



## **A Sinister Secret in Blackmoor**

### **Adventure Hook**

Terror by night! The village of Orlane is dying. Once a small and thriving community, Orlane has become a maze of locked doors and frightened faces. Rumors flourish, growing wilder with each retelling. Terrified peasants flee their homes, abandoning their farms with no explanation.

No one seems to know the cause of the decay — why are there no clues? Who skulks through the twisted shadows of the night? Who or what is behind the doom that has overtaken the village? It will take a brave and skillful band of adventurers to solve the dark riddle of Orlane!

### **Player Information**

This is a D&D 5e game starting first week of winter quarter, playing on Sunday afternoons. It will begin with the adventure above, which should take about six sessions. This will allow us to complete it by the end of winter quarter, while taking a couple sessions off during especially busy weeks.

You are a group of four 2nd level adventurers. You have crossed paths in the town of Stornawain, where a concerned merchant has hired you to safely escort her brother out of Orlane. Some of you may know each other. Choose your race and class from any official 5e source. Use point buy and hit point averages. Your character has to be able to play nice with the party and want to go on the adventure.

This adventure has medium roleplaying, medium combat and low politics. It involves a lot of investigation and dungeon crawling so to enjoy it those should interest you. While this is a 5e game, the module is originally from AD&D, so the setting, monsters and magic items you'll encounter have an old school D&D feel.

### **Setting**

This game is set in Oerth, the sword-and-sorcery world of the Greyhawk setting. Feudal states are locked in a constant struggle for power, and heroes, scoundrels and archmagi travel the world in search of adventure.

Far in the north of Oerth lies the Archbarony of Blackmoor, a sparsely populated land dominated by dense forests and fetid swamps. The Archbaron rules with an iron fist through his knights, mercenaries, and spies. Humans, half-orcs, halflings, and wood elves are the most common races in Blackmoor, and druids and rangers find themselves especially at home here.