



SWORD OF THE EMBER KNIGHT

3rd LEVEL



The Sword of the Ember Knight

Background

Long ago, the Dumear Valley was ruled by an evil king. Empowered by darkness, his minions spread across the land bringing plague, famine, and strife. One day, a young knight confronted the king. He raised his sword, uttered a prayer to his god, and the blade erupted in holy flame. With it, he struck down the king and ended his reign of terror. Despite this, there was always a prophecy that he would return one day and take his revenge. Many years later, the Ember Knight, as he had come to be known, was laid to rest in an undisclosed location, his sword at his side. Over the centuries, his tale faded into myth and legend.

Recently, darkness has begun to spread across the land once more. The signs and omens point to the return of the evil king. Now the search is on for the knight's fabled sword, the Emberblade. Not all who seek it have good intentions, however. Some seek it for the power it might grant them. A gang of bandits and thugs have arrived at the Honeywell Inn searching for a man who may know the location of the knight's tomb. The characters, having sought out the man first, must protect him from the villains who seek to extort him, find the tomb, recover the sword, and put down the evil king's spirit once and for all.

Adventure Hooks

An Old Acquaintance. The characters received a letter from an old friend instructing them to meet him at the Honeywell Inn. Supposedly, he has a lead on the Emberblade.

Passing Through. The characters arrived at the Honeywell Inn and were pulled aside by an old man who claimed to be in danger. He said he could lead them to the fabled Emberblade if they could get him past the hooligans looking for him.

In Search of Treasure. The characters heard the legend of the Emberblade and spent time and money setting up a meeting with a man who claims to know its location.

The Honeywell Inn

The characters begin at the starred location in the back of the Honeywell Inn. They're there with **Silas** an old man who spent his life searching for the Emberblade. He uses the stat block for a **commoner**. Silas claims to have finally discovered the resting place of the knight, however, he won't tell the characters until they get him out of the inn in one piece. Up front, three **bandits** and a **bandit captain** have come looking for Silas. They're currently searching the bar and meeting areas for him.

The characters can either fight the bandits and their leader inside the tavern, or they can attempt to stealthily escape.

If they choose violence, they get kicked out of the inn once the fight is over and the town guard shows up to confront them while they're travelling to the tomb.

If they try to stealthily escape, they need to make a group Dexterity (Stealth) check vs a DC of 10 for each room they move into past the curtain separating the inn's rooms from the bar area. If at least half the party passes, the bandits remain facing the direction they are (signaled by the red vision cones on the map), otherwise, each bandit turns 90 degrees clockwise. If the party enters the line of sight of any of the bandits, combat ensues. If they manage to reach the front door, they escape with Silas and he gives them a map that shows both the location of the knight's tomb and the evil king's barrow.

Optional: Travel Encounter

Encounter: The Town Guard. If the characters ended up fighting in the inn, they're confronted by the town guard. The group consists of one **veteran** and two **thugs**. The guards give them an ultimatum: pay a fine of 100 gp each or get locked up for fourteen days for wanton destruction of property. The characters can deal with them a few ways.

- Pay the fine
- Fight the guards
- Convince the guards to let them go.

If they pay the fine, the guards let them go. If they fight the guards, the guards surrender as soon as one of them goes down. There will be repercussions for the killing as the party will be wanted for murder (unless they kill all the guards and leave no witnesses). If the party tries to convince them to let them go they'll need to make a DC 14 Charisma (Persuasion) check. They get advantage if they say they're trying to find the Emberblade to stop the evil king.



The Tomb of the Ember Knight

General Features

CAVES

Ceilings. The ceilings are 15 ft. tall and made of limestone.

Floors and Walls. The floors are covered in rubble and the walls arch up to the ceiling.

Lighting. Minor light filters in from the entrance, but otherwise the caves are dark.

TOMB

Ceilings. The ceilings are 10 ft. high and made of worked stone.

Floors and Walls. The floors are made of tiled stone and the walls are smooth to the touch.

Lighting. There is no light in these rooms unless specified otherwise.

1. Spider Infested Caves

Countless spider webs hang from the ceiling and cling to the walls. Rock formations dominate the center of the cave.

Encounter: Webbed Critters. There are three **giant spiders** on the ceiling here. They're hidden at first and attack if the characters move to the back of area 1.

Treasure: Webbed Corpse. There is a corpse covered in spider webs and partially cocooned in the corner of the cave. It has two *vials of antivenom*, an herbalist's kit, a silver dagger, and 50 gp on it.

2. Entry Hall

This long corridor leads down to an ornate wooden door emblazoned with a flame on it.

Trap: Noise Makers. There is a trip wire here rigged to some loose metal. If tripped, it alerts the goblins in the next room to the party's presence. It can be spotted with a DC 12 Wisdom (Perception) check. Once they're aware of it, the characters can disable it with a DC 12 Dexterity (Sleight of Hand) check.

3. Goblin Encampment

This room contains rotted bedrolls, assorted crates, and various rubbish. Clearly someone or something lives here.

Encounter: Goblins Galore. There is one **hobgoblin**, a **goblin boss**, and three **goblins** living in this area. If the characters don't set off the trap in the previous room, the goblins are sleeping. If the trap was sprung, the goblins are hiding in wait to ambush them.

4. Collapsed Tunnel

There was once a passage of some sort here. You can tell that behind the rubble and rocks blocking your path that there's a tunnel beyond.

This tunnel was collapse before the goblins got here. They've been picking at it for awhile but haven't been through yet. It takes approximately four hours to clear the rubble. The party gains 250 xp for doing so.

5. Cavern

This large chamber has vaulted ceilings and rock formations hanging down from above and rise from below. An alcove sits off to the left and a raised platform sits to the right.

Encounter: Rock Worms. There are two **grick** here hiding in and among the rock formations on the ground. They attack once the characters get into the main chamber.

6. Shrine of Battle

This chamber is lit by sconces mounted on the walls. Against the western wall there's an elevated platform with a statue of a warrior on it.

Encounter: The Sentinel. The statue uses the stat block for a **gladiator**. As soon as the characters enter the room it marches forward and positions itself between them and the doors to area 7. If it defeats the characters (reduces them all to 0 hp) it returns to its starting location. If they get up, it allows them to leave, unless they try to move towards the doors to area 7. If they do that, it attacks again.



7. Resting Place of the Ember Knight

This chamber is dominated by a raised platform in the center, on which, stands two altars and a large sarcophagus. Sconces on the walls illuminate the room.

Treasure: The Knight's Sword. The altars have 250 gp, a ruby worth 50 gp, a sapphire worth 75gp, and a necklace worth 150 gp on them. The sarcophagus holds the remains of the Ember Knight. In his hands is the *Emberblade*.

Emberblade *Weapon, Uncommon (requires attunement)* This +1 longsword deals an additional 1d6 radiant damage to undead. It also sheds bright light in a 30 ft. radius and dim light for another 30 ft. If a creature suffers from Sunlight Sensitivity, the light from this weapon is treated as if it were sunlight.

The Barrow of the Evil King

A large mound of earth lies ahead. Above it, seven large standing stones tower high. At the base of the mound, two openings can be seen leading down.

Encounter: The Evil King. The evil king has returned as a **wraith**. He's bound to the barrow and cannot yet leave. When the characters enter the barrow, he waits for them to reach his resting place in the sarcophagus at the western end of the chamber before materializing and attacking. When he's defeated, he evaporates into a cloud of black mist before dispersing.

Treasure: A King's Hoard. The evil king's sarcophagus contains a gold ring set with bloodstones worth 250 gp, a large gold bracelet worth 250 gp, a well-made death shroud worth 100 gp, and 1,100 gp.

Aftermath

With the evil king's spirit finally destroyed, the valley is safe from the encroaching darkness. The local villages all show their thanks and anyone who knows the tale of the *Emberblade* is marveled by the sight of it. If the characters dealt with the town guards in a violent fashion, they may have to answer for these crimes. Once word gets out that the blade has been recovered, sinister forces may try to acquire it for themselves.



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