

The Conspiracy: Blackness Falling



1 Overview:

Location:

The ancient stone castle of the Black house, situated along the coast of France.

Room 1: The Outer Courtyard

Description: The players enter the ruined keep through a partially collapsed gate. The outer courtyard is overgrown with weeds and brambles. The three towers loom ominously in the background, with one partially collapsed.

Encounters: 1d4+1 Goblin Scavengers (CR 1 each): These goblins have taken refuge in the ruins and will ambush the players from

behind rubble and overgrown plants.

Trap: A pit trap concealed by foliage (Perception DC 15 to notice, Reflex DC 15 to avoid, 1d6 falling damage).

Treasure:

Scattered around the courtyard are minor trinkets and coins amounting to 50 gp. One of the goblins carries a Potion of Cure Light Wounds.

Room 2: The Guardroom

Description: This room once served as the guardroom. Broken weapons and armor litter the floor, and a few rusty spear racks still stand against the walls. A stone stairway leads up to the next tower.

Encounters:

2 Dire Rats (CR 1/3 each): These oversized, aggressive rats have made a nest in the debris and will attack intruders. **Trap:** A rusty spear trap rigged to fall when the stairway is disturbed (Perception DC 20 to notice, Reflex DC 15 to avoid, 1d8 piercing damage).

Treasure:

Hidden in a hollow spear shaft (Perception DC 20 to find) is a Wand of Magic Missile (10 charges).

Room 3: The Central Tower Base

Description: The base of the central tower is dark and damp, with a partially collapsed roof. Moss and lichen grow on the stone walls. An old, iron-banded wooden door leads further into the keep.

Encounters:

Mimic disguised as the door (CR 4): The door to the next room is actually a mimic waiting to catch prey. It will attack when players try to open it.

Treasure:

Inside the mimic's lair is a Ring of Protection +1 and a Masterwork Longsword.

Room 4: The Alchemist's Laboratory

Description: This room was once an alchemist's laboratory. Broken glassware, spilled reagents, and charred notes are scattered across tables and shelves. A large, cracked cauldron sits in the center.

Encounters:

1d4+1 Fire Beetles (CR 1/2 each): These creatures have been attracted by the residual magical energies and will defend their new home. Hazard: Patches of alchemical fire still flicker (Reflex DC 12 to avoid, 1d4 fire damage).

Treasure:

Intact among the debris are 2 Potions of Cure Moderate Wounds, an Alchemist's Kit, and a partially burnt Spellbook containing three 1st-level spells and one 2nd-level spell.

Room 5: The Ruined Throne Room

Description: The final room is the old throne room, now open to the sky due to the collapsed roof. A large, ornate throne, though weathered, still stands at the far end. Rubble and debris litter the floor, and an eerie silence pervades the air.

Encounters:

Wight (CR 3): The spirit of the last lord of the keep haunts this room, manifesting as a wight. It will confront the players, seeking to drain their life force.

Treasure:

Hidden beneath the throne (Perception DC 20 to find) is a Chest of Coins containing 200 gp, a +1 Shield, and a Scroll of Remove Curse.

Additional Role-Playing Elements

History of the Keep: Scattered notes and journals provide clues about the history of the keep, hinting at a curse that befell the last lord, leading to the keep's downfall. **Potential Allies:** One of the goblin scavengers, if captured and persuaded, could provide useful information about the layout and dangers of the keep. **Mystical Energies:** The alchemical laboratory's residual energies might hint at greater magical forces at play, potentially leading to further adventures.