

A Lover's Folly

Monday, December 4, 2017 6:28 PM

Part 1. Driftwood Tavern

You arrive in Driftwood Tavern on a cold rainy night attempting to find some solace from the cold rain. Upon entering the aromas of rich mead and bread cooking in the over fill your nose.

Madame Rosene approaches the table and offers mead or wine. Fresh bread just came out of the oven and she offers it up. She quickly comes back with your drink and bread (if ordered).

A cloaked man watches the player from the bar about 20 feet away. A passive perception of 13 DC will automatically notice him. If so he will look surprised and get up and approach your table.

The hooded man approaches your table, grabs a chair and sits down. He pulls back his hood to reveal a weathered face with various scars and wrinkles outlined by black peppery hair that extends just past his ears. He forces a slight smile seeing the perplexing look on your face. You can also see that he is armed with a long sword and a large shield with a griffon emblazoned on it.

"I apologize if my appearance startles you. My name is Sildar Hallwinter, and you are?"

Sildar Hallwinter will attempt to conceal his true identity as to not draw a lot of attention. On a Persuasion DC 17/Intimidate DC 20 he will reveal that he was once a member of the Griffon Calvary of the great city of Waterdeep. On Persuasion DC 20/Intimidate DC 25 he will tell you he is part of the Lords Alliance who he joined with his good friend Iarno Albrek.

"You look like an adventurer, so if you happen to be looking for an adventure, I can facilitate."

"There is said to be an ancient evil that haunts a nearby cave between here and Thundertree roughly 3 miles east. I've heard those that journey too close feel as they have crossed into another realm, one full of dread. If you help me investigate this cave I can repay you with 50 gold pieces."

If agreed - "Perfect! The cave, I was told, bears a marking above the entrance"

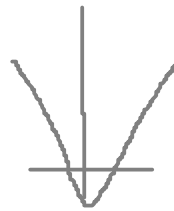
Sildar pulls out a small parchment and scribbles the marking and slides it to you.

"If you are ready, we should depart."

Part 2. Outside The Cave

Low fog surrounds you. Tree thickets encroach on either side of the cave. All seems abnormally silent with only Sildar's slow deep breaths to comfort you.

Approaching the cave you see the same marking that Sildar showed you above the cave mouth. Sildar points out the reddish glow to it. He acknowledges that to be a sign of necromancy



On a perception DC 15 (passive 13) you will notice a shift in the fog on the ground next to the entrance. If perception succeeds you are not surprised. On failure the Skeletons will rush toward you and Sildar surprising you as you are paralyzed with fear.

Encounter 1 - (2 Skeletons)

Sildar will handle 1 and the PC is required to handle the other.

If the PC falls to 0 HP Sildar will jump in to save you due to him finishing his enemy.

He gives you a potion that will raise you to full hp stating that was his last potion of healing.

When the skeletons are defeated Sildar will agree that there is definitely necromancy at work here and you must be quick to dispatch it before the power grows

You proceed to enter the cave

Part 3. The Door

You enter the cave to find it quite dark. You can make out what appears to be a rock slab door in front of you. The door seems pretty dull and unexciting except for a slender line groove cut out of it in the middle with two nodules on either end of the line.

A torch or darkvision is required along with survival DC 10 to see footprints leading off

to the left side of the cave abruptly ending at a wall. Upon investigation DC 10 you will find what looks to be a discolored rock that has been worn away and appears to be almost separate from the wall. Pressing it will open a door sized passage in the wall bypassing the riddle door.

To open the door the PC must take a bone from one of the skeletons they defeated and place it in the slot. At that moment the slot will give a red glow and the rock slab door will open into the large chamber. You cannot surprise the Necromancer and he will notice you almost right away.

Part 4. The Necromancer

You arrive in a large opening within the cave. Torches are mounted on the walls all around that light up the dank cave. About 30 feet in front of you in the middle there is what looks to be an altar of stone with odd looking runes carved all around it. What lays on top of it gives you even more of a shudder. A half decayed corpse lays atop it the kind of corpse you conclude would have been buried long ago. You can barely make out that it appears to be a female despite its half sunken facial traits.

You hear what sounds like sobbing also coming from the altar-esque stone. You squint your eyes and can make out a dark robed figure huddled over the altar. It sounds like the sobbing is coming from the figure.

Stealth can be used to get closer, but as soon as you start the figure notices Sildar due to not being able to hide.

The dark robed figure stops and quickly glances up revealing a disheveled young man with heavy bags around his eyes. His greasy long blond hair in complete disarray. It appears that he hasn't shaved or bathed in weeks.

He grabs and points a long ebon staff at Sildar and you. The staff appears to have a dark crystal implanted on the top that almost gleams in the light with crimson fire.

"Stop! Don't come any closer! Who are you?!"

Persuasion DC 15 to calm him down and get him to talk about what he is doing.

Persuasion DC 15 to come turn himself in for the crimes he has done.

Intimidation will incite violence.

If the player is able to talk to Quinn and the argument is good enough Quinn can be persuaded to give up Necromancy and come back to Neverwinter to turn himself in

Epilogue

Traveling back to Neverwinter was peaceful. You felt completed in your first quest and happy to be rid of that fell place. You fear that you will carry feeling of dread from being in such close contact with Necromancy for the rest of your life.

When you arrive in Neverwinter Sildar turns to you..

"I'm afraid this is where we part ways. I have important business to attend to with a dwarf named Gundren. I hope our paths cross again soon, but until this I wish you good fortune."

He tosses you a pouch of gold pieces and walks away (possibly with Quinn)

Madame Rosene - Human older, grey hair. Caring

Sildar Hallwinter - A kindhearted human male of nearly fifty years who holds a place of honor in the famous griffon cavalry of the great city of Waterdeep. Hair just past his ears with a black peppery color. Member of the Lords Alliance (Partnership of merchant cities to oppose the influence of the black network in the north a mercenary company) along with his good friend Iarno Albrek. Plate armor with a griffon emblazoned on his chest. He wields a Long sword and a shield.

Quinn Rarnev - After losing his wife to cascade fever Quinn fell into the arts of necromancy in an attempt to bring his wife back to him. After months of failure he slinked into an empty cave and continued to practice his arts. The only thing he did succeed at doing is raising the bones of those who were long gone, but not his wife.

Necromancy Staff

False Life - 1 charge

Inflict Wounds - 2 charges

Ray of Sickness - 2 charges

Skeleton

STR	DEX	CON	INT	WIS	CHA
10	13(+2)	14(+2)	6 (-2)	8(-1)	5(-3)

Only +2 to hit

8 HP

AC: 13

1d6 damage

Quinn Rarnev

STR	DEX	CON	INT	WIS	CHA
7(-2)	10	8(-1)	14(+2)	11	10

False life

Inflict Wounds (attempt to allow PC to dodge) 1d8

Ray of Sickness 1d8 to hit 1d20 + 2 VS AC