

ZOMBEES: THE QUEST FOR NECROTIC HONEY

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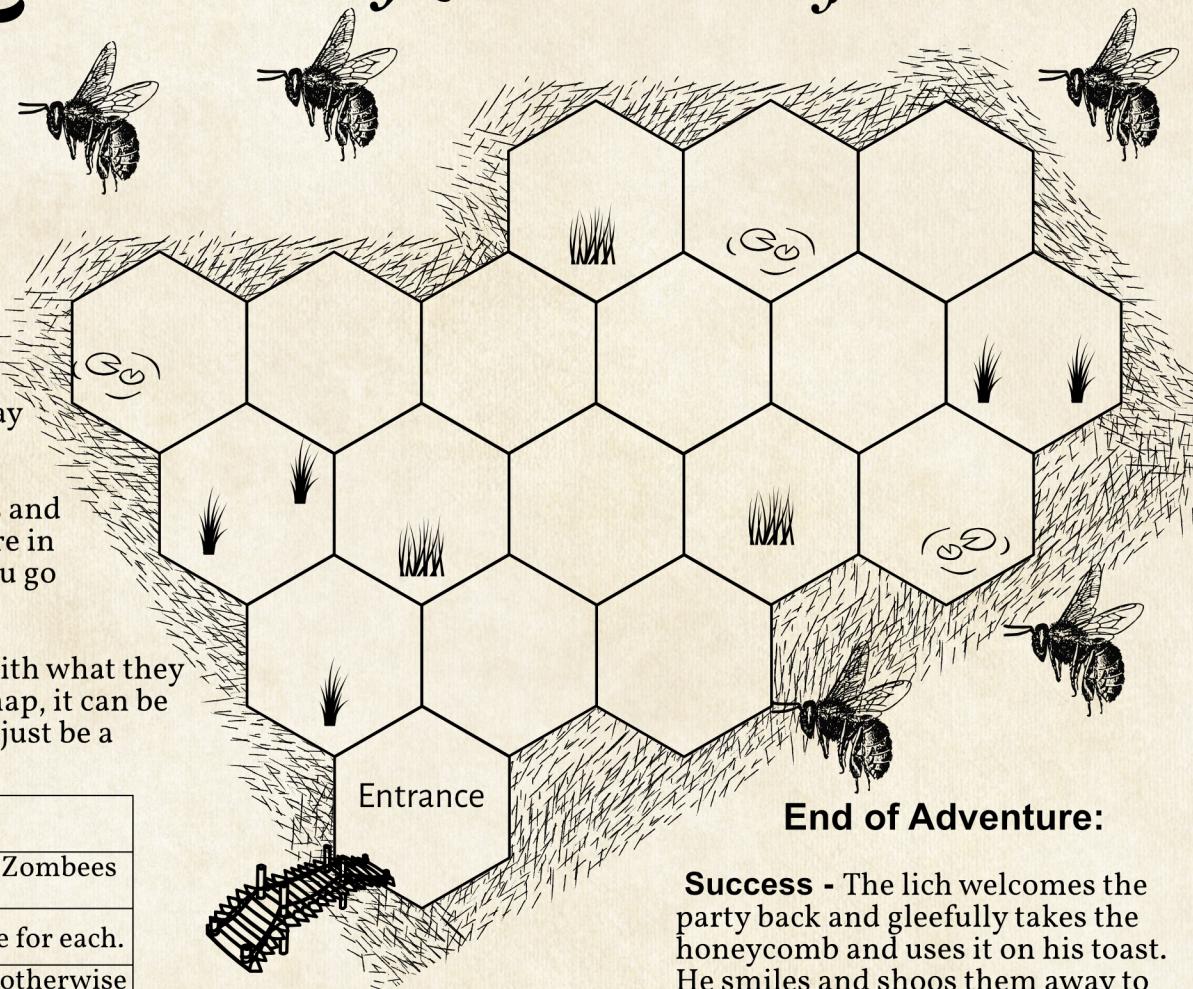
Hook: The party comes across a **powerful lich** named Nebarasakhan that insists the party has wronged him in some way, possibly true possibly not depending on the party's actions. In order to not kill them on-site, he demands they retrieve for him a most precious item in the nearby swamp.

Play: Once the party agrees or is forced into submission the lich leads them to the entrance of a swamp. It is a mess encased within dark-lined trees/bushes that are impossible to traverse. The only entrance and exit is this clearing. You may read the below to the players or make your own:

"The lich leads you to the only gap in a gnarled tangle of trees and bushes. He tells you the Necrotic Honey he seeks is somewhere in the swamp, find and bring him back a comb and he will let you go free. Just watch out for the Zombies."

Once the party enters the swamp the below table will assist with what they find on each tile. The map to the right is representative of a map, it can be as long or as short as seen fit, and numbers rolled can always just be a suggestion.

Die Roll	Results
1	Necrotic honey found but a disadvantage is imposed. Zombees attack (tiny swarm, necrotic poison damage).
2	1d4 Flame Pillars shoot from the ground, DC 13 save for each.
3	Target becomes entrapped in the muck. DC 12 saves, otherwise take 1d4 damage for every failed save.
4	1d6 Stirge attack.
5	Splash into the water where leeches attach. Deal 1d8 damage per failed DC 13 check
6	Will-o'-Wisp lures targets into further squares.
7	Nothing happens, but an eerie feeling is present.
8	Quicksand trap. Character movement stopped until DC 10 check is passed.
9	1d4 Bullywug attack.
10	Necrotic honey location found with an advantage. Zombees attack (tiny swarm, necrotic poison damage).



End of Adventure:

Success - The lich welcomes the party back and gleefully takes the honeycomb and uses it on his toast. He smiles and shoos them away to enjoy his meal. If they try to get more from him, he may have a small magically trinket of little consequence. If they try to fight then he is a full-fledged **Lich**.

Failure: The swamp claims more bodies for the Zombees to keep producing Necrotic Honey. The lich can always find another party to get what he needs.