

Sinister Secrets in Blackmoor

Adventure Hook

Terror by night! The village of Drellin is dying. Once a small and thriving community, Drellin 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?

A worried merchant recently stopped hearing from her brother in Drellin and hired you, a group of four adventurers, to safely recover him. You might hail from different lands and carry different ambitions. But together, you have a chance to make a name for yourselves, find your fortunes, and unravel the dark riddle of Drellin.

Player Information

This is a D&D 5e game starting the first week of winter quarter, playing on Sundays at 1pm. We will begin with the adventure above, which should take about six sessions. The plan is to finish it by the end of winter quarter, taking a couple sessions off during especially busy weeks.

Create a 2nd level character, choosing your race and class from any official 5e sourcebook. Use point buy for stats and averages for hit points. Use standard starting equipment. There are no alignment restrictions, but your character has to be able to collaborate with the party and want to go on the adventure.

The adventure I'm running has medium roleplaying, medium combat and low politics. Specifically, it involves a lot of investigation and dungeon crawling. Also, 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, with some creepiness.

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. Its people are simple and tough, dwelling in the farming villages, trading posts and small strongholds that dot the countryside. Tales speak of fabled elven cities deep in the wilds, and druidic circles practicing rituals as ancient as the forest itself. Barbarian raiders and a demigod's growing empire threaten the stability of the region.