans,   
then silence again.   
The vampires linger beside the wagon for a few minutes   
to chat. Hans complains about their assignment, saying   
this is grunt work, that his new boots are caked in mud,   
the bog reeks, and that there’s a small hamlet not far from   
here they can stop by to “get a bite to eat.” Franz scolds   
Hans, telling him to take the assignment seriously and   
stop complaining, that he needs to exercise more and   
isn’t “pumped up” enough.  
If the adventurers do not approach or are not spotted,   
the two vampires fly away after a few minutes.   
If the vampires notice the adventurers and aren’t   
immediately attacked, they try to strike up conversation:  
The two figures turn to you. Both wear fine red silken   
clothes under their armor; red enameled plate with gold   
trim. Both have strange, wondrous eyes, golden irisis   
swimming in pools of black sclera. Their pale faces wear   
very different expressions: one man a cold grimace, the   
other man a haughty smirk.  
“It seems we have company, Franz,” the man says, “a   
band of seasoned looking fellows, heading north... oh! You   
must be the ‘Heroes of Shadowgrange!’ Such an honor!”   
he says, performing a mock bow.  
Hans wants to banter with the adventurers, as he’s bored   
and looking for entertainment. Franz, however, is a no-  
nonsense kind of vampire and wants to finish taking out   
the corpse wagons so that they can head home.  
Franz is tight-lipped when dealing with the adventurers,   
while Hans does entertain questions, albeit with mocking   
sarcasm. For example, if asked what the vampires are   
doing here, he replies, “taking a stroll, of course. The   
farbog is lovely this time of year.” He does congratulate   
the adventurers, however, saying that the Falkenraths   
are happy they aided Shadowgrange and “protected the   
cattle.” The vampires are just as opposed to the zombie   
horde -- and Siegfried’s other machinations -- as everyone is, because the vampires rely on healthy, thriving human   
settlements as food.  
If asked to help defeat Siegfried, Hans explains that   
the alchemist is holed up in the Mauer Estate and that   
the building has a protective holy ward that prevents the   
vampires from attacking directly. He is willing to help the   
adventurers if they deal with Siegfried for the vampires;   
for example, he’s willing to find out what happened to   
Katarina and relay that information to them, after the   
estate’s holy wards are taken down.   
The vampires defend themselves if attacked or provoked   
enough, but they are under strict orders not to kill the   
characters, a fact that Franz must remind Hans. The   
Falkenrath know of the adventurers’ quest and would like   
to see the party do the dirty work of disposing Siegfried for   
them. If one vampire is killed, the other attempts to flee,   
swearing revenge (maybe returning with other vampires   
to attack the party in a future adventure).  
Awarding Experience Points  
Divide 1,050 XP equally among the characters if the party   
speaks with the vampires. If they manage to defeat the   
vampires, divide 3,600 XP instead.  
Conclusion of Part 4  
On the end of the second day of travel, the party reaches   
the end of the swamp.  
You leave the black muck of the farbog behind and are   
greeted with a fresh breeze to the open valley ahead of   
you. Soft rolling hills cascade ahead of you, flanked by the   
jagged stone valley walls.  
Up a few miles ahead is a grove of greenery rising up   
from the short grass. Poking up from its center, high above   
the forest ceiling, is a twisting stone tower adorned by   
glistening metal contraptions. The tower shimmers with   
wisps of pale lights, like ribbons dancing in the breeze.  
Angry dark clouds gather over the valley. They seem   
to concentrate over the grove, as if nature’s wrath was   
winding up to smite the tower. Quick flashes of lightning   
pop from inside the restless clouds. A storm is coming...  
The adventurers have nearly reached the end of their   
journey: Mauer Estate stands defiantly in front of them.   
They need only cross the valley, descend into the thicket’s   
center, and enter.  
Awarding Experience Points  
Crossing the farbog completes a story milestone. Divide   
1,200 XP equally among the characters.   
There is no milestone level up for this Chapter.   
Chapter 4: Into the Farbog

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Sixty miles north of Shadowgrange, nestled in a clearing at   
the center of a grove of live oak trees deep within northern   
Stensia, stands Mauer Estate. The mansion is one of the   
oldest buildings in the region, its foundation dating back   
thousands of years to a holy sect of paladins that brought   
the Light to Innistrad long before even Avacyn. Since then,   
countless occupants have claimed Mauer Estate as their   
home, modifying the grounds to suit their needs.  
Siegfried is the estate’s current owner and uses it as   
his base of operations. Ever since he fled Shadowgrange   
in the wake of his beloved Katarina’s kidnapping (see   
“Background” in Introduction), the alchemist spends his   
days here working tirelessly to carry out his goal of revenge.   
Siegfried descent into madness has attracted demons to   
his cause. The fiends aid in his work and whisper dark   
secrets that further taint his warped psyche.  
A great storm brews overhead: part of Siegfried’s   
machinations, in fact. The mad alchemist seeks to harness   
the storm’s power to bring his ultimate creation to life. The adventurers have a chance to confront Siegfried and   
put a stop to his nefarious schemes. And of course, untold   
riches await those brave enough to explore the ancient   
areas hidden deep inside the estate.  
The Grove  
Mauer Estate’s grove is nestled deep within the farbog.   
The small forest is comprised of a half mile radius of oak   
trees ( PICTURE ). The trees’ thick sprawling branches   
intertwine with their neighbors, obscuring vision and   
making it difficult to navigate through the area.  
The oak trees are littered with what look like normal   
wood knots at a distance, but closer inspection shows   
these lumps are all have human shapes -- agonized faces,   
outstretched hands -- as if people were trapped inside   
the bark. Destroying the lumps only finds ordinary wood,   
however.  
The telltale signs of the zombie horde’s trek -- hundreds   
Chapter 5: The Perfect StormArt by John Stanko  
Chapter 5: The Perfect Storm

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48of footprints and wagon wheels -- lead from the grove   
south to the swamp. Adventurers can easily track them   
north to the grove’s main entrance, a path carved through   
the trees specifically to allow the horde to pass through.   
The branches and trees that were in the path’s way were   
smashed and splintered by skaab abominations and the   
debris tossed to the side.  
The adventurers don’t need to follow the main path   
into the grove; they are free to enter the grove from any   
direction. However, the main path is the only method of   
traveling unimpeded through the grove: walking through   
from anywhere else requires navigating up and around   
the twisting jungle of low-hanging live oak branches.  
Lady of the Woods  
The adventurers attract the curiosity of Eudora, a dryad   
(MM p121) ( PICTURE ) living in the grove. Eudora casts   
pass without trace before following the party sneakily.   
As you make your way through the grove, you hear youthful   
feminine voice whisper in your ear, “My my, what do we   
have here? I rarely have living visitors in my woods. Who   
are you, and why have you come?” Out of the corner of   
your eyes you catch a glimpse of a feminine form flitting   
through the trees before its gone again with only warm   
laughter hanging in the air.  
While Eudora probes the characters for information, the   
dryad uses her tree stride to keep a distance from the   
adventurers and ducks into hiding when she’s out of   
sight, using her +15 Dexterity (Stealth).  
If the adventurers explain why they are here and she is   
convinced that they mean her no harm, she reveals herself   
to them. Eudora appears as a statuesque beauty, youthful   
and alluring. Her hair and tight-fitting dress are made of   
autumn leaves: vibrant fiery hues of yellow, orange, and   
red. The dryad radiates vigor and primal magic.   
Hippie Personality  
Eudora is a social creature that has been deprived of   
humanoid companions for a long time. Because of this,   
she is utterly delighted to have an opportunity to speak   
with friendly adventurers.   
The dryad places a great deal of importance on good   
emotions. She wants to make sure everyone is feeling   
“good vibes,” and advocates decision making to “follow   
your heart” instead of cold, rational logic.  
If any character is visibly upset, or if there is any fighting   
amongst the group, Eudora tries to intervene in mediate,   
asking what is wrong, and what are the deeper issues at   
play. Was the character abused as a child? Did they have   
a good relationship with their parents? The dryad loves taking the role of a therapist and mediator.  
What the Dryad Knows  
Eudora has never left the grove and knows little of the   
outside world. She doesn’t know anything about current   
events, though she is not a fan of Avacyn due to the   
archangel’s persecution of druidism and “the old ways”   
connected to the forest.  
If asked about Siegfried, Eudora tells them that she   
helped a grief-stricken man make it to Mauer Estate (fed   
him goodberries and let him rest), that he would’ve been   
beautiful if his soul wasn’t wracked with anger and sadness.   
The dryad regrets helping him, as the alchemist has been   
working day and night producing undead monstrosities,   
abominations and mockeries of nature. His foul work only   
causes ruin and misery.  
If asked about the human-like lumps in the oak trees,   
Eudora explains that long ago, when Avacyn arrived, the   
“people of the forest” rejected her and her new religion,   
preferring to stick to the old ways. Avacyn punished them   
for this.  
Eudora’s Offer  
The dryad explains that she is lonely. Long ago, when the   
grove stretched all the way to the swamp, humans used   
to live in harmony with nature. In those times she had   
many visitors, many intimate friends. But slowly the forest   
receded and the world filled with darkness, and she was   
left here alone. What the dryad wants the most is a taste   
of that intimacy she enjoyed so long ago.   
Having no love for the alchemist in Mauer Estate and   
his foul projects, Euroda offers to help the adventurers.   
She knows of a secret path that leads inside the mansion.   
But she wants something in return: each adventurer must   
stand up in front of the group and reveal an intimate   
secret about themselves that no one else in the group   
knows. Eudora explains that her most cherished moments   
with her intimate friends was when they left themselves   
emotionally open and vulnerable to others as an ultimate   
act of trust, and she wants to taste that experience one   
more time. The dryad warns that if any of them refuse her   
offer or lie, she will not show them the hidden passage.  
This is a fun opportunity for roleplaying. It gives each   
character a spotlight to flesh out their characters and   
give the group a mutual understanding of one another.   
The intimate secret can be something silly, like a fear   
of butterflies, or more serious, like the characters’   
motivations for adventuring.  
 Eudora conducts the event like a group therapy meeting:   
she leads the group, asking each character in turn to share   
their story. She is polite and strives to keep the group a   
safe and calm environment, thanking each one for sharing   
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and taking her time to relish the experience. For example,   
if she particularly enjoys a story, she may close her eyes,   
take a deep breath, and smile as she exhales. “That felt   
true. I felt it, right here,” pointing to where a human’s   
heart would be.  
Developments  
If each character reveals an intimate secret to the dryad’s   
satisfaction, or if they manage to convincingly pass off a   
fake tale as true, then Eudora leads them to a large live   
oak tree. The dryad utters a simple spell and the tree   
partially uproots itself, revealing a tunnel underneath: this   
tunnel leads to the kitchen (area A6) in Mauer Estate. The   
earthen tunnel is roughly dug but stable; there is no light,   
and the roots of the trees above dangle from its ceiling.  
Eudora cannot accompany the adventurers into Mauer   
Estate. The dryad explains that she is magically bound   
to the grove and cannot leave its boundaries. The forest   
clearing which the estate resides is so filled with twisted   
magic that it’s severed from nature, making her unable   
to enter it. If the adventurers make a good impression on   
her, however, she casts goodberry three times and gives   
them the berries for their journey, wishing them good luck.  
If attacked, Eudora flees, using tree stride to help her   
escape. She would much rather flee than fight.  
Awarding Experience Points  
Divide 1,500 XP equally among the characters if the party   
reveals their intimate secrets.  
Mauer Estate  
If the adventurers trek to the center of the grove they   
eventually reach a clearing where Mauer Estate resides.   
The storm above them begins in earnest, pouring down   
heavy rain and periodically striking the rooftop with   
lightning. ( PICTURE ) (MAP )  
A cold rain begins pouring down as you reach the forest   
clearing. The heavy rainfall obscures your vision; angry gray   
storm clouds foaming overhead acts as a thick curtain,   
blocking light and leaving the clearing in a grim shadow.   
Leering down at you from the center of the clearing is the   
manor-house: Mauer Estate. Twisting up from the center   
of the rooftop is a stone tower, its flat ceiling crowded with   
a messy array of metal instrument of various shapes and   
sizes. Shimmering ribbons of soft pale light hang in the   
air surrounding the tower.  
An explosive flash of lightning slams down upon a   
large metallic sphere atop the tower and is immediately   
followed by the boom of thunder. Electricity dances upon   
the metal apparatus and skips down long tubes attached   
to it that descends into the tower.Looking around the Estate, the players hear/see:  
You hear the sounds of shoveling up ahead. Circling the   
estate’s perimeter are humanoids shoveling the muddy   
earth in awkward jerky movement, sending mud flying to   
the side. Torn bits of muddy rags cling to their wet rotting   
bodies.  
20 zombies (MM p316) surround the mansion, using   
shovels to dig a shallow trench that circles the entire   
building. Siegfried commanded the trench be dug for a   
future project to fortify his base of operations. The zombies   
are focused on their task, so much that adventurers could   
walk past them without any reaction from the undead.   
Attacking a zombie draws their attention, however,   
and 1d6+3 nearby zombies shamble over to attack the   
adventurers. If they lose sight of the adventurers, for   
example of the characters flee into the woods, then the   
zombies return to their work.  
The main features of Mauer Estate that adventurers can   
reasonably spot in the heavy rain are:  
• A pair of towering silvery doors on the southern side   
of the mansion: the main entrance (A1)  
• The stables, a smaller, open building attached to the   
eastern wall of the estate estate (A7)  
• Wooden double doors on the north side of the estate   
leading down into the cellar (A8)  
• A DC 13 Wisdom (Perception) check notes two   
marble statues standing in alcoves flanking the main   
entrance. The statues are female angels in silken   
gowns covering their faces with their hands as they   
weep, the rain washing down their faces like tears. A   
DC 10 Intelligence (Religion) recognizes these statues   
as portraying angels of the flight alabaster, protectors   
of humans both living and dead. (These are manor   
gargoyles ; see “Climbing the Walls” below)  
• A DC 10 Wisdom (Perception) check spots a stained   
glass window above the main entrance. It depicts an   
emblem with a pouncing lion. A DC 15 Intelligence   
(History) recognizes as the emblem of the House   
Lowe, an ancient family of nobles that was wiped out   
long ago by the neighboring vampire families.  
Entering the Estate  
There are four main ways of entering the estate:  
• Go through the mansion’s front door (A1)  
• Entering through the door connected to the stables   
(A7)  
• Adventurers entering the estate from Eudora’s secret   
passage (see “Lady of the Woods”) find themselves in   
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50the kitchen (A6).  
• Climb up to the rooftop and enter the laboratory (A10)   
through an open hatch (see “Climbing the Walls”).  
Of course, creative adventurers may find other methods   
of entrance; roll with their zany ideas when possible!  
Climbing the Walls  
Unorthodox adventurers may attempt to scale the walls.   
Climbing the rain-slicked walls in the dark is difficult even   
for trained climbers, requiring a DC 20 Strength (Athletics)   
check.  
Adventurers attempting to climb also attract the   
attention of the 2 manor gargoyles (MM p140) disguised   
as angelic statues. They wait until the last adventurers   
begin their ascent before striking.  
A shriek pierces the hiss of the driving rain. Swooping   
down at you on outstretched wings are two angelic figures   
with marble-like surfaces. Their statuesque feminine   
bodies are a stark contrast to their fiendish faces; small   
mischievous eyes stare at you behind a squished snout   
and rows of razor-sharp teeth. They make pig-like squeals   
and snorts as they cackle and close in on you.  
In addition to their claws and bite, the gargoyles may try   
to drop climbers off the wall. They do so by grappling the   
target (action), moving away from the wall with them (move at half speed), and dropping them (free action).   
The gargoyles flee if taken below 20 hit points or if one of   
them is destroyed.  
It’s nearly impossible to climb into the second floor   
windows; the windows are all blocked with stone and   
plaster. In fact, most of the second floor has been filled   
with earth and stone; Siegfried did away with unnecessary   
space, denying extra methods for would-be intruders to   
access his lair.  
There are, however, three available ways that climbing   
adventurers can enter the mansion. The first is by   
smashing through the stained glass window into the main   
hall (A2). The second is going down the chimney leading   
to the dining hall’s fireplace (A5). The third is climbing to   
the peak of the estate, the top of the alchemy lab (A10),   
where they can enter through an open ceiling hatch.   
Lightning Strikes. Traversing the top of the tower is   
highly dangerous: lightning frequently strikes the metal   
apparatuses. As an adventurer climbs over, roll 1d6; on   
a 6, lightning strikes the top of the tower. Adventurers   
caught in the blast must make a DC 15 Dexterity save,   
taking 8d6 lightning damage on a failed save, or half as   
much damage on a success.   
Ward of Radiance  
Ribbons of pale light, like a miniature version of the   
Northern Lights, surround the tower as well. These lights   
are projections of pure radiant energy. Climbers in close   
Map by Sean Ellison  
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proximity to these lights may feel an uncomfortable   
warmth coming from inside of them or restless energy,   
but nothing debilitating. Fiends and undead, however,   
feel a searing pain when close to these lights, taking 1d6   
radiant damage per turn and must make a DC 15 Wisdom   
save or be frightened for 1 minute.  
Area A1 - The Great Doors  
A pair of towering silvery doors act as the main entrance   
into the manse, leading to the main hall (area A2). Their   
shining silvery surfaces act as two great mirrors that show   
the reflection of anyone approaching.  
As the adventurers approach the doors they hear a   
booming voice that asks them the following riddle:  
Always running  
Never walking  
Sometimes babbles  
But never talking  
What am I?  
(The answer is a river.)  
Alternatively, replace this riddle with any other that you’d   
like, or a different puzzle entirely. Or, if you’re not fond of   
riddles/puzzles at all, the doors can ask for a password, or   
state of intent, before allowing entry.  
If the adventurers do not answer to the door’s   
satisfaction, they do not open. Any attempt to force   
the doors open causes the doors -- which are actually 2   
mimics (MM p220) -- to attack.  
The two silvery doors suddenly fly out of the door frame   
towards you. Their flat surfaces quickly stretch and warp   
into giant gaping maws with long, powerful tongues   
curling back as if readying itself to swat at you.  
In combat, the mimics attack with their pseudopod   
“tongue.” Once the target is grappled, the mimic reels in   
the target for a vicious bite (attacks with advantage due   
to its Grappler trait). The mimics have been tasked with   
guarding the entrance and fight to the death, but do not   
chase fleeing adventurers outside of the grove clearing.  
Awarding Experience Points  
Divide 900 XP equally among the characters if the party   
answers the riddle or defeats the mimics.  
Area A2 - Main Hall  
The main hall can be accessed by passing through the   
great doors (A1), the west parlor (A3), the dining hall   
(A4), or smashing through the stained glass windows   
(see “Climbing the Walls”).The ruinous remains of fine marble pillars line the hallway   
here; some toppled over, others reaching up to the vaulted   
ceiling but coming short of the top. Hollow suits of armor   
are on display along the wall, standing vigil with their   
hollow gauntlets wrapped around ceremonial blades.  
Bursting through the center of the hall is a cylindrical   
stone tower. Only a portion of the tower is contained in   
this hallway: its wall extends beyond the main hall, and it   
ascends beyond the ceiling.  
High above, rain courses in dark rivulets down the   
stained glass windows above the main doorway. In the   
crash of lightning, the stained glass casts the chamber in   
flashes of red and violet.  
Paired doors stand to your left and right. Across the   
hall, a shiny brass door offers a way inside the tower.  
The door to the left leads to the west parlor (A3), the door   
to the right leads to the dining hall (A5), and finally up   
ahead leads into the tower’s staircase (A9).  
Each step causes the old eroding wooden floor to creak   
ominously. Six suits of armor on display have engravings   
of moon motifs and of soaring herons. They are rusted and   
are littered with dust and cobwebs. Three of the suits of   
armor on display are in fact haunted guardians: animated   
armors (MM p19) ( PICTURE ) holding flying swords   
(MM p20); they are indistinguishable from mundane   
items unless a character can detect magic. Siegfried cast   
prestidigitation to make them look old and unused.   
A character investigating the brass doorway into the   
tower notices a small nearly invisible message on the   
door. A DC 15 Intelligence (Arcana) check recognizes this   
as a glyph of warding spell, but not what type. The font   
is tiny and requires getting close to read it. The message   
says, “read this out loud.”   
Shouldn’t Have Done That  
If a character says the message out loud, it triggers the   
explosive runes , releasing a 20-foot radius explosion of   
electricity from the glyph. Each creature caught in the   
explosion must make a DC 14 Dexterity saving throw,   
taking 3d8 lightning damage on a failed saving throw or   
half as much damage on a successful one.  
If the explosive runes are triggered or dispelled, the 3   
animated armors holding 3 flying swords immediately   
come to life and attack the party, fighting until destroyed.  
Developments  
Unless the party is deliberately being quiet, the vampire   
Lambert hears them. He uses his scroll of disguise self   
to look like a human cathar and begins shouting for help   
from inside the west parlor (A3).  
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52Awarding Experience Points  
Divide 800 XP equally among the characters if the party   
defeats the animated armors and flying swords.  
Area A3 - West Parlor  
The west parlor is connected to the main hall (A2).  
Decades of neglect has deteriorated what was once a   
cheerful parlor. Baby-blue walls hold the slashed and torn   
remnants of old family portraits.   
Elegant chairs with poofy cushions   
surround a small wooden circular   
table, engravings of majestic   
stags run laps along its edges. A   
bookcase cover the western wall.   
Lambert Spinne, a vampire warrior   
(APPENDIX B), resides in this   
small room.   
Illusions and Trickery  
If the PCs made a commotion   
either by fighting the mimics at the   
entrance (A1) or make noise inside   
the main hall (A2), Lambert uses   
one of his scrolls of disguise self   
to take the appearance of a human   
cathar before calling out for help. If   
this happens and the adventurers   
open the door, and if they have a   
light source, read or paraphrase:  
Standing inside the room is a man   
that appears to be in his mid 30’s.   
He is decked head to toe in the studded leathers of a   
combat-ready cathar, a mix of white and brown, topped   
with a leather tri-corner hat.  
“Thank Avacyn, someone has come! Please, help! The   
madman owner of this house has kept me prisoner here,   
says he plans to experiment on me. Please, before his foul   
minions arrive!”  
Lambert speaks the truth: Siegfried is indeed keeping   
him prisoner for future experiments. He’s certainly   
withholding information, however. If questioned, the   
vampire disguised as a cathar keeps repeating that he’ll   
explain everything once he’s free, that they must hurry   
before patrols come.  
Trapped  
The vampire explains what is keeping him here: it is not a   
physical barrier, but a magical one. He points to a straight unbroken line of silver powder on the ground under the   
doorway. He hurries them in an anxious voice to wipe   
away the line of powder so that he can escape.  
The powdered silver radiates an aura of magic   
(abjuration). Inquisitive characters can make a DC 15   
Intelligence (Arcana) or (Religion) check to recognize the   
line of powdered silver as a magic circle against evil. The   
magic circle binds Lambert; he cannot cross the line’s   
boundary until the line is broken, nor can he disturb the   
line himself.  
Anyone other than the vampire   
can dispel the magic circle   
by simply breaking the line of   
powdered silver, for example   
sweeping it away with their foot.  
Lambert’s True Self  
If they catch Lambert unaware,   
see through his illusion, or the   
vampire spawn drops his disguise   
self spell, they instead see a   
gaunt, pale-skinned man in fine   
aristocratic clothing that looks   
straight out of a Victorian nobel’s   
wardrobe: a vest of red and gold,   
high black leather boots, a black   
high-collared cape that is red on   
the inside. Lambert’s striking   
eyes; golden irises in a pool of   
black sclera, are a telltale sign   
of vampirism, glinting in the   
darkness like a cat’s. ( PICTURE )  
Like most vampires, Lambert   
has a smug sense of superiority   
over mortals, which he compares   
his own kind as “shepherds watching over our sheep.”   
He acts with restraint towards the characters, which he   
respects to some degree for making it this far. He watches   
them with curiosity and amusement.  
Interview With The Vampire  
If the adventurers don’t fall for his ruse, Lambert changes   
tactics. Instead of relying on the characters’ good will, he   
entices them with money, power, and information. He   
explains that he is from a very rich and influential family,   
the Voldaren vampires. Lambert guarantees that the   
characters will be handsomely rewarded if they free him.  
If the characters are willing to negotiate his release for   
information, wealth, or power, Lambert has one request:   
step into his parlor. A character (one or more) has to sit   
down at the table with him during the talks as a sign of   
good faith. He gives his word that he will not harm anyone   
Art byJames Ryman  
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that enters the room so long as they do not attack him.  
What Lambert Knows  
Lambert is willing to barter information for his release. He   
has only been a vampire for two years now and does not   
know any secrets that would be left for Voldaren elders,   
but he can readily answer any general questions about   
Stensia and Innistrad that an average citizen would know.  
In addition, he has juicy bits of information that the   
characters may be interested in:  
• He participated in Katarina’s abduction (see   
“Voldaren’s Lesson” in the Introduction) and her   
subsequent “crowning” as a mock “Queen of the   
Vampires,” but was not permitted to feast on her at   
the celebrations’ end, “unfortunately there’s only so   
much blood to go around.”  
• The vampire families were disturbed when they found   
out about the zombie horde laying waste to the   
countryside. They followed the corpse wagons (and   
destroyed the zombies pulling them) back to Mauer   
Estate  
• Lambert was sent to spy on Siegfried, but the Estate   
is incredibly well protected against vampires: he   
specifically mentions the strange aura of radiant   
energy surrounding the tower which “seared my flesh   
as I approached”  
• The vampire was eventually caught by Siegfried and is   
now kept here for future experiments  
Developments  
If Lambert tricks the adventurers into breaking the magic   
circle against evil with his disguise, keeps up his act long   
enough for him to break from the party and escape. He   
isn’t looking for a fight, instead hoping to return home as   
quickly as possible.  
If the adventurers see through his ruse and agree to   
negotiate for his release by entering his room, Lambert   
keeps his word of not harming them. He can promise   
them riches for his release, within reason -- treat his   
promised riches as a Treasure Horde CR 5 (DMG p137) to   
see what he can and cannot give. If they agree on a price   
and free the vampire, a week later a package arrives to the   
characters with the promised items.   
Or he can promise a favor from his brethren: what that   
favor ends up being is up to you. For example, he could   
put in a good word towards the vampire elders, should   
any character wish to become “gifted” with vampirism.   
Other favors could be free passage alongside Voldaren’s   
territories, or a promise not to feast on people living in a   
specific village for a full year.  
If the characters refuse to release him, the vampire   
shouts insults at them as they leave, warning them that when he is freed he and his brethren will hunt the party   
down and devour them for their insolence. He may show   
up in the future with a few vampires to attack the party.  
If pressed into combat, Lambert’s only hope is to fight   
them inside his room, as the vampire has no ranged   
capabilities. But he can get out of line of sight easily,   
hiding in corners of the room so that anyone looking to   
attack him would have to enter to get a clear shot.  
Secret Room  
The bookcase is filled with books ranging from a variety   
of topics, including history, biology, geography, etc. A   
DC 13 Intelligence (Investigation) both reveals a sliding   
mechanism around the bookcase and that one book,   
“Camoflage and Its Practical Applications,” stands out   
amongst the rest. Pulling on the book swings the bookcase   
open, revealing a hidden room (A4).  
Awarding Experience Points  
Divide 1,800 XP equally among the characters if the speaks   
with and/or destroys Lambert.  
Treasure  
The vampire was stripped of most notable possessions,   
but he managed to keep two scrolls of disguise self hidden   
inside his boots.  
Most of the dusty tomes on the bookcase are valuable   
(10-30gp each), but two are particularly noteworthy:   
The Sacred Waters of Sumnerryl , describes the location   
of an ancient sinkhole hidden away in province Kessig   
whose waters are rumored to contain mystical powers. It   
would be worth 150gp to the druids of Kessig, plus could   
be a hook for a future adventure.  
Fall From Glory is actually a hollowed out book holding   
a golden hourglass. The “sand” of the hourglass is   
powdered ruby. The hourglass is worth 400gp to the right   
(extremely wealthy) buyer.  
Area A4 - Hidden Room  
This room is accessed via a secret doorway in the parlor   
(A3). None of Mauer Estate’s current inhabitants know   
about this room, making it the perfect spot for adventurers   
to rest. A lever on a wall inside the room opens and closes   
the secret entrance.  
A font bubbles in the middle this small room, its silver   
liquid sparkling with fair dawn’s light. Encircling its broad   
base is a mosaic depicting a silver heron and a dark   
fiendish goat in eternal chase. An inscription is written on   
the font’s rim.  
Font of Bennu  
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54This blessed font is said to grant knowledge through visions   
to those who partake without avarice. The inscription   
on the font’s rim reads in Celestial, “A blessing for the   
righteous; a curse for avarice.” Anyone who drinks from   
the font experiences a vision of the past and potentially   
the future. The imbiber gains a bit of magical potential,   
whose benefit that character can activate at a time of their   
choosing. Once activated, the benefit is expended.  
A character who drinks from the fountain more than   
once is afflicted with the disfavor of Bennu. The character   
does not receive the font’s benefit, instead gaining a level   
of exhaustion.  
When a character drinks from the font for the first   
time, roll 1d4 and consult the following list. You can also   
improvise or create specific visions, perhaps revealing   
additional story information that hints at future adventures   
beyond this one.  
1. Vision of Sacrifice: The character witnesses a massive   
black rupture in the sky, fiends and other horrors emerging   
from it. A glowing heron flies into the portal and erupts   
into a mist of silver. There is a blinding flash of light which   
then dims to reveal the silver moon of Innistrad.  
Benefit: As a reaction, the character can claim this   
benefit when an ally they can see within 30 feet of them   
takes damage, taking that damage instead and negating   
half of it.  
2. Vision of Past Valor: The characters witness a scene   
of Avacyn fighting with an equally powerful demon   
(Griselbrand), the Helvault standing in the background.  
Benefit: As a free action, the character can claim this   
benefit to take an additional bonus action.  
3. Vision of Inspiration: This vision shows the Church   
of Avacyn at the height of its power, humans and angels   
working together to drive the horrors away from their   
lands.  
Benefit: As a free action, the character can claim this   
benefit to gain an inspiration point.  
4. Vision of Future Glory: This vision shows a huge silver   
mass (the Helvault) standing at the center of a garden.   
The object explodes with a flash of radiance and an army   
of devils stream out.   
Benefit: As a free action, the character can claim this   
benefit to gain an additional Dash action.  
Area A5 - Dining Hall  
A vaulted hall stretches before you, anchored by a great   
stone fireplace on one end and a wall decked in old   
ceremonial swords on the other. Between them are three   
long tables capable of seating an entire company. Rotting   
body parts are heaped on the tables in great hideous piles:   
arms, legs, heads, and other parts. Old wooden bowls, drinking horns, and knives are strewn about the floor   
mixed in with debris.  
The stone tower at the center of the manse cuts a swath   
into this hall, jutting out of a corner. A dumbwaiter has   
been built into the tower, its metal cart suspended by thick   
ropes.  
The dining hall can be accessed by the main hall (A2), the   
kitchen (A6), or through the fireplace (see “Climbing the   
Walls”).  
The corpses littering the tables have been brought   
here from the corpse wagons sitting in the stables (A6).   
Shilgengar, the demonlord of ashmouth (Appendix B) and   
his five crawling claw helpers (MM p44) work here day   
and night. They chop up the corpses into body parts and   
sort them into piles (head, arms, legs, torso, hands, feet)   
on the tables.  
The shaft on the tower wall is a dumbwaiter: it leads   
from the dining hall to the top of the tower (A10) where   
Siegfried works. Periodically, a quasit from the top of the   
tower (A10) calls down the shaft of the dumbwaiter for a   
specific body part. Shilgengar and his helpers fill the cart   
with the body part, then the demon turns a crank that lifts   
the cart up to the tower with ropes on pulleys.  
Shilgengar has been commanded by a powerful   
archdemon to aid Siegfried with his projects and push   
him further towards utter madness. While the taskmaster   
has been overseeing supplying Siegfried with body parts,   
his accomplice, the quasit Qarr (A10), whispers fiendish   
suggestions in the stitcher’s ear.  
Shilgengar relishes the chance to inflict pain on any   
invaders. If taken below 20 hit points, the demon tries   
to retreat, ideally by flying up the dumbwaiter shaft and   
warning Siegfried (A10). If killed, the demonlord’s essence   
dissolves and reforms inside the pits of ashmouth   
months or years later, ready to enact his vengeance on the   
adventurers.  
Going Up The Dumbwaiter  
A crank operates the dumbwaiter, raising or lowering the   
metal crate inside the shaft. Turning the crank requires a   
Strength check: the DC is 5 for an empty crate, up to 15   
when it’s at maximum capacity. An adventurer can operate   
the crank while the rest of the party is in the crate to send   
them up the shaft.  
Alternatively, adventurers can climb up the shaft.   
Climbing the thick ropes attached to the crate requires   
at DC 10 Strength check. They can also climb the walls,   
but the smooth surface makes it difficult to find grips,   
requiring a DC 15 Strength check. Failure by 5 or more   
means the character loses grip and falls.  
The dumbwaiter goes up 50 feet to the top of the tower,   
the alchemist’s lab (A10).  
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Their sinewy red bodies are armored by wicked chitinous   
spikes that adorn their body, from the back-swept horns   
on their head to their long prehensile tails. They frantically   
rummage through dusty cabinets and shelves, carelessly   
knocking pots and plates over as though searching for   
something in particular.   
Iron Chef  
When the charmbreaker devils spot the adventurers, they   
quickly try to bargain with them before the adventurers   
attack:  
“Wait!” One of the devils speaks to you in broken Common,   
“you help us, we help you! Yes? You cook, yes?”  
If the adventurers are willing to listen, the devils explain   
their situation trying to cook for Shilgengar. If the   
characters help them cook a good meal, the devils will   
spike the meal with a potion of sleep, which will put the   
taskmaster into a deep sleep. This arrangement would   
benefit both parties: the PCs can walk past Shilgengar   
undisturbed, while the charmbreaker devils get a much-  
needed break from cooking.  
The kitchen has a wide array of ingredients that range   
from reasonable to awful: ripe apples, a human hand, a   
worn-out shoe, cinnamon, vials of newt spittle, a rabbit,   
a hag’s eye, ground pepper, a barrel filled with red wine,   
and anything else you want to add. The devils have a stew   
heating over a wood-burning stove that has the shoe   
floating in water.   
Should they take the devils’ offer, the adventurers must   
cook a meal out of the ingredients. The devils have no Awarding Experience   
Points  
Divide 1,850 XP equally among the   
characters if the party destroys the   
barlgura and the five crawling claws.  
Treasure  
If defeated, adventurers can pick up   
the butcher’s cleaver (APPENDIX A)   
left on one of the tables.  
The corpses thrown into this room   
weren’t thoroughly searched. A   
diligent investigation of the corpses   
finds two platinum rings (75gp   
each); a pouch containing 15 cp,   
13 ep, and a potion of vitality ; and a   
disembodied hand clutching a wand   
of magic missiles .  
Area A6 - Kitchen  
Adventurers can enter the kitchen either through the   
dining hall (A5) or through Eudora’s secret tunnel, (see   
“Lady of the Woods”) which leads to a hidden doorway   
behind a cabinet in the kitchen.  
Four charmbreaker devils (APPENDIX B) ( PICTURE )   
in this kitchen are currently having a crisis: Shilgengar,   
the demonic taskmaster in the adjacent dining hall (A5)   
has demanded that they cook him a meal. The fiend has   
not been pleased with the devils’ disastrous attempts at   
cooking and threatens to annihilate them if they do not   
satisfy him with their next dish.   
Unless the adventurers were exceptionally loud in an   
adjacent room, for example casting thunderwave , the   
fiends here are so preoccupied smashing things that they   
don’t hear even the sounds of battle.  
As the adventurers approach the kitchen, they hear:  
You hear a commotion coming from beyond the door:   
ceramics shattering, metal plates clanging on the stone   
floor, and anxious guttural shrieks and barks of multiple   
creatures.  
Characters that understand the Abyssal language can   
make out what the shrieks and barks are saying: “We need   
more of the green sauce!” “What about more shoe?” “I   
don’t know!” “This is hopeless! Shilgengar is gonna kill   
us!” “We don’t even have taste buds, for Grazz’t’s sake!”  
If they look inside the kitchen:  
You see four humanoid creatures leaping around a kitchen.   
Art by Dan Scott  
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56with five-foot-wide cells, each sealed with an iron barred   
door and fitted with a nasty heap of straw.  
The central region of the room is a well-stocked torture   
chamber. Chains and ropes hang from a tangle of pulleys   
and hooks set in the ceiling, some ending in manacles   
and others in clamps or cruel hooks of their own. A rack   
and an iron maiden round out the chamber’s morbid   
furnishings.  
On the southern wall, blocked by kegs and barrels, is   
a large wooden door reinforced and barred with thick   
iron. An eerie purple light seeps through the cracks and   
crevices of the door.  
This chamber is where Siegfried keeps most of his   
prisoners for interrogation and future experiments. If any   
characters is captured in Mauer Estate, they eventually end   
up naked and imprisoned in one of these cells. Adding a   
prisoner NPC that has ties to a future adventure you have   
planned can be a great hook to move from this story to   
the next.  
A bearded devil (MM p70) named Terilanyx and a lemure   
(MM p76) named “Nattdaymon” -- the only gibberish   
“word” it can say -- sit on a pile of loot comprised of all   
prisoners’ belongings while playing a card game. The   
bearded devil is obviously bored and frustrated at having   
the nearly brain-dead lemure as its only opponent, wishing   
it had a real challenge. A clever and persuasive character   
may be able to convince the devil into releasing him/her   
from the cell to play a game.  
Cell Doors. The cell doors feature locks requiring   
thieves’ tools and a successful DC 13 Dexterity check to   
pick. The doors can also be wrenched open by brute force   
with a successful DC 22 Strength check.  
Hostage Situation  
If adventurers come here to rescue an ally, consider having   
the imprisoned character used as a hostage by Terilanyx,   
perhaps already restrained on the rack. The devil threatens   
to kill the prisoner if the adventurers make a wrong move.   
If the bearded devil has no hostages to leverage, it and   
the lemure fight to the best of their abilities.  
Developments  
If a character is imprisoned here, they can either be freed   
by other party members, or by coming up with ways to   
free themselves.  
The spooky southern door leads to the catacombs,   
which is an opportunity to continue beyond this adventure   
(see “Conclusion”). If they’re adamant about opening the   
door and you don’t wish it to lead anywhere, make it a   
small storage room with a flameskull (MM p134) instead.taste buds but will nonetheless attempt to help: “What   
about more shoe?” “Ew, apples? They don’t have any   
blood in them!” “Lemme give you a hand (waving around   
the human hand)”  
The adventurer’s end of the bargain is fulfilled once   
they’ve tasted the finished meal and convince the devils   
that it is tasty. Characters that lie about the food’s taste   
must make a Charisma (Deception) check opposed to the   
fiends’ Wisdom (Insight) so the devils don’t catch them   
on it.  
Developments  
If the party fulfills their end of the deal, the devils spike the   
food and drink with a potion of sleep before heading up to   
present the meal to Shilgengar. If the food is acceptable,   
the demonlord quickly consumes all of it and promptly   
goes to sleep. If unhappy with the food, however,   
Shilgengar enters a horrible rage and attacks the devils,   
which cause them to try and flee.  
The charmbreaker devils defend themselves if the   
adventurers attack, giving up on attempts to bargain.   
If two devils are killed, the remaining devils attempt to   
flee into the dining hall (A5) and inform Shilgengar of   
intruders, joining him in battle.  
Area A7 - Stables  
The open-air stables are attached to the eastern wall of   
Mauer Estate. The corpse wagons brought back from the   
zombie horde are found here, most of them now empty.   
Four zombies (MM p311) are hauling the last corpses   
from the wagons into the estate through adjacent double   
doors into the dining hall (A5), dumping them on the   
floor for Ugbug and his helpers to sort out.   
Like the other zombies outside, they are totally   
indifferent to the characters unless attacked. Adventurers   
can enter the dining hall from here without any hassle.  
Treasure  
Amongst the leftovers in the wagons are three diamonds   
hidden in dirty rags (100 gp each); a potion of flying in a   
stoppered vial inside a corpse’s pant pocket; and 23 gp   
and 35 sp scattered atop the wagons.  
Area A8 - Cellar  
The cellar’s entrance juts out from the north wall of the   
estate. Wooden double doors lead down underneath the   
mansion.  
A short flight of stone steps leads down into the cellar   
floor. Guttering torchlight casts long shadows on the   
arched stone ceiling. The east and west walls are lined   
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check, a character notices some grease seeping through   
the outline of each step, and scrapes along the walls.   
A successful DC 15 Wisdom (Perception) check spots   
a pressure plate or trapdoor if they have vision of it. A   
search of the floor accompanied by a successful DC 15   
Intelligence (Investigation) check reveals variations in   
the mortar and stone that betray the pressure plate’s   
presence. The same check while inspecting the ceiling at   
the top of the stairs reveals the trapdoor. Wedging an iron   
spike or other object under the pressure plates prevents   
the trap from activating (or just step over it).  
When the trap is activated, all creatures standing on   
the stairs must immediately make a DC 13 Dexterity   
saving throw as the staircase flips over and turns into a   
slippery ramp. On a failed save, the character falls prone   
and slides down the ramp, sliding 30 feet per round. A   
character that successfully saves may still need to make   
additional Dexterity saving throws if creatures above the   
character are sliding down into him/her.  
After the stairs flip over into a greasy ramp, the sconces   
drop the torches, lighting the grease on fire. Characters   
standing in the flames take 1d4 fire damage at the start   
of each of its turns. Characters that fell prone and are   
drenched in grease catch fire, taking 1d6 fire damage of   
each of its turns and require a DC 13 Dexterity check to   
extinguish the flames.  
Finally, once the stairs turn into a flaming greasy ramp,   
all affected creatures must roll initiative. The sphere rolls   
initiative with a +8 bonus. On its turn, it rolls 50 feet down   
the ramp. The sphere can move through creatures’ spaces,   
and creatures can move through its space, treating it as   
difficult terrain Whenever the sphere enters a creature’s   
space or a creature enters its space while it’s rolling, that   
creature must succeed on a DC 15 Dexterity saving throw   
or take 4d10 bludgeoning damage and an additional 1d6 Treasure  
The pile of loot that the lemure and bearded devil sat on   
has all of the imprisoned character’s equipment along   
with the equipment of previous prisoners: amongst   
the junk are five javelins, two spears, a shortsword two   
longswords, a light crossbow, studded leathers, and   
two quivers holding twenty crossbow bolts each. There   
is one standout amongst the pile: demonmail hauberk   
(APPENDIX A).  
Hidden inside the straw pile of an empty cell is a silver   
earring set with a tiny ruby (30gp) and a banded gold   
ring dotted with emeralds (50gp). Characters searching   
the straw pile finds them both with a DC 12 Intelligence   
(Investigation) check.  
The barrels contain salted pork and beef, flour, sugar,   
apples, and ale.  
Awarding Experience Points  
Divide 1,065 XP equally among the characters if the party   
defeats the lemure and bearded devil.  
Area A9 - Tower Staircase  
A 10-foot wide, spiraling stone staircase starts at the main   
hall (A2) and goes up 50 feet to the alchemy lab (A10).   
Sconces along the wall hold burning torches, keeping the   
staircase brightly lit.  
(Warning! Below is a deliciously evil trap that sadistic   
DMs will get a kick out of. However, if the characters are   
already at low health, it may be best to skip/nerf this trap   
as the results may be lethal.)  
Slip n’ Slide of Doom  
Mechanical trap  
Of the 60 steps in the staircase, step 30 and   
40 are both pressure plates. When 20 or more   
pounds of pressure are placed on either of this   
trap’s pressure plates, a chain of events happen:  
• all the stone steps in the staircase flip   
over, transforming into a ramp covered in   
slippery grease  
• the sconces drop the burning torches,   
lighting the grease on fire  
• finally, a hidden trapdoor in the ceiling at   
the top of the staircase opens, releasing   
a 10-foot diameter rolling sphere of solid   
stone down the ramp, picking up the   
flaming grease as it rolls so it becomes a   
fiery boulder of doom  
With a successful DC 13 Wisdom (Perception)   
Art by Rob Alexander

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58fire damage and be knocked prone. The sphere stops   
when it hits a wall at the bottom of the staircase or similar   
barrier.  
Developments  
If the trap is triggered, the staircase stays on fire until   
doused or naturally dies out after a minute once all the   
grease is burned. When the grease is cleared, walking up   
the ramp isn’t difficult.  
A triggered trap causes a big ruckus, informing Siegfried   
of intruders.  
Awarding Experience Points  
Divide 1,800 XP equally among the characters if the party   
disarms, purposefully avoids, or triggers the slip n’ slide   
of doom.  
Area A10 - Alchemy Lab  
At the top of the tower is the alchemy lab. Siegfried has   
spent the last few months here, working relentlessly day   
and night on his experiments. His foul work has attracted   
a small following of demons that are interested in seeing   
his goals realized. The fiends aid in his work and whisper   
dark secrets in his ear, pushing the alchemist towards   
greater acts of depravity.  
Siegfried is currently at the cusp of completing his   
grandest achievement yet: he is about to give life to a new,   
immensely powerful being of his own design (The Egg;   
see below), which the alchemist hopes will lead his army   
of undead against the vampire families.  
Galvanizing Life  
To wake his new creations, the mad scientist must   
bestow upon them “the spark of life,” which requires a   
tremendous amount of power.   
Siegfried has built a complex device called a galvanizer   
-- a machine of sprawling tubes, wires, coils, and lightning   
rods that covers his entire lab from floor to rooftop -- to   
provide this power. Siegfried uses the galvanizer to create   
the raging storm overhead, collecting the electricity from   
the lightning strikes to “shock” his creations to life.  
The Egg  
An open ceiling hatch exposes the laboratory to the   
raging storm above. A metal platform is raised up to the   
opening, with a huge, slimy purple egg strapped on top of   
the platform. The Egg rhythmically expands and contracts   
like a beating heart.  
Attacking The Egg. The Egg has 60 hit points. If attacked,   
it releases a psychic scream of pain, immediately alerting   
everyone in the laboratory.Hatching The Egg. A lightning vane (fancy lightning   
rod) attached to the platform can be raised up into the   
storm, channeling lightning strikes into The Egg. Raising   
the lightning vane this way requires an action to turn a   
crank. Each round the lightning vane is raised, lightning   
strikes it, jolting The Egg. After five lightning strikes, The   
Egg hatches into The Thing (APPENDIX B) ( PICTURE ).  
The Thing’s immediate desire is to escape the laboratory.   
It only attacks people in its way, including Siegfried. If   
reduced to half its hit points, The Thing tears off the roof   
and attempts to flee into the wilderness.  
Entering The Laboratory  
The adventurers are most likely to enter through the   
staircase (A9) that connects the lab to the main hall.   
Alternatively, they may be entering through the open hatch   
in the ceiling, or up the dumbwaiter (A5). Whichever way   
they enter, read or paraphrase the following as their first   
glance inside:  
The misty interior of the laboratory glows with a flickering   
radiance and hums with power. Metal rods and spheres   
jutting from the floors and ceilings are awash in electricity.   
A jungle of glass tubes and metal wires sprawl all over   
the floor, walls, and ceiling, connecting the strange   
contraptions found here with everything else.   
An open ceiling hatch exposes the laboratory to the   
raging storm above. A metal platform is raised up to the   
opening, with a huge, slimy purple egg strapped on top   
of it.  
The most notable features of the room to spot are:  
• Large glass incubators containing bulky malformed   
humanoids floating inside luminous greenish-blue   
liquids; these are schmelzmen (APPENDIX B)  
• A metal platform with a humanoid figure lying down   
on it, hidden under a bloodstained sheet; this is a   
flesh golem (MM p169)  
• A second metal platform adorned with lightning rods,   
raised up to the ceiling hatch and exposed to the   
thunderstorm above; it holds The Egg  
Siegfried is too engrossed in his work to be bothered   
keeping an eye on the rest of the estate. If the adventurers   
managed to reach the laboratory without triggering the   
trap in the staircase (A9), no one warned Siegfried of   
intruders (A5), and The Egg doesn’t scream, use the   
Caught Unaware scenario below. If Siegfried is warned of   
the party’s presence, use the Ready for Action scenario   
instead.  
Caught Unaware  
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Siegfried (APPENDIX B) paces through the laboratory,   
making sure everything is running smoothly and he barking   
orders to his homunculus assistant, Oglor (APPENDIX B).   
Qarr, a quasit (MM 63), observes invisibly from a corner.   
The fiend is alert for trouble and actively scans the area   
(Passive Perception 15); ironically, Qarr is rather skittish   
around creations that have a habit of randomly springing   
to life and causing the poor quasit a bit of a scare.  
A man in a long white coat strides excitedly through the   
laboratory, flipping switches and turning knobs with his   
thick rubber gloves, pausing only for a moment to watch   
their effects. He barks orders across the room at small   
green-skinned humanoid, who’s “head” is a giant eyeball   
encased in a bronze helmet with a large telescope lens   
to peer out of. “The storm is ready to harness! Oglor,   
increase the rotational speed of the flux capacitor to eighty   
percent!”  
The adventurers have a surprise round if none of the lab’s   
occupants notice them.  
Ready For Action  
If alerted to the adventurer’s presence ahead of time, then   
Siegfried, Qarr, and Oglor are on alert for intruders, each   
of them gaining +5 to their Passive Perception to catch   
anyone trying to sneak in.  
Combat!  
Siegfried is convinced that the adventurers are either   
vampires or servants of them. It would take a tremendous   
effort to talk him out of a fight. He starts the fight with mage armor already cast on himself.  
Flipping Switches. Once combat   
begins, Siegfried’s primary goal is to   
distract the adventurers long enough   
for The Egg to hatch. He runs across   
the lab to flip two switches: the first   
animates the schmelzmen and the   
second animates the flesh golem.   
He can flip one switch as per turn   
as a free action. He prefers to start   
combat by casting invisibility , since   
flipping switches does not break the   
spell.  
Here is a general sequence of   
actions that Siegfried will take during   
combat, along with sample dramatic   
banter the mad scientist likes to   
engage in. Siegfried in this crazed   
state is based heavily off Victor   
Frankenstein in popular culture.   
The mad scientist also engages in   
dramatic banter:  
• 1st Round: Siegfried casts invisibility on himself and   
taunts the adventurers. He flips a switch, sending   
a pulse of electricity that shatters the incubators,   
animating three schmelzmen (APPENDIX B) that   
immediately attack the party  
• “So the Voldarens have managed to breach my   
sanctum. You’ve come just in time, bloodsuckers:   
witness the fruits of my labor!”  
• 2nd Round: Siegfried flips the second switch, sending   
a massive pulse of electricity that animates the narstad   
scrapper (APPENDIX B), which immediately attacks   
the party. Siegfried also instructs Oglor to raise the   
lightning vane.  
• “Behold! I create life with the flip of a switch! I am a   
GOD!”  
• “The storm has reached peak potency! Oglor, raise the   
lightning vane!”  
Siegfried only engages the adventurers directly if they   
attack The Egg or are clearly gaining the upper hand in the   
battle. Siegfried fearlessly defends his life’s work, casting   
his most powerful spells to fight off the adventurers and   
fighting to the death if he must.  
“NO! I have worked too hard to see my dreams ruined   
by the likes of you! I will have my revenge!”  
Oglor raises the lightning vane when commanded to by   
turning a crank (see “The Egg”). Oglor avoids combat as   
long as no one interferes with its task.  
Qarr is not a fighter and is content to observe while   
invisible.  
Art by Jason Felix  
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60Developments  
This battle is quite dangerous. In the event that the party   
is defeated, Siegfried imprisons the surviving characters   
in the cellar (A8) for future interrogation and experiments.  
If defeated and taken captive, Siegfried’s madness   
cannot be fixed in an instant (though a wish spell or   
similar powerful magic might). Bringing him back to   
sanity is certainly possible, but the healing process takes   
time and effort. The best immediate effect an adventurer   
can hope for is to at least calm him down.  
Oglor is loyal to Siegfried, its master. However, if   
Siegfried is slain, it views his killer as its new master.   
Oglor can’t speak, but it tries to convey its wish to serve   
through gestures.  
Qarr, while seemingly working under Siegfried as well,   
actually serves a more powerful archdemon; who that   
mysterious patron is up to you. The quasit was tasked   
to corrupt Siegfried by this patron. At your discretion,   
Qarr may offer to serve as a familiar to one of the party   
members, tempting the character with power/info/wealth   
as appropriate, with a hidden agenda to keep tabs on the   
party’s movements. Or the quasit may try to escape and   
inform the mysterious patron on the adventurers’ actions   
– up to you!  
Should the tubes, wires, coils, and other machinery   
that the galvanizer consists of be significantly damaged   
from area of effect spells or direct attacks (your   
discretion), or if the adventurers manage to switch it off,   
then the thunderstorm disperses and the radiant wards   
surrounding the tower fade away.  
If you wish to use the NPC Sir Delandel, the Undead   
Paladin , characters can find him trapped inside a steel   
incubator. Siegfried found Delandel in Mauer Estate and   
hooked him up to the galvanizer; he is unwilling the source   
for the protective radiant wards that surround the tower.   
Treasure  
Siegfried wears the electric recombobulator (APPENDIX A)   
and has one scroll of each of the following: alarm, catapult,   
false life, mage armor, mirror image, and lightning bolt . In   
addition, Siegfried carries the broken missing piece of the   
Strionic Resonator and a key to a chest.  
A chest is tucked underneath Siegfried’s work desk.   
The chest’s padlock can be picked using thieves’ tools   
with a successeful DC 20 Dexterity check. However, the   
lock is rigged with a poison needle trap that triggers if   
a character isn’t pressing down a concealed button on   
the side of the chest while opening the chest. The needle   
and button can both be found with a successful DC 20   
Intelligence (Investigation) check and can be disarmed   
with a successful DC 15 Dexterity check. A creature   
triggering the needle trap is injected with wyvern poison and must make a DC 13 Constitution saving throw, taking   
5d6 poison damage on a failed save, or half as much on a   
successful one.  
The chest contains a silver locket with a picture of a   
young woman inside (Katarina), a silver torc with soaring   
herons (80 gp), six moonstones of 50 gp each, 200 sp, 90   
gp, and 10 pp.  
A thorough search of the room yields several letters   
to Siegfried from Geralf, a cousin and infamous stitcher   
currently operating in the Moorland. Geralf’s letters   
reveals an exchange on necro-alchemy information   
between the two. In the last dated letter, Geralf praises   
his cousin’s brilliance, stating that he put into practice   
Siegfried’s blueprints for a modern “goliath skaab” and it   
turned out “better than I could ever have hoped.” Geralf   
has named this creation Grimgrin, and invites Siegfried   
to join him and his sister in Gavony, where they plan to   
march on Thraben itself soon. If the characters deliver   
these letters to the proper authorities in Gavony, award   
the party 4,000 XP.  
The laboratory is littered with specialized alchemical   
tools and devices, glass jars full of pickled organs,   
anatomical charts for both human and beast, rune-  
engraved skeletal remains, dozens of tools for inscribing   
runes on brass and copper plates, and on. In total, the   
laboratory would be worth 80,000 gp to necro-alchemists   
in Nephalia, but moving this equipment is highly   
impracticle and dismantling it by someone not trained in   
alchemy can easily destroy the fragile equipment.  
Awarding Experience Points  
Divide 1,800 XP equally among the characters if the party   
defeats Siegfried and his minions. Award an additional   
500 XP if the characters find the missing piece of the   
Strionic Resonator .  
Milestone: Level 5!  
If you are using Milestone Experience, then the characters   
attain 5th level as you conclude this adventure!  
Conclusion  
With hard work and a little luck, the adventurers have   
defeated Siegfried and undone his destructive plots.   
All in Stensia will take note of their deeds: the humans   
of Stensia shall be grateful for years to come, and the   
vampire families will surely take note of these new heroes   
as well.  
By the end of the adventure, the characters should be   
5th level. If your players wish to continue playing their   
characters, you can use the contents of this setting to   
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create your own adventures. Innistrad is a world teeming   
with possibility. Below are some potential hooks to spur   
your imagination:  
Stensia  
• explore the hidden catacombs under Mauer Estate,   
where an ancient order of Paladins used to hide away   
from the world powerful relics of evil that could not   
be destroyed  
• the vampire families have taken notice of the   
adventurer’s deeds; perhaps they “reward” them for   
taking care of Siegfried, or perhaps they feel threatened   
by their power  
• adventurers may find out the fate of Katarina: perhaps   
she wasn’t killed, but rather turned into a vampire. Or   
perhaps she managed to escape the vampires.  
Gavony  
• Geralf and Gisa are planning to march against   
Thraben. The Church of Avacyn brushes this news   
aside, explaining they have more pressing matters.  
• The heart of the Skirsdag cult’s operations is revealed:   
Thraben, the seat of the Church itself. Many high priests are in fact cultists in disguise.  
• The siege of Thraben happens in earnest, and the   
adventurers play a crucial role in its defense alongside   
Thalia.  
Kessig  
• the people of Kessig have always had a rough   
relationship with the Church, resenting the Church’s   
disconnect with the realities of this wild place and   
balking at the “Curfew of Silver.” With Avacyn gone,   
Kessigers are in the midst of a crisis of faith.  
• Ferocious howlpacks run wild over Kessig, forcing   
countless humans to take up residence in walled   
settlements protected by too few angels and cathars.   
Sigarda, leader of the Flight of Herons, is in desperate   
need of heroes to deal with the howlpack alphas.  
• With Avacyn’s protective spells failing, the druids of   
Kessig have went back to old, ancient magic of the   
forest. While they are getting results, rumors abound   
that sinister sources are behind some of the seemingly   
“benevolent” nature magic.  
• Katarina’s uncle, Hanns Reinhart, is one of Innistrad’s   
most venerated astronomers. She had hoped Hanns

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62would know the secret to using the Strionic Resonator,   
but he has apparrently disappeared from his home in   
Kessig after a werewolf attack.  
Nephalia  
• The adventurers need to locate an important item   
which is said to be found in Nephalia’s seedy   
underground passages known as The Erdwal  
• The Stormkirk vampires are willing to provide a   
service to the adventurers if they deal with a situation   
for them: kill the vampire sorceress Jeleva, Nephalia’s   
Scourge.  
• Siegfried’s alchemical notes repeatedly mention the   
Strionic Resonator. The only person that can decipher   
their meanings is the reclusive alchemist in Nephalia;   
Ludevic of Ulm.  
• The Fauchard, an order of human vampire hunters,   
requests the adventurer’s aid for their most dangerous   
hunt yet.  
• Jenrik, irrefutably the most knowledgable astronomer   
in all of Innistrad, spends his days studying the moon   
in his glittering tower on the Silver Beach. If anyone   
can figure out the Strionic Resonator’s secrets, it’s   
him.  
Planeswalkers  
• Sorin Markov seeks the aid of the adventurers in   
finding Avacyn. The Dark Prince of Innistrad has   
long ago been banished from Markov Manor, and his   
vampirism makes it difficult to journey into human   
settlements. He may ask the adventurers to pay a visit   
his old ancestral home or follow leads in a human   
district.  
• Liliana Vess has left a path of destruction in her search   
for the demon Griselbrand. She may strike a deal with   
the adventurers to help uncover Skirsdag cultists to   
interrogate about the demon’s whereabouts.  
• Tamiyo studies Innistrad’s silver moon in Nephalia.   
She may ask the adventurers for assistance locating   
old tomes about the moon, or aid in her dangerous   
experiments.  
APPENDIX A: Special Items

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APPENDIX A: Special   
Items  
Special Properties  
The following are materials that have special properties in   
the world of Innistrad.  
Blessed Silver  
Pure silver that has been ritually blessed by a powerful   
cleric of Avacyn is called blessed silver. According to   
alchemists, silver’s purity of material readily absorbs   
divine magic. Blessed silver is used as protective warding   
against evil creatures, weaving it into clothing or engraving   
the material into door frames to keep spirits out.  
Arrowheads, spearpoints, and other weapons made   
from blessed silver can be powerful instruments for   
fighting evil creatures, especially werewolves. Smiths   
capable of forging such weapons are called silversmiths,   
usually clergy that are trained in the art of weapon-  
making, or a weaponsmith working alongside clergy.   
Certain blessings must be said at certain times during the   
forging process to properly imbue the silver weapon with   
divine magic. Because of the difficulty of imbuing silver   
with strong magic, and its usefulness against the growing   
threat of werewolves, silversmiths are particularly revered   
in their communities.  
A weapon made of blessed silver has a +1 bonus to   
attack rolls against lycanthropes, fiends, and undead.   
A lycanthrope struck by this weapon takes an extra 1d6   
radiant damage.  
Living Wood  
Although vampires can be harmed or killed by any   
weapon, living wood have special efficacy. This is dubbed   
the Dryad’s Legacy (dead wood is inert, no more effective   
than stone or steel.) Newly cut wood has this property for only a day or two before becoming inert.  
Human settlements that are close to vampires make   
sure to have close access to living wood in an attempt to   
fend off attacks. This is especially true in province Stensia,   
where many powerful vampire families live. In small   
villages, the cottages are usually around a small grove   
of hawthorn trees for centralized access to living wood.   
In larger villages, the cottages themselves are often built   
around a hawthorn, with the tree’s trunk in the center of   
the common room and its leaves above the roof.   
A weapon made of living wood deals an extra 1d6   
damage to vampires. If a piercing weapon made of living   
wood is driven into the vampire’s heart, the vampire is   
destroyed.  
Magic Items  
Loot Cards. All the new magic items in this adventure also   
come with card handout versions that you can download   
here. They fit perfectly in a Magic card sleeve on top of   
a random Magic card. Cursed items have an additional   
innocent-looking version you can use until the curse is   
fully revealed; for example, when the party acquires Elbrus,   
the Binding Blade, you can give them Shapshifter’s Blade   
until they discover the true nature of the weapon.  
Cursed Items. Some of the magic items described here   
are cursed. Most methods of identifying items, including   
the identify spell, fail to reveal such a curse, although lore   
might hint at it. A curse should be a surprise to the item’s   
user when the curse’s effects are revealed. Cursed items   
come with two loot cards: a hidden version that doesn’t   
reveal the curse, and then the revealed version that shows   
what the curse does. It’s recommended you only show   
the receiver of the item the hidden version until they learn   
exactly what the curse does, then give them the cursed   
version.  
Attunement to a cursed item can’t be ended voluntarily   
unless the curse is broken first, such as with the remove   
curse spell.  
Avacyn’s Collar  
LOOT CARD  
Wondrous item, common  
Hanging from this necklace of blessed silver is a large   
symbol of Avacyn. The collar can feel immensely heavy   
or light as a feather, depending on the wearer’s feelings   
towards Avacyn.  
Wearing this chain grants a bonus +2 DC to any Channel   
Divinity class ability the wearer uses that requires a   
savings throw.  
Art by Eric Deschamps APPENDIX A: Special Items  
 Art by Jason Felix

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crossbow.  
Devour Soul. Whenever you use it to reduce a creature to   
0 hit points, Elbrus slays the creature and devours its soul   
if it has one. A creature whose soul has been devoured by   
Elbrus can be restored to life only by a Wish spell. When   
it devours a soul, Elbrus grants you temporary hit points   
equal to twice your character level.  
Keep track of how many souls are devoured by Elbrus.   
For every 6 creatures slain this way, the weapon gains an   
additional +1 bonus to attack and damage rolls.  
Curse. This dagger is cursed, holding the trapped   
essence of the demon lord Withengar. Becoming attuned   
to it extends the curse to you. As long as you remain   
cursed, any time you attack with weapons other than this   
one, you must succeed on a DC 15 Wisdom saving throw.   
On a failed save, the weapon is unknowingly swapped   
out with this one, taking the same form of the previous   
weapon.  
Once eighteen creatures have been slain with the   
Devour Soul ability, the weapon shatters, and Withengar   
is unleashed. He is a balor (MM 55). How Withengar acts   
after being released from his centuries-long imprisonment   
is up to you.  
Unlike most curses, the trapped essence of Withengar   
cannot be destroyed by a remove curse spell. At the   
DM’s discretion, the spell may be sufficient to break the   
wielder’s attunement to the dagger, but far more powerful   
magic must be employed to destroy the demon lord.  
(GM’s discretion on what creatures count as having a   
soul. Most playthroughs counted all humans, spirits, and   
vampires as having souls, while zombies and skeletons   
do not. Feel free to change how many souls are needed   
to release the campaign-altering demon: 18 means it’s   
unlikely to be released during this adventure, so if you   
want to see it released earlier you can lower it to 13, 7, or   
whatever else)Butcher’s Cleaver  
LOOT CARD  
Weapon (handaxe), rare (requires attunement)  
You gain a +1 bonus to attack and damage rolls made   
with this magic weapon. The butcher’s cleaver has jagged   
notches and scrapes all along its blade from heavy use.   
When it hasn’t spilt blood for over a day, the cleaver   
begins to rapidly deteriorate, its blade becoming dull and   
lined with rust.  
When you deal damage to a creature that has blood   
with this magic weapon, the cleaver sucks up some of   
the blood it spills, returning to pristine condition and you   
regain 1 hit point.  
Demonmail Hauberk  
LOOT CARDS: HIDDEN , REVEALED  
Armor (chain mail), rare (requires attunement)  
You have a +2 bonus to AC while wearing this armor.   
The metal rings composing this hauberk glimmer as if   
reflecting torchlight and smells faintly of brimstone.   
When worn, it fits perfectly on the wearer; like a second   
skin.The metal rings do not jingle when you move around,   
so you don’t take the usual disadvantage to Dexterity   
(Stealth) checks.  
Curse. The Demonmail Hauberk is cursed, a fact that is   
revealed only when you attune to it. Attuning to the armor   
curses you: the hauberk merges with your skin, making   
it impossible to doff without ripping your skin off. The   
curse can be dispelled if you are targeted by the remove   
curse spell or similar magic, or by physically removing the   
armor from your body.  
Physically removing the armor is a horribly excruciating   
process. You must deal 10d10 total slashing damage   
to yourself as you rip the hauberk off your body, tearing   
your skin off with it. You can take your time removing the   
armor, dealing a minimum 1d10 damage a time, until   
you deal the total 10d10 damage to remove the hauberk   
completely.  
Elbrus, the Binding Blade  
LOOT CARDS: HIDDEN , REVEALED  
Weapon (dagger), legendary (requires attunement)  
You gain a +1 bonus to attack and damage rolls made with   
this magic weapon.  
Change Form. While attuned to this weapon, you can   
use a bonus action to change this weapon’s form into any   
other ranged or melee weapon. For example, you can use   
a bonus action to turn this weapon into a +1 longsword,   
and then a subsequent bonus action to turn it into a +1   
Art by Eric Deschamps  
APPENDIX A: Special Items

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Moonsilver Spear  
LOOT CARD  
Weapon (spear), rare (requires attunement)  
You gain a +1 bonus to attack and damage rolls made with   
this magic weapon made of blessed silver .  
Angelic Summons. You can use an action to speak this   
spear’s command word, summoning a guardian angel to   
smite a foe within 60 feet of you that you can see. The   
target must make a DC 15 Dexterity saving throw. The   
target takes 4d6 radiant damage on a failed save, or half as   
much damage on a successful save. The angel disappears   
after delivering its strike. This property can’t be used again   
until the next dawn.  
Vial of Life’s Blood  
Potion, uncommon  
You regain 6d4+6 hit points when drinking this potion.   
In addition, whenever a vampire bites you or otherwise   
drinks your blood, it takes 2d10 acid damage. This effect   
lasts for an hour.   
Violin of Banishing Light  
LOOT CARD  
Wondrous item, uncommon  
This violin is an exquisite example of its kind, perfect in   
every way. The wood is thinly lined with blessed silver.  
While holding the violin, you can use your action to   
play it and cast the Daylight spell with it. To maintain   
Concentration on the spell, you must additionally make   
a DC 10 Charisma (Performance) check each round. The   
violin can’t be used this way again until the next dawn.Electric Recombobulator  
LOOT CARD  
Wondrous item, rare (requires attunement)  
The electric recombobulator is composed of a   
geist-tank that is connected via alternator tubes   
to a power gauntlet. The geist tank is typically   
harnessed to your back, the power gauntlet worn on   
one hand. The recombobulator has the power to launch   
the very particles constructing your body through an   
electric current and reconstruct them magnetically once it   
reaches it’s destination.  
Lightning Leap. While wearing the recombobulator,   
you can use an action to transform yourself into a line   
of lightning, similar to that created by the lightning bolt   
spell. This line can be of any length from 10 feet to 60   
feet. Your body instantly reconstructs at the nearest   
unoccupied space at the opposite end of the line, along   
with any gear worn or carried (up to a maximum of your   
heavy load limit). Each creature in the line must make a   
Dexterity saving throw. A creature takes 6d6 lightning   
damage on a failed save, or half as much damage on a   
successful one. The recombobulator can’t be used this   
way again until the next dawn.  
Ghoulcaller’s Bell  
LOOT CARD  
Wondrous item, uncommon  
This bell is crafted from the upper half of an imp’s skull   
and molded with iron. The word “grave” is engraved on   
the skull in Infernal. Its chime is inaudible to the living,   
but the dead hear it loud and clear.  
You can speak the word “grave” in Infernal while holding   
the ghoulcaller’s bell to conjure a fresh human corpse.   
The bell can’t be used this way again until the next dawn.  
Ringing the bell allows you to cast Command as a 2nd   
level spell, except it only can affect undead. The bell can’t   
be used this away again until the next dawn.  
Message Bottle  
Wondrous item, uncommon  
When you speak a message into this bottle, the words   
take on the tangible form of a silvery mist that swirls   
inside it that can be immediately sealed. Once the bottle   
is unsealed, the silvery mist escapes and the message is   
repeated to whomever holds the bottle, then fades away.  
Art by Eric DeschampsArt by James Paick  
APPENDIX A: Special Items

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66APPENDIX B: Monsters  
The following is a list of all the monsters/NPCs the   
characters may encounter in the adventure, divided by   
chapters. The monster’s statistics are found either in the   
Monster Manual (page number), otherwise it’s included   
here in this APPENDIX:  
CHAPTER 1:  
skeleton (272)  
swarm of skeletal bats  
demonlord of ashmouth  
hellrider  
ashmouth hound  
smoke mephit (217)  
shadow (269)  
giant spider (328)  
giant wolf spider (330)  
commoner (345)  
werewolf (206)  
CHAPTER 2:  
guard (347)  
thug (350)  
cult fanatic (345)  
mage (347)  
priestess (348)  
twig blight (32)  
vine blight (32)  
poltergeist (279)  
CHAPTER 3:  
zombie (316)  
skeleton (272)  
skaab goliath  
cult fanatic (345)  
guard (347)  
priest (348)  
specter (279)  
thug (350)  
CHAPTER 4:  
hellhound (182)  
will-o’-wisp (301)  
grell (172)  
shambling mound (270)  
commoner (345)  
fire geist  
vampire spawn warrior  
   
APPENDIX B: MonstersCHAPTER 5:  
dryad (121)  
zombie (316)  
gargoyle (140)  
mimic (220)  
animated armor (19)  
flying sword (20)  
vampire spawn (298)  
demonlord of ashmouth  
crawling claw (44)  
charmbreaker devil  
bearded devil (70)  
lemure (76)  
flameskull (134)  
schmelzmen  
flesh golem (169)  
Siegfried  
Oglor  
quasit (63)  
the thing

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67  
PICTURE  
Devils and skirsdag cultists create ashmouth hounds by   
ritually binding fire elementals native to the ashmouth   
chasm with unwilling canine hosts. The unholy union   
of elemental and beast causes unending agony to the   
merged entity as its flames constantly sears its own flesh.   
The twisted creature’s sole purpose is to inflict pain and   
destruction on others, which is the only fleeting distraction   
from the agony it endures.  
PICTURE  
Though they do not need to eat or drink to survive,   
charmbreaker devils delight in consuming magic, be it   
a magic spell, item, or even practitioner. They can smell   
magical auras and can track their scent within a mile   
radius. Once the source of the magic is discovered, they   
will tear it to shreds and gleefully slurp up the magical   
essence. The more potent the magic source, the greater   
the feast for the devils.

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68  
A fire geist is the anguished spirit of an individual that   
died a gruesome death by fire. When they cannot find   
peace in the Blessed Sleep, or their sleep is disturbed,   
they manifest in the material world take take out their pain   
and hate on anyone that dares disturb them.  
PICTURE  
In the strict demon hiearchy, demonlords are near the top,   
controlling specific regions in Innistrad and commanding   
lesser devils, demons, and cultists to do their bidding. They   
work directly under archdemons, coveting their masters’   
power and planning for the day they can overthrow them.  
Shilgengar is the demonlord of the ashmouth region in   
Stensia. He is famous for creating great famines in the   
lands, to the point that his horse skull head became a   
symbol for famine to the people of Innistrad.

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69  
PICTURE  
A stitcher’s apprentice is a special type of homunculus   
designed to assist skabaren, or “stitchers,” in laboratory   
work. Their giant eyeball “heads” and dextrous hands are   
perfectly suited for tiny, precise detail work. A master can   
have only one stitched apprentice at a time, but unlike   
regular homonculi, a stitcher apprentice does not die   
when its master dies.  
Shared Mind. A stitcher apprentice knows everything   
its creator knows, including all the languages the creator   
can speak and read. Likewise, everything the construct   
senses is known to its master, even over great distances,   
provided both are on the same plan.PICTURE  
While some fiends prefer malicious pranks and taunting   
innocents, hellriders revel in bloodshed and destruction.   
They often serve as shock troops to more powerful fiends,   
leading the charge into battle atop their ashmouth hound   
mounts.

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70  
A schmelzman, or “melting man,” is a type of undead   
created by stitchers. While skaabs are the product of   
month’s work of careful preparation, building, and   
conditioning, schmelzmen are considered rushed   
products. They are made by melting down the flesh   
of humanoids in stinking vats filled with acid and foul   
ingredients, and then animating it with electricity.  
A melting man looks vaguely humanoid; its acidic flesh   
constantly sloughs off its body only to be immediately   
replaced by its regenerative tissues. The spark that give   
schemlzmen life is highly unstable and they’re prone to   
explode if damaged, which stitchers generally consider to   
be a “happy accident.”  
APPENDIX B: Monsters  
PICTURE  
Rinelda was only six years old when her village was   
overrun by the undead. Her innate talents at commanding   
the undead kept her alive, but weren’t enough to stop the   
ravenous ghouls from tearing apart her parents right in   
front of her eyes. Since then, Rinelda has prided herself as   
a survivor, wandering the province of Stensia and taking   
what she wants with her entourage of undead minions.   
Recently, the teen necromancer has begun studying   
under Siegfried, eagerly doing the mad man’s bidding and   
learning as much as she can before she eventually moves   
to usurp his operations in Mauer Estate.

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71  
APPENDIX B: MonstersScholars have long speculated why bats in Stensia are   
prone to animate as skeletons, gathering themselves   
together into vicious swarms with an insatiable hunger for   
the living. It could be that the bats are naturally prone to   
the evil necromantic energy that infuses the land -- though   
they’re just as likely to be the product of vampires, created   
to control specific roads or simply for amusement.  
PICTURE  
Skaabs are Innistrad’s version of Frankenstein’s Monster.   
They are alchemically vivified constructions of flesh,   
made from various anatomical parts of corpses, stitched   
together and bound with binding plates, and filled with   
vital fluid. Compared to zombies risen by ghoulcallers,   
skaabs require far more work to create but result in   
stronger, calmer, and more trainable creatures.  
Skaabs Goliaths are the largest category of skaabs, made   
from the body parts of at least a dozen corpses. They are   
the ultimate zombie for physical labor, from carrying huge   
supplies to knocking down reinforced gates.

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72PICTURE  
The culmination of Siegfried’s last explorations in alchemy,   
this abomination combines the choice traits of a variety of   
creatures. The end result is a huge, reptilian beast with   
the strength of a dozen men and an even more voracious   
appetite.  
APPENDIX B: MonstersPICTURE  
Once an alchemist living in Shadowgrange, Siegfried   
dedicated his life to protecting his people from the   
supernatural horrors of Innistrad. When his fiancee,   
Katarina Brunn, was kidnapped by the Voldarens, Siegfried   
left his home, vowing revenge on the vampires that stole   
his beloved and his countrymen that stood idly by while it   
happened.  
Combat Tactics. Siegfried uses invisibility to get around   
a battlefield without being disturbed. When pressed into   
combat, he casts mirror image , then lets loose lightning   
bolts and chromatic orbs . Siegfried uses his reaction to   
either cast shield (if hit) or counterspell (if a nasty spell   
is directed at him). Finally, lightning leap and misty step   
allow him to escape melee range if an adventurer is up in   
his face.

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PICTURE  
Innistrad vampires do not sleep in a coffin, nor are they   
severely hampered by sunlight. The origins of their creation   
gave them other flaws, however, such as a vulnerability to   
living wood and a fear of their own horrible reflections.  
For more information on Innistrad’s unique twist on   
vampires and the vampires families that rule Stensia,   
check out the Planeswalker’s Guide to Stensia .

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74APPENDIX C: Handouts  
You can download high quality versions of all the props and   
handouts from this adventure here. These are meant to be   
shown to the players, so it would be best to print these   
out seperately and handed to them when the adventure   
prompts you to. Here is the list of handouts in the order   
that they appear in the APPENDIX; where they are found   
in the adventure, and high-quality download links:  
• Geralf’s coded letter : found in the alchemist’s   
basement (p22)  
• Katarina’s music puzzle: found in the music room   
(p23)  
• All the new magic items in card form  
• All the maps made for this adventure  
Credits  
This adventure was created by me, Tomer Abramovici,   
also known on Reddit as /u/SpiketailDrake or on Twitter   
@BudgetCommander . I had a lot of help along the way,   
and exceptionally talented folks contributed to this final   
product:  
• Player’s Guide to Innistrad: Human Variants , along   
with all the maps included in this adventure, were   
created by redditor /u/Nihilates   
• Geralf’s coded letter found in the basement of the   
alchemy shop in Chapter 2 was created by redditor   
/u/RanAngel   
Thank you to Wizards of the Coast for both D&D and the   
Innistrad setting, without both I wouldn’t be able to write   
this adventure. Special shoutout to Wizards’ creative team   
including Doug Beyer. I loved the Savor the Flavor series   
and Uncharted Realms !  
Big thanks to both the Reddit and GiTP communities for   
their input and support., along with the folks on Google   
who helped me tweak the final product.   
And, of course, thank you to my playgroup for letting me   
test all my evil traps on :-)  
APPENDIX C: Handouts