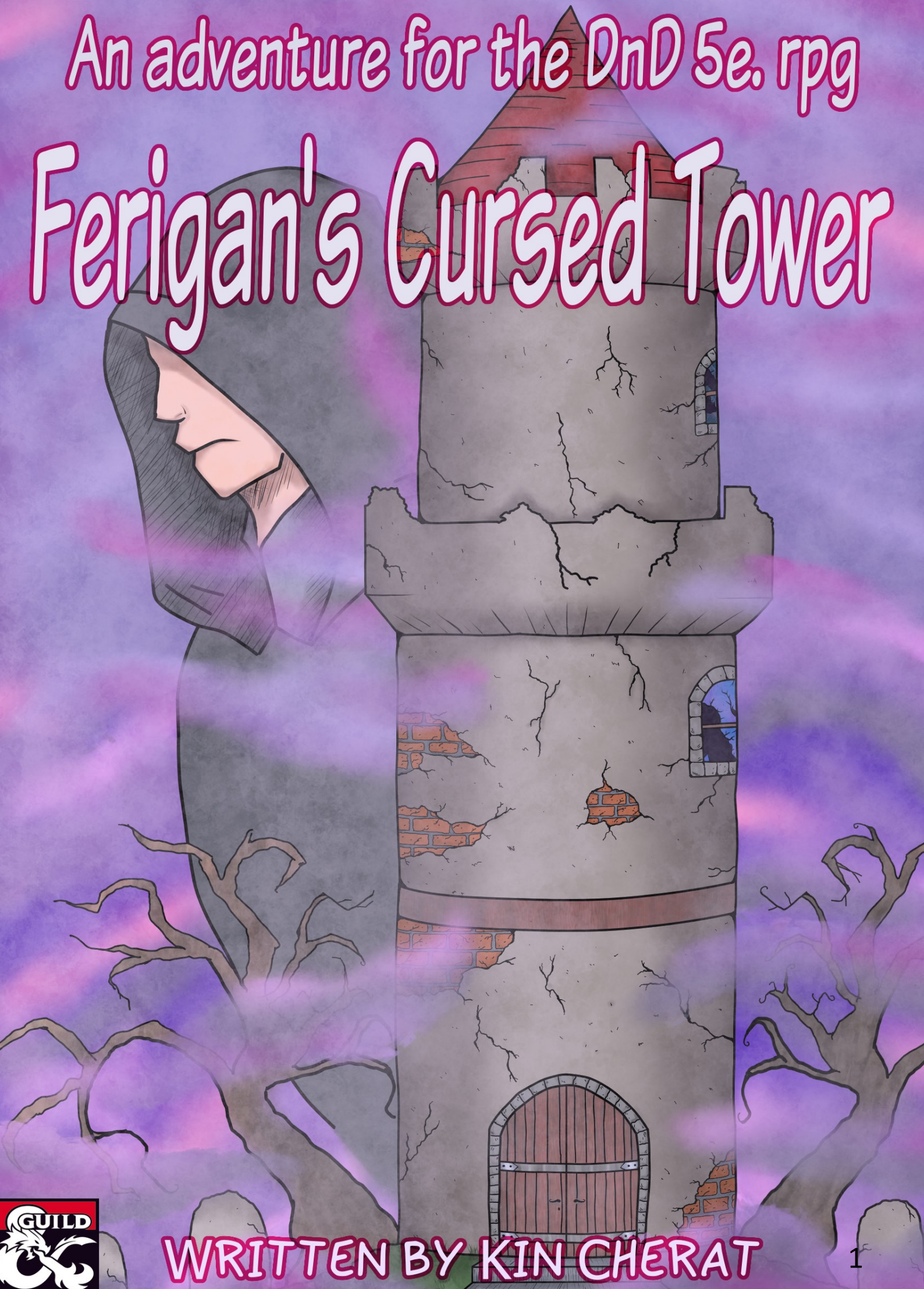


An adventure for the DnD 5e. rpg

# Ferigan's Cursed Tower



WRITTEN BY KIN CHERAT



# Feigan's Cursed Tower.

**Adventure Summary:** In the recent months, villagers from a small town started to disappear when visiting nearby forest. Rumors lead to the suspicion that it is the work of a necromancer after performing a macabre ritual.

**Scenario:** This adventure can take place anywhere in the world. If you're a GM creating your world, feel free to place the adventure wherever you like.

**Preparation:** This is an adventure for a group of 4 beginning characters (between levels 4 and 6). The characters already know each other and are in a tavern in the city where the adventure takes place.

**TIP:** Read the **entire** adventure before and check the descriptions of the places with the available maps, and when necessary, **improvise**.

## In the city

The group is at the inn enjoying dinner in the tavern, to the sound of a bard playing his lute, when they notice a sudden and drastic change in the temperature caused by the wind that enters the room and blows out half of the candles that light the room, and then, just like that, things return to normal as if nothing had happened.

The conversation returns after a few minutes, then the bard returns to the music, but this time the melody is calmer, giving a sense of mystery in the air to everyone who hears it. Then he starts to sing: "Many walk through this region and say that a mysterious mist brings to everyone who enters it, only death and suffering. The language of the people tells us that a black magician inhabits a tower hidden in the fog and it is him that many see in his last breaths...".

The night continues as if nothing has happened, until an elf enters the tavern totally euphoric. His name is Durlan, one of the biggest merchants of magical artifacts in the city, and he says he was on his way back from a quick trip to the forest to get potion ingredients from his daughter Lyr, when suddenly a fog appeared around them and then he heard the girl scream. He tried to look for her in vain, but there was no result. So, with that he returned to the city for help, and promises the adventurers who help him, a reward.





