*Book of the Damned*

*Part I of the KINGDOM OF THE GODS campaign*

A Dungeons & Dragons 5e module

For Player Characters at Levels 1-3

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**Introduction**

The rural town of Longmeadow has a problem. A problem called the Toothbreak goblin clan; a ruthless bunch of thieves who live in the hills near the town who have been raiding the surrounding farms for months, stealing livestock and crops whenever they please. Unfortunately the citizens of Longmeadow are not warriors, but they do have silver and are willing to pay for the assistance of others in this matter. But something fouler hangs over the quaint town. A familial tragedy has awoken an ancient evil which could change the world forever…

This module is written to be played with **Dungeons & Dragons 5e**, specifically along the Sword Coast in the Forgotten Realms. It’s designed and calibrated for a party of **4-6 adventurers** at **level 1-3**.

Players need to create Player Characters (‘PCs’) for this module. Use standard character creation rules found in the **Player’s Handbook** for Dungeons & Dragons 5e. Starting equipment should suffice during the module, although players have opportunities to obtain new equipment throughout the story.

No maps have been provided, therefore it will be up to the Dungeon Master (‘DM’) to use maps that closely resemble the locations mentioned. Or use “theatre of the mind” which is fun in its own right.

Additionally, if the players enjoy this module, this is designed to be the initial module in a campaign entitled **KINGDOM OF THE GODS**.

Before the module begins, have the players decide how they met and why they are working for Longmeadow. Some examples are:

* *...out of the goodness of their hearts*
* *...the money*
* *...rumors of a lost magical item found at a farm has drawn them here*
* *...their respective leader or god has driven them to help*

...or *whatever else you as the Dungeon Master (DM) or Players want it to be!*

Since this is a lower level module it is the DM’s responsibility to raise or lower the threat/challenge levels/number of enemies to keep a healthy balance between the PCs struggle, but ultimate success. You want to challenge the players and not make the situations easy, but don’t overwhelm them beyond their abilities. (Particularly in Part II! You’ll see...)

**Part I - By the River**

**Synopsis:** After a day and a night of searching for the Toothbreak goblin clan, the Player Characters finally track them down, but the sneaky goblins have laid a trap, in which the PCs have unwittingly sprung.

The adventure literally begins with the PCs in pursuit of the Toothbreak goblins, but the tricksy little creatures are crafty and set a trap for their would be pursuers. Any PC that fails a **Perception DC15** or **Survival DC12** at the beginning of the module finds themselves in said trap; a knee-deep mud pit surrounded by the goblins.

Any PCs that pass the check realize the situation by either seeing a choke point (**Perception**) or noticing the tracks split off into several directions (**Survival**), but cannot communicate to the ones that failed before the trap is sprung! The ones that pass are not in the mud and may choose to be hidden in a nearby treeline, or have found nearby rocks to stand on, watching their friends’ fate.

Read aloud to the players:

|  |
| --- |
| **The contract was simple; bring back the head of the Toothbreak goblins to the Mayor of Longmeadow and receive payment in kind. The Toothbreaks have been causing havoc throughout the rural community for months with no sign of letting up. Therefore, it’s up to you to put an end to their incessant behavior once and for all!**  **After over a day and a night of tracking the Toothbreak goblins to their hideout along the Meadowline River you notice too late the trap in front of you. As you take a step into the muddy riverbank, the sturdy ground beneath your feet gives way and you find yourselves knee deep (by average human height standards) in mud. And as if almost on cue, a clan of goblins pop out from hiding, weapons at the ready, eyes glaring at the heroes. A sudden realization washes over you, the creatures you hoped to ambush have ambushed you instead.**  **Astride a snarling brown worg, one of the goblins with a boney headdress adorning his misshapen head, snarls at you in Common:**  **“Thought you so smart, eh? Toothbreaks skin you now. Eat your tasty flesh. Any last words before we takes your tongues?”**  **The rest of the surrounding goblins let loose menacing, high-pitched laughs that echoes into the night.** |

**The Terrain**

The PCs stand in a mud trap surrounded by dry ground a large boulders. Behind the PCs (to the West) roughly 60 ft. away is the **forest** the PCs tracked the goblins through, while to the East, roughly 60 ft. away is the **Meadowline River**, whose raging waters roar loudly, providing the impression it will be difficult to cross unaided.

While in the mud trap, medium and small-sized creatures can move, but they do at **half speed**, and all attacks made against them have **Advantage** due to the PCs inability to move easily. Large-sized creatures (e.g. the worg) do not suffer from the speed detriment nor are their attackers provided **Advantage** on attacks against them.

Additionally, the **Charge** action is not permitted to any creature in the mud. The nearest dry ground is **30 feet** in any direction. Staying on dry ground eliminates the speed detriment and the **Advantage** bonus given to attackers.

The PCs that chose to stay in the treeline can make an immediate **Stealth DC10** to be hidden from the goblins, and providing an **Advantage** on their initial attack roll.

**The Enemies**

If the PCs attempt to treat this encounter as a social encounter through either **Intimidation** or **Persuasion**, they are a **DC15** and the PCs have **Disadvantage** on the roll considering the goblins truly believe they have the upperhand in this situation.

There is one (1) goblin for every PC plus one (1) (e.g., if there are 4 PCs then there are 5 goblins), one (1) goblin boss riding on one (1) worg. The goblins are on dry ground, therefore their speed is not impeded, nor are their **Advantages** to attacks against them.

**GOBLINS**

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, goblin

**Challenge** ¼ (50 xp)

***Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

**Actions**

***Scimitar.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

***Shortbow.*** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

**GOBLIN BOSS**

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 21 (6d6)

**Speed** 30 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 10 (+0)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, goblin

**Challenge** 1 (200 xp)

***Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

**Actions**

***Multiattack.*** The goblin makes two attacks with its scimitar. The second attack has disadvantage.

***Scimitar.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

***Javelin.*** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

**WORG**

*Large monstrosity, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 26 (4d10+4)

**Speed** 50 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 13 (+1) 13 (+1) 7 (-2) 11 (+0) 8 (-1)

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Goblin, worg

**Challenge** ½ (100 xp)

***Keen Hearing and Smell.*** The worg has advantage on Wisdom (Perception) check that rely on hearing or smell.

**Actions**

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC13 Strength saving throw or be knocked prone.

The **Goblin Boss** will delay his and the worg’s Initiative to allow his goblins to act first believing they will be triumphant and he need not worry. Once there either half of his goblins are dead or he or the worg are attacked, he and the worg both will attack the toughest-looking PC, usually a Barbarian, Fighter, Ranger, or Paladin.

The Goblin Boss will not surrender, but will flee if he and/or the worg are the last of his party alive. He will guide the worg across the river which will take an entire round to cross, providing the PCs plenty of time to use ranged attacks to take him out.

**Conclusion**

Once the Goblin Boss and worg are defeated, all remaining goblins run into the forest to hide.

Read the following to the Players aloud:

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| **With the death of the Goblin Chieftain, you have fulfilled your contract with the Mayor of Longmeadow. Now, all that’s left is taking this vile creature’s head to The Fox & the Hound Inn and receive your payment. And maybe a well-earned rest as well!** |

**Awarding Experience**

For defeating the goblins and escaping their trap, raise all Level 1 PCs to Level 2.

**Part II - Drinks on the House!**

**Synopsis:** The PCs deliver the head of the Toothbreak goblins to the Mayor of Longmeadow, but a much more horrifying threat befalls our travelers, and fight against a horde of zombies begins!

**The Fox & the Hound Inn**

Having defeated the Toothbreak goblins, the PCs return to The Fox & the Hound Inn only to find it hustle and bustling already, a merriment of drink and food shared by all.

Read the following aloud to the players:

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| **As you enter The Fox & the Hound you find the party has already started. The two-story inn overflows with music, merriment, food, and drink. The once downtrodden rural farm community has it’s life back and the people are celebrating.**  **You haven’t been in the doorway more than a few seconds when the familiar friendly voice of the Mayor of Longmeadow calls out to you over the crowd.**  **“My friends,” bellows a tall, stout, bearded man rising from a barstool and approaching you with coin purses in his hand. He stops before you, smiles and asks “I assume you have something for me?”** |

The **Mayor of Longmeadow** implies he wants to see the head of the Toothbreak goblins chieftain.

* If the PCs have the head, the Mayor pays them the agreed upon sum of **50sp** a piece (a **Persuasion DC10** will increase the amount by another 50sp per PC, but he simply doesn’t have more than that to offer.)
* If the PCs don’t have the head (because he escaped), but have several of the goblins’ heads, the Mayor sighs and reluctantly pays the PCs the agreed upon amount of **50sp**. No Persuasion check will increase the amount.
* If the PCs have nothing to show for their work, the Mayor pays the PCs nothing, stops the party immediately and shames the PCs for their failure. Move immediately to **The Horde Arrives!** section.

If the PCs are paid, then the Mayor offers them free food and drinks, and to join in “the festivities and future good harvests!”

During the festivities, the PCs are allowed a short rest in order to spend a **Hit Die** and regain **Hit Points**. Along with the rest, allow the PCs to interact with various patrons where they can make skill checks to learn about Longmeadow’s history and its prominent families:

* **Varond**, an older human woman dressed in the finest human apparel and elf jewelry she can find.
  + **History DC10** she reveals…
  + Mentions that centuries ago, Longmeadow was the site of a long-forgotten, but brutal battle between humans and elf kind. No one remembers why the two races fought, but it must have been something important to pit them against each other.
* **Bejen**, a half-wit shepherd.
  + **Animal Handling DC10** he reveals...
  + He tells the PCs he lost some sheep from his flock today, and when he found them they’d been half-eaten, guts all spilled out. The weird part was it wasn’t a wolf bite and it looked like tracks disappeared from the sheep into the woods. He didn’t follow, though. Too scared.
* **Agran**, a bartender that keeps spilling drinks.
  + **Intimidation DC10** he reveals…
  + He’s been on edge lately. His best friend Brayn Zibnor almost died in the river last week. In fact, Brayn’s older brother, Cale, died saving Brayn. Brayn is an aspiring mage, but until recently he wasn’t showing much ability. But since Cale’s death it’s as if Brayn’s power has grown. Agran wants to get out of here tonight to check on his friend. He’s worried.
* **Jomor**, a friendly young human woman who nuzzles next to the PCs with the highest Strength score.
  + **Insight DC10** she reveals…
  + She cries. Jomor tells the PC she is lonely and depressed since her beau, Cale Zibnor, died a few weeks ago, drowned in the Meadowline River. Cale was saving his little brother, the weakling Brayn who had fallen in and couldn’t swim. Jomor feels her life is over and just wants to be held by strong arms, if only for one night.
* **Kipenn**, a dwarf chewing on roots keeps to himself at the fireplace, nursing a beer and staring into the burning coals.
  + **Arcana DC10** he reveals…
  + He is here on a mission to find an ancient tome of evil; the **Chitilous - The Book of the Damned**. The Chitilous is a book of necromancy that seeks impressionable minds and submits them to its will. It’s a dangerous piece of magic thought long lost, but Kipenn’s order believes it is here in Longmeadow and he must find it before it before someone else does. He reveals to the PCs he has a special sack for the book, it wards of the book’s power, but only for a while. There is no known way to destroy the Chitilous at this point, hence he Kipenn is to retrieve it for his order to they can discover a way to destroy the damned thing.
* **Pashen**, a drunken halfling juggles while spouting he can never be outperformed.
  + **Performance DC10** he reveals…
  + In the wine cellar are several bottles of the finest firewater in the Sword Coast. This stuff can literally set someone on fire if this is sprayed on them and the slightest flame is nearby. Pashen loves to use it in his shows for fun.

**The Horde Arrives!**

After the PCs have completed their conversations, read the following:

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| **The party seems to be raging through the night, when the front door into the inn flings open, and stable boy rushes in, skin white with terror.**  **“They’re coming”, he shouts and falls to the floor.**  **CRASH! The windows on all sides of the building break as decayed arms reach inside, grasping for the nearest patron. Moans of the undead silence the merriment inside the inn.**  **Zombies have surrounded The Fox & the Hound, and they’re coming inside!** |

**The Enemies**

Have the zombies fight in groups of five (5) with one activation until there are less than twice the number of PCs. In order to simulate the group of them attacking a single creature, give the Zombie’s attack **Advantage** and double the damage. (Don’t double critical damage. Instead make something dramatic occur in the scene.)

**ZOMBIES**

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 22 (3d8+9)

**Speed** 20 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

13 (+1) 6 (-2) 16 (+3) 3 (-4) 6 (-2) 5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poison

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Understands common, but cannot speak

**Challenge** ¼ (50 xp)

***Undead Fortitude.*** If damage reduce the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Actions**

***Slam.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

For the zombie horde there are ten (10) **zombies** for every one (1) PC. This might seem like a lot, but the numbers need to appear overwhelming. Remember, there are patrons which will help the PCs fight off the horde, and this will force players to get creative in how to deal with multiple foes at once.

At the end of every round, if there are still zombies attacking the inn and its patrons, roll a d20 and announce the results to the players (re-roll if your result has already happened):

|  |  |  |
| --- | --- | --- |
| **Roll 1d20** | **Horde Action** | **Result** |
| 1-2 | Horde knocks down a wall, but it gets in their way, | Delays the horde’s entrance into the Inn by 1 round, but seals off that exit for the PCs and patrons as well. |
| 3-4 | Horde attacks and kills Varond. | She lives long enough to hand her necklace to one of the PCs, begging the PC to deliver it to her grandson, **Kelvyn Wingright** it Waterdeep. |
| 5-6 | Horde attacks and kills Bejen. | He dies. |
| 7-8 | Horde attacks and kills Agron. | He dies, but as he falls, a tap on a large barrel of beer is broken. The area around the bar is difficult terrain. |
| 9-10 | Horde attack and kills Jomor. | With her longsword she takes out five (5) of them with her as she dies. |
| 11-12 | Horde attacks and kills Kipenn. | His magical sack, the one that can contain the Chitilous, falls to the floor. |
| 13-14 | Horde attacks and kills Pashen. | He tosses a bottle of the firewater at his assailants and they burst into flames, destroying five (5) zombies in its blast. |
| 15-16 | Horde stumbles into tables and chairs. | Horde’s advance is slowed from that direction for 1 round. |
| 17-18 | Horde knocks down torches, setting an area on fire. | Eliminates an escape route, but reduces ¼ of the Horde’s health by half.  Inn has 1d8+2 rounds before it catches on fire completely.\* |
| 19-20 | Horde breaks down all barriers. | Horde inside the Inn! PCs and patrons must flee or fight. |

\*If the inn completely catches on fire then any PC within must make a **Constitution saving throw 11** or take 1d4 of poison damage from the smoke. If this causes a PC to lose all their Hit Points, the PC falls prone and unconscious. The smoke will not kill the PC. The fire does 1d8 damage on initial contact and the PC is caught on fire. The fire continues to do 1d4+2 points of damage every round the PC is one fire. It takes a move action to put out the fire.

The Horde continues its attack until either the PCs and patrons leave the inn or they have killed everyone inside of it.

**The Inn**

The Fox & the Hound is a two-story building with a wine cellar. Because the amount of enemies in the encounter, encourage the PCs to be clever with what they can use to take out multiple enemies at once. Yes, the improvised weapons will be result in a Disadvantage roll, but provide the PCs the ability to hit more than one zombie with the makeshift weapon. Imagine a PCs hitting two zombies with a wooden chair, or another heaving a table at five (5) or more of the creatures. Allow them to be clever and creative. Keep it fun.

Some areas of note include:

* **Ground floor:** endless amounts of chairs, and tables, the bar with bottle of alcohol and candles, a chandelier and a fireplace, and a kitchen in the back (with an exit!) should all make for an exciting encounter.
* **Second floor:** stairs from the ground floor lead up to the bedrooms on the second floor. PCs and Patrons grain a respite from the horde, but eventually the creatures will encroach on the stairs. From the second floor PCs have access to beds, nightstands, and dressers to use as weapons or barriers. Additionally, there are windows where the PCs can have a vantage point to see where the horde is gathering and even try to make an escape out the windows or across the roof.
* **Wine Cellar:** Containing hundreds of bottles of wine, barrels of beer, and other assorted bottles of alcohol. filled with flammable liquid, including 4 bottles of the aforementioned “Fire Water”. (***Fire Water.*** *Ranged Weapon Attack.* Range of 5/60 ft. 1d10+4 damage fire damage. On impact, target is on fire. Move action to douse fire or take 1d4+2 points of damage every round.)

**Escape!**

Eventually, the PCs and remaining patrons will need to escape The Fox & the Hound. The Mayor calls out for everyone to meet at school where they can regroup and form a better defense.

If the PCs agree to follow the rest of the patrons or not, it is up to them. If Kipenn is alive he is mortally wounded. He stops the PCs and hands the PC with the most magical ability his special sack and tells them this is the work of the Chitilous, it has a wielder and it’s now up to the PCs to stop them. By now the PCs should know about the Zibnor Brothers and the book. If they ask any patron where the Zibnor farm is they will be pointed in the right direction.

**Awarding Experience**

For gathering information about the Zibnors, defeating and/or escaping the zombie horde, and rescuing the patrons all PCs should be Level 3.

**Part III - Death in the Family**

**Synopsis:** Clues to where the zombie horde originated from points to a farm owned by the Zibnors. Tragedy has befallen them in the past year and they lost their eldest son, Cale. Afterwards, their younger son, Brayn, a fledgling mage, discovered an ancient book of powerful necromancy, Chitilous, otherwise known as “The Book of the Damned”.

**The Family Farm**

The PCs find the Zibnor farm in complete disarray. It appears that there was some sort of scuffle and every room, except one (Brayn’s), lies in shambles. There are two dead bodies, Mr. and Mrs. Zibnor found in the kitchen, both been dead for hours.

The rest of the house is mostly empty, except in Brayn’s room where the PCs can find a journal which leads them to Brayn’s secret lair.

Read the following to the PCs:

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| **With the stars in full bloom blanketing the night sky above, you come up to the Zibnor family farm house, completely dark and silent inside. The front door knocked off from the inside out.**  **Behind the house is a large wheat field that appears to have not been worked in a long time.** |

The PCs can make a variety of checks to discover things about the house:

* **Religion DC10** reveals the family believed in .... and their divine wisdom.
* **Medicine DC10** reveals the parents have been dead for hours. It appears they were beaten to death.
* **Medicine DC15** reveals the DC10 check along with human bite marks around their necks.
* **Investigation DC10** finds Brayn journal in his room.
* **Arcana DC12** allows the PC to read through Brayn’s journal to find two key pieces of information:
  + Brayn found the Chitilous a few months ago and has been drawn by its power.
  + Brayn’s lair is in a root cellar in the wheat field.

Once the PCs head toward the Wheat Field, read the following to them:

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| --- |
| **Suddenly, a beam of white light erupts from the middle of the wheat field. The column of energy last for less than a minute, but it reaches to the heavens above, brighter than any star above. But, as fast as it comes, it is gone again.** |

**The Wheat Field**

The Zibnor’s dying wheat field doesn’t just house Brayn’s root cellar, but also several wandering zombies ready to attack. A **Stealth DC13** from each PC keeps them safe as they search for the root cellar, which requires a **Survival DC12** in order to locate it. For every Survival failure a new Stealth check is required by each PC. For every failure, a zombie appears from the wheat field and attacks the PC that failed the check. PCs that are in combat with a zombie cannot make the Stealth check.

The root cellar is locked and requires a **Sleight of Hand DC12** in order to pick the lock. If the PCs choose to break the door it has **24 Hit Points**.

**The Enemies**

**ZOMBIE**

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 22 (3d8+9)

**Speed** 20 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

13 (+1) 6 (-2) 16 (+3) 3 (-4) 6 (-2) 5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poison

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Understands common, but cannot speak

**Challenge** ¼ (50 xp)

***Undead Fortitude.*** If damage reduce the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Actions**

***Slam.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

**Awarding Experience**

There is not enough experience points available to level up at the end of this part. However, the PCs will level up at the end of the module, once they have defeated the Zibnor brothers and stopped the zombie horde.

**Part IV - Brotherly Love**

**Synopsis:** The PCs follow a light toward the middle of the field of dying wheat stalks to a hidden root cellar, but when zombies burst through the crops the PCs must rush into the root cellar hastily. Once there, the PCs discover Brayn Zibnor, a young necromancer who used an ancient evil tome to bring his brother Cale back from the dead while inadvertently calling the horde of zombies to the town.

**The Root Cellar**

The PCs enter the lair of Brayn Zibnor, a young mage that has done the unspeakable all in the name of love for a sibling, his brother Cale. Brayn believed the Chitilious could save his brother, which the book did, and much more. The book used Brayn’s abilities and harnessed his power to raise the dead all around the town, raising the long buried warriors from centuries ago to attack and terrorize the citizens of Longmeadow. Brayn knows he’s been used, and wants to do the right thing, but the Chitilious’ hold over him is too strong.

Read aloud to the players:

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| **The root cellar is an expected dry hole with a long tunnel leading deep into a cave. Lit torches line the tunnel that is only two characters wide, the descent is an easy one physically, if uneasy mentally and emotionally.**  **After a few minutes of travel, the room opens slightly and you find a young man in dirty, tattered black robes, a black book with a moving eye on its cover staring at the heroes in his hands. The young man, who you assume is Brayn Zibnor looks up at you, terror in his eyes and in his voice as he shouts at you.**  **“It’s not my fault!”, he screams. “I only wanted my brother back! It’s this thing’s fault!” Brayn holds the book up.**  **“Please!”, begs. “Help me!”**  **Suddenly, the earth beneath your feet rumbles and quakes as it gives away as a large zombie rises out of the ground, a morningstar mace in its hands.**  **From Brayn’s mouth you hear him whisper “Cale. No.”**  **Cale, the hulking monstrosity before you, attacks!** |

**Brothers ‘til the End**

Cale attacks the nearest PCs, using his morningstar. He will continue to attack the same PCs until they are defeated or until another PC attacks his brother, Brayn, upon which that PC becomes Cale’s target.

Brayn wants to release the Chitilious, but its sway over him is too much. However, Brayn has enough of his own will left to prevent him from attacking a PCs until he is attacked. Once he is attacked he will defend himself, using his most powerful spells on any and all in his wake. A **Persuasion DC20** can convince Brayn to stop attacking and command Cale to cease his assault as well. The DC is lowered to 15 if Cale is defeated, as Brayn now sees the error in his ways. Unfortunately, the only want to remove the Chitilious is to chop Brayn’s hand off, but if Cale is dead he willing complies with this decision.

**The Enemies**

**Cale** was a large man that is now a large zombie. He will defend his brother until he dies...*again!* He engages whomever Brayn tells him to, but will strike at anyone that attack Brayn for sure.

**Brayn** feels guilty about causing the zombie horde to happen, but he believes the Chitilous can help him control it. Brayn used the book to bring his beloved brother back from the dead, but couldn’t control the monster, which murdered their parents. Brayn will try to evade the PCs as long as he can, focusing on chanting words from the evil tome to stop his brother and the rest of the horde. The issue is the Chitilous doesn’t want the horde controlled and it knows that Brayn isn’t strong enough to overcome its own abilities.

**The Chitilous** is immune to damage, not even its pages can be written out. Any Good aligned creature that handles the book takes 5 points of necrotic damage every round it holds the book and has to make a **Wisdom Saving Throw 12** or the book welds itself to the holder until the creature is dead. A Neutral or Evil aligned creature may attempt an **Arcana DC20** to read the book and find the spell to stop the horde, including Cale. If a PC chooses to use the book, he will have dreams and nightmares about using the book in later modules. Otherwise, the only way to stop its power is to place the book inside the sack Kipenn gave the PCs. If the book is placed in the sack, Brayn’s own magic (and his action) will keep Cale animated until either is defeated.

**CALE ZIBNOR**

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 85 (9d10+36)

**Speed** 20 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

19 (+4) 6 (-2) 18 (+4) 3 (-4) 6 (-2) 5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poison

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Understands common, but cannot speak

**Challenge** 2 (450 xp)

***Undead Fortitude.*** If damage reduce the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Actions**

***Morningstar.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., two targets. Hit: 13 (2d8+4) bludgeoning damage.

***Slam.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

**BRAYN ZIBNOR**

*Medium human mage, lawful evil*

**Armor Class** 12

**Hit Points** 40 (9d8)

**Speed** 30 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

9 (-0) 14 (+2) 11 (+0) 17 (+3) 12 (+1) 11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** Common, dwarf, fey, goblin

**Challenge** 6 (2,300 xp)

***Spellcasting.*** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation

1st level (4 slots): *detect magic, mage armor, magic missile shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

**Actions**

***Dagger.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d6+2) slashing damage damage.

**Awarding Experience**

Defeating the Zibnor brothers will not be an easy task, especially for lower level PCs, but it will be rewarding.

In the root cellar the PCs find:

* 200 gold pieces
* *Hell Sender*, a silver longsword that provides a +1 to attack and damage against the undead, including incorporeal creatures like ghosts.
* The Chitilous (of course!)

Additionally, award each PC enough experience points to raise them to level 4.

**Conclusion**

Having defeated the Zibnor brothers the PCs return to the town of Longmeadow and find the people have packed up their belongings and are heading toward the nearest town or city. They thank the PCs, but between the Toothbreaks and zombie horde there is nothing left. There is an offer to escort the people, but that is an adventure for another time…

If your group plans on running the module as a single adventure read the following:

|  |
| --- |
| **The citizens of Longmeadow thank you for your help. They are sad to hear of the Zibnors, but happy the ordeal is finally over. Rebuilding is the new order of business here. But that’s what farmer do, the perceiver and begin again.**  **You are, of course, welcome in their town any time. And the Mayor reminds you to take that evil thing to the nearest mage tower and be rid of it.**  **Of course, the decision is yours as the adventure is yours to make!** |

If your group wants this to be part of the **KINGDOM OF THE GODS** campaign then read the following:

|  |
| --- |
| **Saving the people of Longmeadow was more difficult than expected, but seeing the faces of the living gives you some peace. Because you know there are fouler creatures than goblins and zombies in the wide world, you know these people will need an escort to the nearest city.**  **Besides rumor has it there is plenty of work to be found in a larger settlement, and you have to return this...something. There is something nagging at the bag of your memory you cannot seem to put your finger on. Like a image of a...book, maybe? With an eye on the cover? That cannot be right. Something like that doesn’t exist in the world...does it?**  **Anyway, on to another adventure!** |