



## REWARDS

The wyrmling has been working here for decades. Over time, several groups of explorers and would-be heroes have fallen victim to the breach and its guardian. Amidst the frozen corpses are 300 sp, 111 gp, 2 uncommon potions, and a *void-touched* buckler (see "Appendix").

## WHAT'S NEXT

This breach is not the only one. The old stories told of several such breaches. Perhaps there are larger and more dangerous gateways out there in the frozen wastes. What threat do these enigmatic portals pose to the region? Surely other, more malevolent beings have learned of the breaches.

# OOZE TOMB OF THE OATHBREAKER

FOUR 3RD- TO 4TH-LEVEL PCS

*"We have drunk from the lake for a generation—its waters have quenched the thirst of chieftains! Poison, it is all poison now . . ."*

## SUMMARY

A small band of centaurs have seen their water source fouled by unknown magic. When word of their plight reaches the party, they embark on a day's travel to the centaur camp. Along the way, they encounter injured wildlife and panicked bugbears. Terrifying storms beset the region, raining down acid and oozes. Agreeing to investigate the small corrupted lake, the adventurers discover a long buried evil has awakened—bringing with it oozing undead. In this strange and gruesome adventure for third- and fourth-level PCs, the party must navigate the wilds, face the ooze storms, and confront a reanimated warrior who betrayed her god.

## CENTAURS' PLIGHT

The party discovers the centaurs' plight while visiting a town in the region. A travelling merchant brings the news as she and her caravan have recently passed through the affected area. The merchant can meet the party in an inn where they are both staying or as the heroes purchase supplies in the local markets. She reveals the following information:

- A clan of centaurs living nearby are plagued by strange storms.
- The centaurs report their water source, a small lake, has been fouled.
- The storms bring black rain that smell of death.
- To make matters worse, bugbear warbands have been attacking the centaurs lately; they can spare no scouts to investigate the befoulment of their lake.
- She traded with them before arriving here, and they seemed desperate.

The merchant also provides instructions to find the centaur camp.

**WHAT'S HAPPENING AT THE LAKE?**

The entryway to the tomb of a long forgotten evil has surfaced in the center of the lake. The tomb contains the buried remains of a hero who broke a sworn oath to her god. She and her accomplices were buried alive by the god's followers many years ago. Though her bones and flesh turned to dust long ago, her black heart persisted—growing in power and malevolence through the years. Eventually the heart coalesced a new oozing body to inhabit, and in the process conjured strange storms and corrupted the small lake.

The tomb is now open, and dead things crawl from it. The magical storms herald her re-emergence. You must choose a god in the pantheon of your campaign and complete the story of the betrayal in a manner true to your world. A few questions to help complete the narrative quickly:

- Who is the god that was betrayed?
- What was the nature of the broken oath?
- Who was the betraying hero?
- What does the re-animated oathbreaker want now?

**TRAVELLING TO THE CENTAUR CAMP**

The camp is 20 miles from the town. The road toward the camp is good and travelled often. The party may use the road to travel 15 miles, at which point they will have to walk across the open plain. The party should encounter a rancid rainstorm on the way to the centaurs. Additionally, crossing the wilds is inherently risky, and challenging the heroes with a medium/hard difficulty encounter or two is appropriate.

**Tigers in the Grass:** Two (CR 4) or three (CR 5) **saber-tooth tigers** attempt to ambush the party as they ascend a small hill. The tigers strike at one target initially, attempting to bring it

**IN YOUR CAMPAIGN**

This adventure requires a small town (or city) and a small lake. It assumes the party encounters a travelling merchant. A journey through grasslands or plains with storms on the horizon is mentioned.

The **gray thirsters** (see *Tome of Beasts*) can be replaced with **ghasts**.

The scenario requires you to decide a key story element. You must choose a god from your campaign's pantheon and add a few details about a broken oath. The meeting with the oathbreaker can be a straight combat or an opportunity to further the story—perhaps the oathbreaker was unjustly killed or perhaps she now seeks redemption.

**IN MIDGARD**

This adventure is set on the Rothenian Plain. The party's own business takes them wandering into the territory of the khan. In one of the wheeled cities, the PCs discover the centaurs' plight. The tomb belongs to a priest of Svarog, who fell to greed and murder. The priest along with several acolytes were buried alive in the tomb.

down before dealing with the rest of the heroes. The tiger's bodies show strange burn marks and scars. A DC 10 Intelligence (Investigation) check reveals the burns are fresh and acidic in nature. Each pair of teeth from the tigers fetches 50 gp.

**Panicked Bugbears:** Three (CR 4) to five (CR 5) **bugbears** are fleeing from the site of a recent ooze storm. Their trajectory intercepts the heroes as they navigate a shallow ravine. The bugbears attack recklessly, and heroes with a high Wisdom modifier, or those trained in Insight, recognize the creatures are spooked. One of them is badly burned on its legs and struggles to keep pace with its brethren. The brutes carry a variety of pillaged coins and jewelry worth 200 gp in total.

**OOZE STORMS**

*The dark sky crackles menacingly. Though no wind stirs the grass of the plains, the clouds move rapidly toward you. A few drops of blackened water fall onto your shoulders, and a strong scent of decay rises from the viscous precipitation. And then they begin to fall—masses of coal-colored ooze.*

You may choose when the party encounters the ooze storms. They might be added to a combat to increase its challenge. They appear suddenly and with little warning. Shelter is hard to find on the plains, but reward the party for ingenious plans to mitigate and defeat the ooze storms. There are two distinct types of ooze storms in the region.

**Rancid Rains:** The sky crackles with lightning and clouds gather. A viscous black rain falls on the region. Creatures caught in the rain are pelted with stinking droplets. The rain visibly affects the surrounding flora, causing it to wither, blacken, and die. Exposure to the rain triggers a DC 12 Constitution save, taking 6 (1d10) acid damage on a failed save or half as much on a successful one. The saving throw is repeated each minute the creature remains in the rain. A typical rancid rain lasts 5 minutes.

**Oozers:** The oozer storm clouds are much darker than the rancid rain. A few oily drops fall but are quickly replaced by more menacing goopy tendrils that reach from the clouds to the ground. The oozer storm initially drops three **gray oozes** near the party and then one (CR 4) or two (CR 5) **ochre jellies** at the beginning of the second round.

**CENTAUR CAMP**

*The centaur camp consists of six massive tents built around a central fire pit. Everywhere are large sacks strung together with leather strips. The exterior walls of the hide tents feature freshly painted symbols in white paint. Several of the massive creatures greet you at the camp's periphery. Their spears appear fashioned from whole slender trees.*

The leader of this small centaur band is named Yarnak. He joins his guards in greeting the party as they arrive at the camp. Yarnak is caught in a difficult position: he must keep his band together in the event the bugbears attack, so he cannot investigate the situation at the lake. The centaur camp is running out of water, however. They are loathe to abandon the camp as it has history and meaning to them. He offers the party a tidy chest of gold (500 gp) and a pair of *centaur wrist-wraps* (see "Appendix")





## OOZE TOMB OF THE OATHBREAKER

One square = 50 feet

One square = 5 feet

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as a reward for dealing with the befoulment of the lake. He provides the following information:

- The lake is 2 miles from the centaur camp.
- The last visit made to the lake revealed the water had turned brackish and foul smelling.
- A strange stone structure had risen from the ground on a small island near the middle of the lake.
- The ooze storms are frequent near the lake.

### DEAD LAKE

*The small lake stretches out before you. Its water is the color of smoke and covered in sickly yellow foam. An old raft has been pulled ashore nearby, its condition suspect. In the center of the lake is a speck with a single tree. From a distance, you can see a half-sunken structure of some kind; the dirt beside the grimy stone walls looks recently churned.*

The centaurs' watering hole is fouled by the evil risen in the middle of the lake. Animals avoid this area. Plant life along the banks of the lake has blackened and died. Milling around the

edge of the lake eventually results in an attack by the undead drawn to the evil site.

**Foul Waters:** A DC 15 Wisdom (Perception) check allows the party to notice streams of viscous looking material pouring from the tomb on the island into the lake. Divine casters and heroes trained in Religion recognize the befoulment is necromantic in origin.

The raft can be used to transport the party onto the island. The raft is visibly degraded. Unless repaired, the raft disassembles and dumps the party into the water just off the island. A DC 10 Intelligence (Investigation) check allows the party to repair the raft for use to and from the island.

The water here is poison. Creatures who drink the water must succeed a DC 20 Constitution save or take 21 (6d6) poison damage and be poisoned for an hour; a successful save results in half damage. Creatures partially submerged or exposed to the water in a substantial way must succeed a DC 12 Constitution save or be poisoned for an hour.





**Unquenchable:** *We will slake our thirst on your blood . . . !* The betrayer was not buried alone. Her servants and accomplices were buried alive with her. They died horribly of thirst, laying in the stony darkness, able to hear the lapping water of the lake just out of reach. Two (CR 4) to four (CR 7) **gray thirsters** rise from the water and attack the party as they consider how to cross the water.

### OATHBREAKER'S TOMB

*A shadowed entrance into a small tomb has broken the surface of the ground. Thick black ooze flows from the tomb, across the island, and into the lake. As you approach, a bony hand covered in oily black slime grasps the side of the entrance. "Who comes to welcome me?"*

The tomb is small (10 ft. by 10 ft.) and half submerged in mud and dark lake water. The walls inside the tomb are marred with scratch marks made decades ago.

**The Oathbreaker:** She does not attack immediately. She instead attempts to engage the PCs in conversation—her aim is to determine if they might help her achieve her goal. Depending on what she wants (revenge, salvation?), the party may agree to help or may refuse and kill her. In combat she (mummy) is joined by one (CR 4) or two (CR 5) gray oozes, which slough off her repulsive form with a sickening wet sound. Slaying the oathbreaker ends the fouling magic and ooze storms. The water in the lake returns to normal within a month. Alternatively, the oathbreaker may end her necromancy if the party aids her to achieve her goal.

### REWARDS

As agreed, and provided the oathbreaker's magic has ended, the centaurs provide the party with the gold and centaur wrist-wraps (see "Appendix"). The tomb contains no valuables; she and her accomplices were stripped of their wealth before being buried.

### WHAT'S NEXT

Depending on the nature of the betrayal and the story you craft, there are many directions to go. Does the party embark on a quest to redeem the oathbreaker? Perhaps the tomb serves as the entrance to a larger structure built under the lake—a grim repository for those who displeased their god.

## ASSAULT OF THE STEEL HORDE

### FOUR 4TH- TO 5TH-LEVEL PCS

*"Surrender won't stop an arrow already loosed."*

### SUMMARY

The earth churns in a city graveyard, revealing not the undead but an ancient war machine. A great iron transport bores its way up from depths below, disrupting funeral rites and sending the citizens into a panic. With an opportunity to investigate and reap the rewards of bravery, the party closes on the graveyard. There they discover that the pilots of the strange vehicle are soulless automatons who have spent an eternity burrowing toward the battlefield of a long-forgotten war. In this action-packed and gritty adventure for fourth- and fifth-level PCs, the party must battle automatons, breach the iron transport, and put down its mad and malfunctioning commander.

### WHAT'S HAPPENING AT THE GRAVEYARD

A war machine has dug its way up into the graveyard of the town. Its passengers are soldiers in a war that ended a very long time ago. While most of the burrowing machines reached their destination and met their fate, this one strayed off course. Its pilot and commander of the soldiers, was possessed by an evil spirit when the digger passed too close to the spirit's lair. The possessed commander has steered the transport in an erratic course over many years, finally surfacing in the graveyard. The soldiers are acting according to their protocols—they are at war and, after some delay, have arrived at the battle. The commander lurks in the bowels of the war machine, plotting its next move. Unchecked, the soldiers and their leader begin attacking the citizens around the graveyard. Killing as many people and causing as much destruction as possible. Built for war and nothing else, the automatons play out their roles as soldiers in a war, regardless of their circumstances.