

THE BONEYARD



A 1ST TO 4TH LEVEL ADVENTURE

THE BONEYARD

CREDITS

Author/Layout: Adam Hancock

Cover Artist: Caspar David Friedrich

Interior Illustrators: "Bernswaelz," Dave Bonta,
"Silvia & Frank," "TMA," Wayne Wilkinson (all used with permission)

Playtesters: Heather Hancock, Andrea Jakeman,
Steven Jakeman, Mandy Stewart, Jacob Wheadon

Thanks to members of the Dungeon Masters Guild Fanclub

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CHAPTER 1: INTRODUCTION

The Boneyard is a one-shot adventure for 1st- to 4th-level characters. The adventure is set in any human town big or old enough to have a large graveyard. It mostly takes place in a cemetery that the townsfolk call "The Boneyard."

BACKGROUND

For as long as anyone can remember, **Drel** has tended the Boneyard, a sprawling cemetery on the southwest corner of town. The gravedigger is a pale, wiry human with a bald pate save for long, white, and wild hair on the sides of his head. He seldom talks and then no louder than a whisper. To most folks, he comes across as cold or at least standoffish. He avoids people whenever possible, and when he can't avoid them, he beats a hasty retreat as soon as he's finished his business. Still, Drel has never given anyone cause for complaint and so most are content to let him live his solitary life among the tombstones.

What no one knows is that Drel is a dhampir, a human with a touch of the grave in his blood. His mother is **Rasha**, a vampire who lives in the same cemetery Drel tends. Seventy years ago, she fell victim to a nomadic vampire who saw fit to turn Rasha into an undead creature herself. Neither Rasha nor her vampiric sire knew that at the time of her transition to undeath she was carrying a child. A half-year later, Rasha gave birth to a pale, white-haired boy. Most vampires kill such offspring, but Rasha's morbid curiosity got the better of her and she decided to let the boy live.

Rasha left her son on the doorstep of the temple that adjoins the Boneyard. The priest there begrudgingly raised Drel, but was unnerved by the boy's oddities. The orphan was practically nocturnal, hated direct sunlight, refused garlicky foods, and liked his meat raw. What's more, he would stare at strangers the way a scholar examines specimens. Knowing Drel would never be a priest, for he unnerved people and couldn't grasp the most basic tenets of religion, his foster father put him to work in the Boneyard. After all, Drel seemed happiest among the tombstones.

Little did the priest know, Drel was in constant contact with his birth mother. She had surprised him the first evening he set foot in the cemetery alone. Rather than be repulsed or frightened, Drel felt only curiosity and a strange sense of belonging. Rasha spoke to her son soothingly and, over the course of many such meetings, won his trust. They needed each other. Rasha saw fit to have a living ally, one who would watch over and guard her resting place during the day. And Drel was glad to discover he could still talk with his dead mother.

As she was in life, Rasha in death is both cautious and wise. She feeds carefully, usually on the poor, the elderly, and wanderers. She had Drel spread lies about the cause of any sudden deaths in town, including the one that a nocturnal snake is responsible for the strange bite marks on the bodies. Many have believed these rumors and, as a result, Rasha's presence in town remains a terrible secret.

For decades, all went well for Rasha and Drel. Eventually, the priest who had raised Drel died, but the cleric that took his place kept Drel on as an employee to tend the Boneyard. Drel sleeps for much of the day in a room of the temple that opens directly into the Boneyard.

Drel has become a fixture in town — an oddity and the source of some idle gossip, but a fixture all the same.

However, Drel and Rasha's fortunes changed when an earthquake rolled through town. It carved out a ravine along the northwestern border of the Boneyard. At first, it just meant more work for Drel. Part of the fence surrounding the cemetery crumbled into the new ravine, corpses were partially unearthed, headstones fell, and mausoleums crumbled. Drel was forced to close the Boneyard for repairs.

But the real trouble started just a few days ago. The dead aren't staying dead. Corpses have started to rise as skeletons and zombies. Vengeful ghosts terrorize villagers who stray near the Boneyard. Drel erroneously believes the earthquake is to blame. He has kept the Boneyard closed for weeks now, much to the dismay of the townsfolk. *How long can it take to repair the damage?* they wonder. Drel is growing nervous. For the first time in his adult life, he has come under scrutiny.

Little does Drel know, the earthquake is not responsible for the dead rising. Instead, a pair of sibling gnome necromancers are to blame. In their hometown, **Slav** and **Trewdy** started as scholars of anatomy and medicine. But their experimentation led to the profanation of life itself. Now they toy with the forces of undeath merely to satiate their morbid curiosities. After being found out and exiled from their hometown, they chanced upon the Boneyard, still damaged from recent earthquake. They couldn't believe their luck. Numerous corpses and no mourners poking about. They moved into the deepest recesses of one of the old family crypts and set to work practicing their profane craft. Thus far, Slav and Trewdy have eluded Drel entirely.

Drel is desperate to discover the cause of this wanton undeath and put a stop to it. His motive isn't mere altruism. Simply put, he fears that the more attention the Boneyard attracts, the more likely Rasha's crypt will be discovered. But, for the same reason, he remains reluctant to trust anyone.

ADVENTURE HOOK

Someone important to the player characters is buried in the Boneyard. This adventure refers to this deceased friend as Valos, who died of red dragon attack, but you can substitute any name and cause of death. Whatever you call this person, make it someone the PCs might have saved but didn't or couldn't. Perhaps they were horribly outmatched in a fight? Perhaps they got separated? Perhaps they even let their friend take the fall for something they did?

No matter his name, Valos is dead. And in the spirit of camaraderie, and perhaps with a little sense of their own guilt, the PCs have a tradition to meet in the Boneyard every year on the anniversary of their fallen comrade's death. At the grave site, the PCs pour alcohol, swap stories, and remember good times and bad. But not this year. This time they find the Boneyard shut and closed tight with a rusty lock, a sign to "Keep Out: Under Repairs" the only explanation.

RUNNING THE ADVENTURE

To run this adventure, you need the D&D fifth edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). The adventure assumes PCs are level 1 at the adventure's beginning, but offers adjustments to combat encounters for PCs up to level 4.



CHAPTER 2: THE BONEYARD

The adventure begins when the PCs come to the main gate of the Boneyard. Read the following aloud to the players:

Every year on the anniversary of his death, you visit the grave of your fallen comrade, Valos, who died in the flames of a red dragon attack. So it is this year.

It's dusk as you approach the place where Valos is buried. A high stone wall surrounds the cemetery. Iron-wrought letters above the gate spell 'The Boneyard.' But the gate is shut, locked and chained.

A sign that reads **Keep Out: Under Repairs** is the only explanation.

A pale, old man, bald except for long, white hair on the sides of his head, stands well inside the gate shoveling spadeful of dirt into a wooden wheelbarrow. He regards you for a moment but says nothing and returns to his task.

The old man is **Drel**, hard at work moving a mound of earth from one side of the graveyard to another, one load at a time. He is too far away to carry on a conversation and ignores all attempts to get him to approach the gate. If hailed, he simply points to the Keep Out sign and resumes his work.

Drel is immediately suspicious of the PCs and tries to keep an eye on these strangers. Any attempts to climb the gate, pick the lock, or loiter for more than an hour or so brings Drel to the gate, spade in hand. If it comes to that point, read the following:

"Can't you read the sign?" demands the old gravedigger, brandishing his rusty spade. "We're closed for repairs. Come back another day!"

He may be threatening the PCs, but the old dhampir is no match for them. If they attempt to intimidate him or do him harm, Drel will drop his spade and flee to the sanctuary and safety of the temple.

Otherwise, Drel can be persuaded to open the gate with a successful DC 20 Charisma (Deception or Persuasion) check. Even then, he'll want to accompany the PCs to the grave of their friend and keep an eye on them from a respectful distance.

If the PCs leave and return to the graveyard an hour or more later, Drel will have gone off to pay his vampire mother a visit. The PCs would then be free to try to enter the Boneyard by scaling the wall, picking the lock, or any other means that would likely be successful.

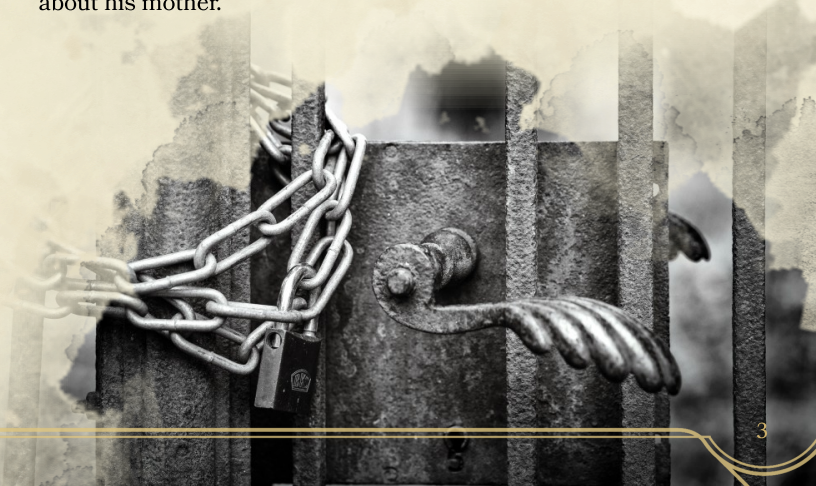
B. STRAY DOGS

Just a few dozen feet past the gate, the PCs will become aware of a snarling pack of strays. These three **mastiffs** are the brutish, mangy degenerates of their species. They're fighting over a very large bone — a human femur, in fact. (If the PCs are 3rd level or higher, replace the mastiffs with **wolves**.)

If Drel is with the PCs when they become aware of these creatures, he ignores the dogs, merely mumbling something about "digging holes under the fence." The dhampir already suspects that the animals are fighting over human remains but he doesn't want to draw the PCs' attention to it. Indeed, he wants them out of the cemetery as soon as possible.

If the PCs approach the canines, they can easily identify the bone as belonging to a humanoid. The dogs will ignore Drel and the PCs unless they attack or try to take away the coveted bone, in which case each dog will fight until it's injured. (Wolves won't flee.) Injured animals will flee and wriggle through a hole under the eastern wall of the cemetery.

If the PCs are unaccompanied, they can draw whatever conclusions they want from these disturbed remains. If Drel is with them and they question him, he lies, feigning ignorance. If he is caught in the lie with an opposed Wisdom (Insight) check, he admits that something is going on in the cemetery, but doesn't reveal everything. He simply says that bodies are being exhumed right under his nose, but by whom and for what purpose, he doesn't know. He will not mention the wandering undead unless he is under extreme duress. He fears too many details along those lines might reveal the truth about his mother.



C. GRAVE PORTENTS

Unfortunately, Valos's body has not been left to rest in peace. The gnome twins Slav and Trewdy have unearthed his remains, leaving behind only Valos's vengeful spirit. It manifests as a haunt, a supernatural trap.

As you arrive at the tombstone of your old friend, you notice that the earth has been disturbed. Valos's grave has been robbed!

As you inch closer feeling both shock and dread, you hear the roar of a dragon and the beating of great leathery wings. You feel intense heat as if suddenly engulfed in flames.

Valos's tormented spirit creates this illusory dragon, which only exists in the player characters' minds. Each character must roll a DC 12 Wisdom saving throw or be paralyzed with fear (as per the paralyzed condition) for 1 minute.

If all the PCs fail their saving throws and Drel succeeds his (for he also must roll if he approaches the tombstone), the gravedigger takes the opportunity to bind the PCs' hands and feet and load them one by one into his wheelbarrow. Unless they then escape somehow, Drel carries them off to area F.

If one or more of the PCs succeeds on their saving throw or if Drel is not accompanying them, they are in no danger. They come out of the effect of the haunt once the minute elapses. Once a creature is subjected to the haunt, whether suffering its effects or saving successfully against it, it is immune to the haunt for the next 24 hours.

The haunt is dispelled forever if Valos's remains are reburied and his grave sprinkled with *holy water*.

D. THE WALKING DEAD

Wandering undead can be found at any point in the Boneyard, evidence of Slav and Trewdy's experimentation or the havoc it's caused. Accordingly, the walking dead encounter isn't keyed to a specific place. Use it wherever the PCs stop in one place too long, or take their time getting from plot point to plot point. To do so, roll on the Wandering Monster table, or select your preferred choice:

d6 Roll	Result
1	Crawling claws
2	Ghouls
3	Shadows
4	Skeletons
5	Valos's spirit
6	Zombies

CRAWLING CLAWS

Slav and Trewdy share a perverse sense of humor. They enjoy tearing zombies apart and watching the helpless pieces flail about. Afterward, they discard these animated body parts in the next grave they exhume. The resulting abominations are animated limbs called **crawling claws**. When the PCs come within 20 feet of a cache of crawling claws, 1d6 of them dig out of the earth and attack until destroyed.

If the PCs are 3rd level or higher, a wizard's remains were among those discarded. Her skull rises as a **flameskull** alongside the crawling claws.

GHOULS

The unearthed bodies and necromantic magics in the Boneyard have attracted two **ghouls** to this place. The PCs might stumble upon one or both (1d2) as they feed on the remains of the dead. They watch the PCs with baleful eyes and bloodied mouths but don't attack unless provoked.

If the PCs are 3rd level or higher, replace the ghouls with 1d2 **ghasts**. Ghasts attack without provocation.

SHADOWS

When their bodies become the playthings of necromancers, the restless spirits of the Boneyard's dead become tormented and twisted. Some rise as **shadows**, seeking to stamp out the life of their tormentors, or any life for that matter. They're not too picky. In this encounter, a single shadow or a pair of them (1d2) come across the PCs and attack until destroyed.

If the PCs are 3rd level or higher and have magic weapons, replace the shadows with a single **ghost**. The ghost has a chaotic evil alignment.

SKELETONS

The PCs encounter a group of 1d6 skeletons marching in formation in the Boneyard. Slav and Trewdy have animated the remains of local deceased townsfolk to serve as patrols at night. The skeletons attack intruders on sight.

Their clothing and accessories have long since decayed, with one notable exception: Valos's animated skeleton is among the walking dead and he still wears his armor and wields his rusted weapons. The PCs should immediately recognize Valos because of them.

Valos's skeleton uses the **skeleton** stat block. The other Boneyard skeletons are unarmed and, therefore, have the following modifications to their stat block:

Armor Class 12

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

If the PCs are 3rd level or higher, a warrior was buried with his horses. Add 1d2 **warhorse skeletons** to the encounter.

VALOS'S SPIRIT

When Valos's mortal remains were unearthed and his skeleton reanimated to serve the necromancer twins, it ripped his spirit out of the afterlife. Trapped on the Material Plane, Valos's spirit became a **specter**, an angry ghost devoid of any memory of his former life. The mere presence of living creatures drives the specter into a rage.

If the specter is destroyed, it reappears at Valos's grave 24 hours later. The only way to bring peace to Valos's soul is by reburying his body and sprinkling his grave with *holy water*.

If the PCs are 3rd level or higher, Valos's spirit comes back as a **poltergeist** instead.

ZOMBIES

A mob of 1d4 **zombies** wander the graveyard, lurching and moaning. Slav and Trewdy don't bother keeping an eye on them or give them very precise commands. If Drel is with the PCs, he can identify the recently deceased, and does so without being asked to. The zombies attack any living thing they find and fight until they are destroyed.

E. THE HUNTRESS

As darkness descends on the Boneyard, you approach a crumbling mausoleum. Though it is the largest structure in the cemetery, a well-worn family crest is its only adornment. Despite the mausoleum's condition, there are signs of recent use. Muddy boot prints trail under its wrought-iron gate and down the steps into the darkness of the family crypt. The lock on the gate hangs there, unfastened.

This mausoleum and its dead are all that remains of Rasha's kin. Rasha was the last of a prestigious family in town. Her untimely death marked the end of her bloodline, (or so everyone thought).

The boot prints are Drel's from a recent visit to his mother. The dhampir has grown a little careless since the Boneyard closed to visitors and has left the lock unsecured. If Drel is with the party, he tries to convince them to leave this place, his voice growing shrill and panicked when he sees the unfastened lock. As always, he will not resort to violence and will flee if anyone grows violent with him.

Walking through the mausoleum's gate and down its stone steps will reveal a thirty-by-twenty-five-foot family crypt. Six stone tombs rest here, each with bas-relief figures that represent the buried person while living.

The tomb closest to the exit is Rasha's. The bas-relief on it depicts Rasha wandering the wilds, longbow in hand, for, in life, she was a huntress and ranger.

After her fatal encounter with a vampire, she died and was buried here, but rose again the next day, an undead creature herself. Once her creator was destroyed, she became free-willed. Since the day of her rebirth about seventy years ago, Rasha has spent her days here in her own tomb. At night, she wanders the town preying on the sick, the weak, and the unwanted.

If the PCs inspect the tombs and succeed on a DC 12 Intelligence (Investigation) check or a DC 15 Wisdom (Perception) check, read the following.

Though most of the tombs are cobwebbed and covered in dust, the one nearest the exit is clean. In fact, there are grooves worn into the stone from frequent opening.

Tonight, Rasha is, indeed, in the crypt but not within her tomb. Since the recent trouble in the Boneyard, Rasha isn't taking any chances. If the PCs open her tomb, they find it empty. Rasha waits in the shadows, longbow in hand, aimed at a PC's throat. The PCs can spot her with a Wisdom (Perception) check opposed to her Dexterity (Stealth) check.

Rasha is not impulsive. She waits, listening to and watching the party. With any luck, it becomes evident to her that the party members are not the necromancers who caused the chaos in the Boneyard. Seeing an opportunity, she tries to make a deal with the PCs:

"Put up your weapons and no one will get an arrow to the neck," hisses a woman's voice from the shadows. The tip of an arrowhead glints in the darkness. "I mean you no harm, though you trespass here. I think we share a common goal. Perhaps we can help each other?"

Rasha needs help. She wants Slav and Trewdy gone, but fears their necromantic magic, for she has seen their power over the dead. She attempts to negotiate a truce with the PCs, trying all the while not to reveal her vampiric nature.

Rasha uses the **vampire spawn** stat block, modified to add the following attack:

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

At CR 5, Rasha is more than a match for a low-level party. If attacked, she will loose one arrow, then flee. She will defend herself, if cornered, but only to knock the party unconscious. She hopes to use them in her war against the necromancers, not outright kill them now.

If the PCs are 3rd level or higher, Rasha will respond with lethal force if attacked and fight to the death.

Alternately, the PCs may overlook or remain unaware of Rasha's undead state, and try to recruit her in their fight against whatever plagues the Boneyard. The PCs can convince her to join them with a successful DC 15 Charisma (Persuasion) check. If they have been kind to Drel, grant the PCs advantage on their check.

F. DREL'S ROOM

Drel's room is a humble living space. Though it adjoins the temple proper, the room's only door leads outside into the Boneyard. The ceiling of the room is low and sloping, 10 feet high at the far wall but only 5 feet at the door. The spartan room contains a straw bed, wooden chair, table with a bowl of water for washing, and a footlocker.

The footlocker contains Drel's meager wages, saved up for years, now numbering 34 gp, 8 sp. The footlocker can be picked with thieves' tools and a DC 15 Dexterity check.

It is here that Drel will take the PCs should he ever find them unconscious or paralyzed. Once they come to, they find the gravedigger has tied them up. Drel will offer them a deal: all his coin, if they can get rid of the Boneyard's other 'trespassers' and give their word they will do no harm to his mother. If the PCs agree to these conditions, Drel immediately cuts their bonds. If not, he leaves them tied up, visiting again every half hour to see whether they'll reconsider. On the third visit, his mother accompanies him to kill them.

Alternately, the PCs can attempt to break the ropes that bind their hands and feet with a successful DC 15 Strength (Athletics) check. Allow only one check per half hour.



G. TEMPLE

The temple adjoining the Boneyard is dedicated to Lathander, a god of birth and opposed to undeath. The resident priest, an **acolyte** named Yohn, offers religious services to the town, assisted by two **commoners**. Father Yohn dedicated himself to the priesthood after a wood-chopping accident permanently injured his leg. If the PCs enter the temple, read the following:

The temple doors usher you into a saintly stillness inside. A rising sun motif decorates the walls and tiled floor. A middle-aged priest is kneeling before an altar, mouthing a silent prayer. When he hears you approach, he stands with the aid of a crutch, and limps over to you.

Father Yohn is oblivious to the danger in the Boneyard. He's more concerned with his flock of followers than with what is going on in the Boneyard. Being a priest of Lathander, he explains, he's interested in life, not death.

The priest has been content to let Drel, who Yohn mostly avoids, run the Boneyard while he takes care of the temple.

If the PCs tell him that undead have overrun the Boneyard, Yohn is shocked to hear that the rumors he's heard are true. He assumed it was mere superstitious nonsense.

Yohn offers his healing services and a vial of *holy water* for free. He begs the PCs to rid the town of its undead stain.

H. THE DETECTIVE

As you venture further into the graveyard, you hear a cry of pain. Rounding a bend in the cemetery path, you see a woman in a dark cloak and black, wide-brimmed hat squaring off with a ghoul. A bolt from her crossbow leaves a splattering hole in the back of the ghoul's head, destroying the undead creature. The woman then collapses, bleeding from many wounds.

The woman is named Anastia. She is a private eye, a **spy** for hire. A few concerned townsfolk paid her to investigate the disturbances in the Boneyard. On this, the first night of her investigation, Anastia fell prey to a ghoul. A vicious battle ensued that nearly cost her her life.

Anastia is injured and paralyzed from the ghoul's attack. The paralysis wears off after 1 minute. Her injuries are severe but not life-threatening. She has 8 hit points remaining.

If the PCs are 3rd level or higher, the ghoul is uninjured and must be destroyed in order to save Anastia.

Once she comes to, Anastia is happy to tell her story:

"Knowing the sour reputation of the gravedigger, I waited till dark and then scaled the fence. My rope can still be found hanging from that wall yonder. I started to search the Boneyard in widening circles. I work methodically, you see? There's a system. Anyway, to my astonishment, I found undead prowling around! I lay low and was just about to turn back to discuss my findings with my employers when I spied a gnome walking around nonchalantly like he's not with zombies and skeletons, but with friends.

That's odd, I thought. I suspect he's to blame for all of this. Anyway, I tailed him until he disappeared into a crypt. That's when that thing ambushed me."

The detective is the only person who has personally seen one of the necromancer twins. It was Slav she saw walking into his and Trewdy's secret hideout, but she was attacked by the ghoul before she could pursue him further. Nevertheless, she can show the PCs the location of the entrance to where Slav and Trewdy have made their hideout.

That's all she knows, but Anastia agrees to help the PCs defeat the twins, if they ask her to. If not, Anastia will instead leave the Boneyard to report to her employers.

I. THE CRYPT

Before proceeding, the PCs should be at least 2nd level. If you don't use XP, awarding a new level to the players for saving the detective would be appropriate.

While Rasha's mausoleum might be the largest free-standing structure in the Boneyard, the largest structure of all is an underground crypt. It lies in the oldest and most damaged part of the cemetery. A nondescript mausoleum and a flight of stone steps lead underground to a truly cavernous chamber. If the PCs enter it, read the following:

This immense crypt houses rows and rows of stone tombs. What's more, along the walls, urns for ashes rest in neat niches. The ceiling is only six feet high, making everything feel cramped, even though the cavern stretches on quite a way. The recent earthquake hit hard here. Water has seeped in, making everything damp with various shallow pools of water here and there. The opposite end of the crypt has collapsed, partially burying the farthest row of tombs.

It is here that Slav and Trewdy first set about doing their work. They have since moved on into the adjoining cave (area J), but the desecrated graves here are testament to their loathsome work. Every stone tomb is open, most of the bodies that used to rest in them now prowling the Boneyard as undead. The only creatures in the crypt are two dim-witted mercenaries named Ian and Pascal.

Slav and Trewdy hired these two to guard their operations in the daytime hours when the undead are weak and the twins are sleeping. When the PCs encounter them, Ian and Pascal are just about to doff their armor to bed down.

The pair of sellswords immediately attack as soon as they spot the PCs. They use the **Redbrand ruffian** stat block. (If the PCs are 3rd level or higher, use the **veteran** stat block instead.) Trying to outdo each other, they fight until at least one of them dies. When that happens, the other attempts to flee up the stairs and out into the Boneyard.

Trewdy is just in the adjoining cave. A dusty canvas hides the entrance to this cave, blending in with the surrounding stonework and rubble. A character who succeeds on a DC 15 Wisdom (Perception) check spots a faint trail leading up to the hidden entrance.

If a battle breaks out, Trewdy hears it and peers from behind the canvas to watch the battle while hiding. As soon as she spies the PCs, she begins to cast *animate dead* (or *danse macabre*, if available).

Whether the PCs die or her employees do, Trewdy intends to turn their corpses into **zombies**. As a result, as soon as the battle ends, Trewdy finishes her spell and animates all the dead in the room, which then rise to again attack the PCs. After casting her spell, Trewdy will slip away deeper into the cave, trying to remain undetected.

A player character can hear Trewdy recede into the cave with a successful Wisdom (Perception) check opposed to her Dexterity (Stealth) check.

J. THE CAVE

Behind the dusty canvas, you discover a vast cave full of pristine stalactites and stalagmites. Nearby you hear the steady rush of a river flowing. Bodies in various states of dismemberment and decay are strewn about the cave floor.

A small river runs next to the Boneyard. For years, moisture from the river has seeped into a small hollow in the earth, forming this cave full of stalactites and stalagmites.

The earthquake toppled the thin barrier between the crypt and the cave, forming a small hole through which the gnome necromancers discovered this place. It also destroyed part of the northeastern wall of the cave, revealing a narrow river bank and the rushing river beside it.

Slav and **Trewdy** can be found here, along with a few freshly unearthed corpses they're currently experimenting on. They are guarded by their favorite pet: an **ogre zombie**. Confident in their pet, the necromancers will spend the first few rounds in an attempt to cast *animate dead* to recruit more undead minions. The zombie will attack whichever PC is closest to the necromancers. If more than one is closest, it attacks whichever of them seems to pose the greatest threat.

If forced to fight, the twins use ranged spells. If endangered, they attempt to put as much distance between themselves and the PCs as possible. Slav and Trewdy are cowardly villains. If one of the twins falls or both have fewer than 10 hit points, they flee to the river and jump in to escape.

If the fight seems too easy, feel free to animate some of the corpses at Slav and Trewdy's feet. They can rise as **skeletons** or **zombies** or a mixture of the two types (DM's choice).

If the PCs have enlisted Rasha's aid and she fights beside them, Slav and Trewdy may try to cast *animate dead* to assert control over her. She must succeed on a DC 14 Wisdom saving throw or fall under their power for 24 hours.

K. FORGOTTEN TOMB

The cave, now filled with stalactites and stalagmites, was once the antechamber to a tomb to a forgotten queen. This queen died thousands of years ago and her life, her tomb, and even her kingdom have passed from history to legend to myth to obscurity. The earthquake has laid bare part of the door to her tomb.

Too engrossed in their evil work, the gnome twins never noticed the door. The PCs can spot it with a successful DC 20 Wisdom (Perception) check. The remaining brittle stone hiding most of the door can be easily chipped away with a crowbar or a successful DC 12 Strength check.

Inside the tomb, the PCs can find a *+1 weapon* of the DMs' choice, as well as 12 pp, 280 gp, and 340 sp.

If desired, the DM can have the ancient queen rise as a **mummy** to guard the treasures of her forgotten tomb.

CONCLUDING THE ADVENTURE

With the necromancers dead or run out of town, the Boneyard can recover and rebuild. The town is horrified to discover how their relatives and ancestors were treated. And they are very grateful to the PCs, especially Father Yohn who thanks the PCs by giving them a ruby ring worth 50 gp.

Yohn is most interested in the ancient tomb beneath his graveyard and, because of his injury, can't explore it himself. He may hire the PCs to catalog anything of interest down there. Little do they know, there is a secret door that opens to a flight of crumbling stone stairs leading deep into the earth.

If one or both of the necromancers escape, they will head downriver to the next town. They hope to continue their terrible work, this time to raise an army of undead to exact revenge on the PCs.

Should Rasha live, she fears the PCs and their knowledge of her presence in town. She wants to stay in the Boneyard and may lay traps and call monsters to aid her should the PCs challenge her. Drel will aid her, even if it costs him his job or his life. "What else can I do?" he says. "She's my mother."

APPENDIX: NPC STAT BLOCKS

DREL

Medium humanoid (dhampir), neutral

Armor Class 10
Hit Points 8 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	10 (+0)

Skills Intimidation +2
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 0 (10 XP)

Sunlight Sensitivity. Drel has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when he, the target of his attack, or whatever he is trying to perceive is in direct sunlight.

Disquieting Presence. When a creature Drel can see makes a saving throw against an illusion or frightened effect, Drel can use his reaction to spend and roll a Hit Die, adding the result to the DC of that saving throw. He can do this after the creature makes its saving throw but before the DM declares whether or not it was successful.

Hard to Kill. Drel has advantage on death saving throws.

Actions

Shovel. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 2 (1d4) bludgeoning damage.

SLAV

Small humanoid (gnome), neutral evil

Armor Class 13 (scale mail)
Hit Points 27 (5d6 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	15 (+2)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Medicine +6, Religion +4
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Gnomish, Infernal
Challenge 2 (450 XP)

Spellcasting. Slav is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Slav has the following cleric spells prepared:

Cantrips (at will): *chill touch, mending, spare the dying, thaumaturgy*
1st Level (4 slots): *bane, false life, inflict wounds, ray of sickness*
2nd Level (3 slots): *blindness/deafness, gentle repose, ray of enfeeblement*
3rd Level (2 slots): *animate dead, speak with dead*

Actions

Chill Touch. Ranged Spell Attack: +6 to hit, range 120 ft., two targets within 5 feet of each other.. *Hit:* 9 (2d8) necrotic damage, and the target can't regain hit points until the start of Slav's next turn.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

TREW DY

Small humanoid (gnome), neutral evil

Armor Class 11 (14 with *mage armor*)
Hit Points 27 (5d6 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	19 (+4)	10 (+0)	12 (+1)

Saving Throws Int +7, Wis +3
Skills Arcana +7, History +7
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common, Gnomish, Infernal
Challenge 2 (450 XP)

Spellcasting. Trewdy is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Trewdy has the following wizard spells prepared:

Cantrips (at will): *dancing lights, mage hand, mending, prestidigitation*
1st level (4 slots): *false life, mage armor, ray of sickness*
2nd level (3 slots): *blindness/deafness, ray of enfeeblement, web*
3rd level (2 slots): *animate dead, vampiric touch*

Grim Harvest (1/Turn). When Trewdy kills a creature that is neither a construct nor undead with a spell of 1st level or higher, she regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

LEGENDARY ACTIONS

If the PCs are 3rd level or higher, Slav and Trewdy can take 1 legendary action each, choosing from the options below, but only at the end of another creature's turn. The necromancers regain spent legendary actions at the start of their turn.

Dance with the Dead. The necromancer casts *danse macabre*.

Cowardice. The necromancer moves up to 25 feet away from its enemies.

Cleric

A priestly champion who wields divine magic in service of a higher power.

Hit Die:
1d8

At first level, you have 8 hit points plus your Constitution modifier.



Proficiencies

+2

Armor	As a cleric, you are trained in the use of light and medium armor and shields. If you wear heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity and you can't cast spells. If you choose the Life, Nature, Tempest, or War domain, you are proficient in heavy armor and suffer no such penalties.
Weapons	Add your proficiency bonus to the attack roll for any attack you make with simple weapons. When wielding martial weapons, you don't add your proficiency bonus to the attack roll. If you choose the Death, Tempest, or War domain, you are proficient in martial weapons.
Saving Throws	Add your proficiency bonus when making a Wisdom or Charisma saving throw.

1st Level

Domain Spells (PHB 58): In pantheons, each god has a few focuses, such as the sea or the sun, darkness or light. This is a domain. Your chosen domain grants you specific spells that you always have prepared.

Skills

You have special training or a certain knack in two skills of your choice. Choose whichever two are thematically appropriate from History, Insight, Medicine, Persuasion, and Religion. When you make a skill check in either one of these two skills, add your proficiency bonus.

Mystic theurges also gain proficiency in Arcana. Loremasters also gain two from the following: Arcana, History, Nature, or Religion. And shaman also gain proficiency in one of the following: Animal Handling, Nature, or Survival.

Choose Mystic Theurge
if you want to mix celestial power with worldly wizardry

Choose Death Priest
if you want to sap life and animate the dead

Choose Loremaster
if you want to divine thoughts and learn the gods' secrets

Choose Healer
if you want to protect and heal allies and vanquish the undead

Choose Lightbearer
if you want to blind foes and bring light to the darkness

Choose Shaman
if you want to charm beasts and wield elemental energies

Choose Stormbringer
if you wish to wield thunder and lightning

Choose Prankster
if you want to sneak, deceive, and poison your enemies

Choose War Priest
if you want to wield weapons, striking fast and striking hard

Druid

A priest of the Old Faith, wielding the powers of nature—moonlight and plant growth, fire and lightning—and adopting animal forms.

Hit Die:
1d8

At first level, you have 8 hit points plus your Constitution modifier.



Proficiencies

+2

Armor	You can effectively wear light armor, medium armor, and shields. If you wear heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. You eschew armor and shields made of metal.
Weapons	Add your proficiency bonus to the attack roll for any attack you make with clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, and spears.
Tools	You are proficient with the herbalism kit. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.
Saving Throws	Add your proficiency bonus when making an Intelligence or Wisdom saving throw.

1st Level

Druidic (PHB 66): You know the secret language of druids. While this may sound like an interesting, flavorful ability, unless you have another druid in the party or as an important NPC, it probably won't be of much use.

Choose Nature Warden
if you want to unleash the forces of nature magic

Choose Shapeshifter
if you want to dive into the battle in beast form

Skills

You have special training or a certain knack in two skills of your choice. Consider choosing two from Arcana, Medicine, and Nature. When you make a skill check in either of these skills, add your proficiency bonus.

Ability Scores

You are primarily a spellcaster. Wisdom is your spellcasting ability for your druid spells, so you want it to be your highest score. Your next highest score should be in Dexterity which, together with your shield, can help you avoid some damage in combat.

STARTING EQUIPMENT

Consider starting with the following, in addition to the equipment granted by your background:

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- leather armor, an explorer's pack, and a yew wand (druidic focus).

Skills

You have special training or a certain knack in two skills of your choice. Consider choosing two from Animal Handling, Perception, and Survival. When you make a skill check in either of these skills, add your proficiency bonus.

Ability Scores

Though you don't have as many spells as Nature Wardens, you also benefit from a high Wisdom score. You take on the physical attributes of your animal forms, but a high Constitution score helps stop up leftover damage when you're forced to revert to humanoid form.

STARTING EQUIPMENT

Casting *shillelagh* on your quarterstaff or club gives you a formidable weapon. Consider starting with the following, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a club
- leather armor, an explorer's pack, and a totem (druidic focus).

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Rogue

A scoundrel who uses stealth and trickery to overcome obstacles and enemies.

Sneak Attk: 1d6

When you hit and it qualifies for sneak attack, add 1d6 extra points of damage.



Hit Die:
1d8

At first level you have 8 hit points plus your Constitution modifier.



Proficiencies

+2

Armor	You can effectively wear light armor. If you are wielding a shield or wearing medium or heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.
Weapons	Add your proficiency bonus to the attack roll for any attack you make with simple weapons, hand crossbows, longswords, rapiers, or shortswords.
Tools	You are proficient with thieves' tools. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.
Saving Throws	Add your proficiency bonus when making a Dexterity or Intelligence saving throw.

1st Level

Expertise (PHB 96) This feature doubles your proficiency bonus for two skills of your choice and two more at 6th level. This makes your already versatile rogue legendarily gifted in a few areas.

Sneak (PHB 96) This is the rogue's trademark ability. Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target. Even better, the amount of extra damage increases every other level.

Thieves' Cant (PHB 96) An underused but potentially useful ability. It allows you to communicate with other rogues while bystanders think you're talking about the weather. Unfortunately, most parties only have one rogue. But if you happen to have more than one, you could speak in code or sign to each other right under the noses of your enemies.

Choose Assassin
if you want to get the jump on your enemies

Choose Thief
if you want to get in, get out, and get away with it

Choose Trickster
if you want to mix magic with your skill and stealth

Choose Mastermind
if you want to master intrigue and wield words as weapons

Choose Swashbuckler
if you want to fight with elegance, speed, and charisma