



Sinister Secrets in Blackmoor

Adventure Hook

The village of Drellaine is dying. Once a small and thriving community, Drellaine 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 Drellaine!

Player Information

This is a D&D 5e game starting first week of winter quarter, playing on Sundays at 1pm. 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 who have crossed paths in the town of Stornawain. A merchant has stopped hearing from her brother in Drellaine and, fearing the worst, has hired you to safely recover him. Choose your race and class from any official 5e sourcebook. Use point buy for stats and averages for hit points. Your character has to be able to collaborate 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. The tone leans towards serious.

Setting

This game takes place in Oerth, the sword-and-sorcery world of the Greyhawk setting. Feudal states battle for power, while thieves' guilds and secretive cults plot in the shadows. In the crumbling ruins, seedy cities and untamed wilds of Oerth, adventure is never hard to find.

Far in the north of Oerth lies the Archbarony of Blackmoor, a sparsely populated land dominated by dense forests and fetid swamps. The harsh climate of Blackmoor lends an innate toughness to its inhabitants. Farming villages, trading posts and small strongholds dot the countryside, and druidic circles deep in the wilds practice rituals as old as the forests themselves. Barbarian raids and a demigod's growing empire threaten Blackmoor from the outside.