

The  
Inevitable  
*Accessible*  
*Adventure of*  
*the Week*



# CONTENTS

CONTENTS .....	2	OPENING ACTION .....	8
MAKE LIVES BETTER THROUGH ROLE-		QUESTIONS IN THE VILLAGE .....	9
PLAYING GAMES .....	2	IN A PACK OF TROUBLE .....	9
TRIGGER WARNINGS .....	2	TRUMAN CAPUT .....	10
CAN PEACE BE MAINTAINED		WELCOME BACK TO THE VILLAGE .....	11
INDEFINITELY? .....	3	CONCLUSION .....	11
BACKGROUND & SYNOPSIS .....	3	CREDITS & COPYRIGHT .....	12
ADVENTURE HOOKS .....	3	AUTHOR BIO .....	12
WHERE ARE WE? .....	4	LEGAL .....	12
POINTS OF INTEREST .....	4		

## MAKE LIVES BETTER THROUGH ROLE-PLAYING GAMES

This adventure is one piece of a movement within the D&D community to invite, encourage, and include those who have not been, both in the RPG community and nearly everywhere in real life. Wyrmsworks Publishing is dedicated to using RPGs to help you make lives better, to provide tools, training, and a community to this end. We believe that this will extend far beyond the ever-growing RPG community as more and more people learn, grow, and give and receive acceptance. If you want to help make that happen, we invite you to support the Wyrmsworks Publishing Patreon at <https://patreon.com/wyrmsworkspublishing> and enjoy the additional benefits we offer to our patrons. All of our Wyrmling-level patrons (\$9/month) get free access to our entire library, and we have other levels to get live access to our works in progress. **4K Combat Maps for this and other Adventures of the Week are available free to all patrons.**

Sign up for our newsletter at <https://wyrmsworkspublishing.com> to get a free subclass immediately and a free Disabled NPC of the Week, free Accessible Adventure of the Week, and other offers.

## TRIGGER WARNINGS

This adventure includes topics of violence, death of both people and animals, ableism, and undead people and animals.

# CAN PEACE BE MAINTAINED INDEFINITELY?

A town is perfectly peaceful. Perfectly. Everyone gets along. Always. How can that be bad?

## BACKGROUND & SYNOPSIS

The village of Rosehaven is a peaceful village known for its friendly and helpful

residents. Those who visit enjoy the peaceful atmosphere and the spiced melon pie made famous by the one inn in town, The Bronze Mandolin. The secret to the town's peaceful nature is the



Crystal of Peace, an ancient and dangerous artifact hidden in the cellar of the town hall.

Truman Roland is a shoemaker in town who made a pact with a **lich**, Nhakruz, to become a warlock to save his wife from the chronic pain in her arm but then discovered Nhakruz's plans, which involved razing his home village & family to recover the artifact believed buried under the village. Truman refused, so

Nhakruz killed him and raised him as a Deathlock and sent him to finish the job. Truman is now in the woods, plotting the downfall of the village by sending undead minions in to kill off the militia (and animate them) to make the work of destroying the village easier, since he doesn't have the power to take down the entire village at once.

Meanwhile, his wife is about to discover the crystal and be overcome by its corrupting influence!

---

### Crystal of Peace

Wondrous item, artifact (requires attunement)

Created by a celestial of unknown identity, this blue crystal produces an amicable feeling to all within a one-mile radius who fail a DC 10 Wisdom save against being charmed. Those who fail the save act as if under a friends spell toward each other. Those who succeed notice a calming influence but can't determine the source.

By attuning to it, you become immune to its effects and also gain the following benefits:

You can use an action to cast friends an unlimited number of times.

You can use an action to cast one of the following spells from it (save DC 13): charm person, dominate person, or mass suggestion. Once a spell has been cast using the crystal, that spell can't be cast from it again until the next dawn.

While the crystal tends to generate a peaceful environment, once attuned, you must succeed on a DC 10 Intelligence saving throw or be affected by an enemies abound spell for an hour. At the end of the duration, you must succeed on another saving throw, or the effect lasts another hour. Once succeeding on the saving throw, you are immune to this effect for the rest of the day.

---

## ADVENTURE HOOKS

How might your players come across this quaint village and find themselves a part of this adventure?

- The PCs are passing through the wooded area and stop at the inn for night. While there, they overhear a conversation that Elaine's husband, Truman, has been missing for fifteen days.
- The PCs are in a nearby town and hear about a powerful wizard who went missing years ago, but his tower might have magical treasure available to anyone willing to brave whatever magical traps may wait for them.
- Elaine sees the adventurers and pleads with them to find her husband. She has a pair of magical boots (boots of false tracks) as payment if they return him to her.

## WHERE ARE WE?

Rosehaven is a village of 580 people along a main road through the woods with larger towns a day or two away. It has mostly timber buildings. Shops typically have apartments above for living space. The red rye fields, a grain popular in this region, give the air a malty thick aroma that seems more tasted than smelled. The village is filled with the sounds of chirping birds and casual conversations among the townsfolk, with the majority of people congregating toward the center of town on the road between the town hall and the inn, which sit diagonally from each other. See the included map for points of interest.

Once the party enters the village, all must succeed on a DC 10 Wisdom saving throw against being charmed or fall under the friends spell of the crystal. Those who succeed notice a calming influence but

can't determine the source and might assume it's the quaintness of the village.

## Points of Interest

The mayor (Hettie Middlemiss, Female Human) is fair and just, respected by the populace. She has served as mayor for 30 years, and if anyone asks about her, they'll be told that she's never been opposed in an election, but nobody has ever complained about one of her decisions.

The village is surrounded by no walls. 6 trained **guards** serve in the village's defense, and a militia of 58 can be mustered in case of attack. The sheriff is Thomas Marley, Male Human.

Demographics: Human (75%), Halfling (11%), Elf (5%), Gnome (4%), Half-Elf (3%), Dwarf (1%), Half-Orc (1%)

Note: Unless otherwise noted, all



villagers use the **commoner** stat block.

Inn: The Bronze Mandolin

Owner:

## Avery Penn

Medium humanoid (human), neutral good

Armor Class 10  
Hit Points 4 (1d8)  
Speed 30 ft.

STR DEX CON INT WIS CHA  
10 (+0) 11 (+0) 10 (+0) 10 (+0) 12 (+1) 12 (+2)

Skills Persuasion +3, Insight +3

Damage Immunities none

Condition Immunities none

Senses passive Perception 11

Languages Common

Challenge 0 (10 XP)

### Missing Partial Forearm

Avery is missing a partial forearm (Severity Degree 2) on the left side. She is unable to use 2-handed weapons, a second weapon or shield, or anything else requiring two hands without a prosthesis. She has disadvantage on Strength (Athletics) checks that require two hands, such as climbing, and in mounted combat, whenever she attacks or takes damage, she needs to succeed on a DC 8 Dexterity saving throw or fall off her mount.

### Prosthetic Hand.

Avery's left forearm and hand have a wood and bronze prosthetic cylinder ending in a leather strap on the outside and a cam cleat on the inside, so she can use her right hand to wrap and secure the strap around anything up to 6 inches in diameter. She can hold onto items with this strap, including using 2-handed weapons, but she needs her right hand free to release the strap and set down the secured object.

**Description:** The inn is a simple log building with a white shingled roof and a pillared curved-roof entryway. It contains large rugs on the floor and a small stage for performers. A pile of woven mats in the



corner are available to those wishing for a night's stay in front of the hearth.

### Specials:

- Chicken Sandwich on red rye with radish aioli
- Owlbear Casserole
- Spiced Melon Pie



### Employees

- Francis Hillless is a 50-year-old male human cook. He stands 162cm (5'3") tall and has a round build. He is very nimble. When not cooking, he's standing behind the inn, smoking a pipe. He loves to tell jokes and use puns.
- Sengras Hornblower is a 53-year-old male lightfoot halfling server. He stands 109cm (3'6") tall and has a regular build. He has an unfinished abstract tattoo on his

left hand. He rolls his "R"s profusely.

#### Patrons at the Bar

- Austin Fitzgerald is a 41-year-old male human sailor. He stands 165cm (5'4") tall and has a beefy build. He is very competitive but generous. He's in town visiting family but will be heading back to the sea soon.
- Ignatius Hamilton is a 47-year-old male human **acolyte**. He stands 142cm (4'7") tall and has a lean build. He always goes straight to the point. He is very self-confident. He has a crude sense of humor.

#### Patrons at Tables

- Two female wood elves sit at one table, sipping wine and chatting with frequent glances at the party. Minimrie Cromelon is a middle-aged female wood elf carpenter. She has a tattoo of the name of her son on her right hand. She seems wary of strangers. Her female companion is Aredhel Nhaendrin, who only talks in whispers but is more welcoming. If the party talks to them, Aredhel will tell them, "Everyone here in town gets along. Nobody ever argues. Ever. (She lowers her head, making it harder to hear her.) Except us. I don't know what's wrong with us. I guess we're the grumpy ones." (What they don't realize is that, as elves, they're resistant to the

charm effect of the Crystal of Peace.)

- Raphael Chapman is a 90-year-old male human wheelwright. He sits quietly sipping a dark ale, a wooden rollator with iron-banded wooden wheels standing next to the table. He seems sad. If approached by the party, he welcomes the company. He's friendly but enjoys sarcasm a bit too much. His wife was killed in a recent undead attack, and he has trouble talking about her without tears and will have to stop talking often to compose himself. They were married for 70 years, and if a party member says something like, "That's a long time," he'll stop, look them dead in the eye, and say, "Not long enough." If asked about the attack, he'll tell them, "They always come from the southeast, same direction as the old wizard tower. That wizard used to stop in for a drink years ago. I forget his name — I always called him, "Dark Pockets," since he always wore black robes. He was older than me, so I can't imagine he's alive anymore. Probably died with his head in a book, but nobody has seen him in nigh a decade or more."

The inn is filled with small pockets of people chatting and drinking, and you are immediately greeted by the smiling innkeeper at the bar, a young human woman with rugged, dirty, brown skin and brown hair. She's busy pouring drinks for the patrons at the bar, and in place of

a left hand, she flings a leather strap around each bottle and uses the other hand to secure the strap into a cam cleat where her wrist would be. The movement is fluid and effortless and barely slows the pouring, if at all. She smiles at you and says, "Welcome, travelers! Have a seat anywhere, and Sengras will be right with you!" She then calls back to what appears to be the kitchen behind her, "Francis! A plate of melon slices, please!" And from the kitchen, a tenor voice calls back, "OK, Avery! I'll put it on my honeydew list!" Avery the innkeeper rolls her eyes and shakes her head and smiles. A moment later, a male halfling with brown skin and dark wavy hair emerges from the kitchen with a plate of thinly sliced red melon with orange rinds. Grrreetings," he says, rolling his Rs more than is typical of this region's accent. "How can I assist you today?"

#### Rumors

- The old wizard in the tower in the woods hasn't been seen in years, but lights & motion have been seen near it — everyone stays away.
- Truman had been talking about being able to heal Elaine's chronic pain but wouldn't say how.
- Truman liked to go hiking in the woods, especially since Elaine developed the pain in her arm. Most people assume he just needed to get away, think, and pray for her.
- Ignatius the acolyte serves as the village chaplain. If asked, he will tell the party that Truman had come to him when Elaine's pain first started, but because Ignatius couldn't provide a permanent cure, he got angry and hasn't been

to worship or talked to Ignatius since.

## General Store: The Crate and Basilisk

---

**Owner:** Sumnes Galanodel is a 119-year-old female high elf merchant. She has long, curled, silver hair and red eyes. She has rugged, sunburned, copper skin. She stands 157cm (5'1") tall and has a skinny build. She gestures profusely during a conversation. She has a light lisp. She's friendly toward strangers, and if they're looking to purchase supplies, she will always suggest something that goes well with it, although sometimes the pairing is a stretch. She'll tell the party, "We have everything you need here. If we don't have what you're looking for, you're looking for the wrong thing." If asked about the undead attacks, she'll confirm that they've become more frequent, "Two in the past couple weeks! Used to be maybe a couple a year! I'd say it was that old wizard doing it, but humans don't live that long." If asked about the people in the village, she will talk about how nobody ever argues. "They don't even argue if I overcharge them! I'm not complaining."

**Description:** The general store is a timber framed simple building, with a small, fenced yard and softly blowing chimes by the door. It contains antique cabinets filled with oddities and hand-carved wooden decorations on the walls.

## The Peachy Cobbler

---

**Owner:** Truman Roland and his wife, Elaine

Elaine is a middle-aged human woman who was usually described as optimistic, but since Rowland disappeared, she hasn't been the same, overcome with worry. She has short, straight, gray hair, gray eyes, and pale pink skin. She stands 169cm (5'6") tall with a thin build.

Description: This two-story timber building has an apartment upstairs where the owners live. The shop is brightly lit and smells of old leather with various shoes and boots lining one wall, chests full of leather and other textiles opposite that, and a workbench and tools in the back with a large window above it. A bench, 2 chairs, and 2 stools sit in the middle of the room.

If the party visits the shop, Elaine doesn't notice them at first, clearly lost in thought. She will suddenly jump as she's startled into awareness of their presence. She looks at the feet of the party members, welcomes them with a forced smile, and asks how she can help them, looking directly at whomever has the shoes or boots in the worst condition.

As the party talks to her, she is quick to answer any questions they ask, eager for any help she can get to find her husband. If they ask about his walks in the woods, she'll note that he often smelled like rotten meat when he came back, but when she asked about it, he said he'd been picking at some carrion to see whether it could be salvaged for leather.

While there, the party will hear footsteps coming from the creaky boards of the ceiling. If asked, Elaine will tell them of their 8-year-old son who's upstairs.

## Blacksmith

---

Owner: Grakilm Hammermail is an old male mountain dwarf. He stands 109cm (3'6") tall and has a round build. He is a hopeless romantic. He judges people by their actions, not their words. He loves partying. He likes finding direct solutions to problems and often says, "Get to the point." He is a widower and feels that time is short.

Description: The blacksmith is a timber framed simple building with an orange shingled roof, large open windows, and a smooth stone floor. Outside the house is a woodpile larger than most houses. Several pole arms hang on the walls. It contains a large open floor with pillars, and everything is covered in dust and metal shrapnel.

### OPENING ACTION

Grakilm Hammermail, the blacksmith, comes running into the inn. "Undead!" 5 **skeletons**, 5 **zombies**, and a **minotaur skeleton** have wandered into the village. Sheriff Thomas Marley is there having a cup of coffee and runs out blowing a whistle to assemble a militia. It will take 5 minutes to assemble the militia and get to the zombies. They are heading into town from the southeast corner of town near the blacksmith. If the party goes immediately and doesn't wait for the militia, they should be able to finish them off before the militia arrives.

When the militia arrives, they notice that the zombies are former villagers, one of whom recently died in a previous undead attack.



## QUESTIONS IN THE VILLAGE

Once the encounter is done, the townsfolk will be thankful to the PCs for their help, noting that this used to happen from time to time, but it's become more common in the past week or two. They wonder whether the undead killed Truman when he was out on one of his walks in the woods. (If anyone asks, none of the undead looked like Truman, although it's hard to tell with the skeletons.)

## IN A PACK OF TROUBLE

The hints will eventually drive the party to look in the forest. If they head anywhere but southeast, they'll only find the usual forest encounters: deer, squirrels, and an occasional owlbear. If they head southeast, they'll notice the smell of rotting meat after walking two miles. Another mile after that, and they'll find themselves surrounded by a pack of 10 **undead wolves**, which will attack all at once.



The Inevitable

## Undead Wolf

Medium undead, neutral evil

---

Armor Class	12 (natural armor)
Hit Points	19 (3d8 + 6)
Speed	30 ft.
STR	12 (+1)
DEX	13 (+1)
CON	14 (+2)
INT	3 (-4)
WIS	6 (-2)
CHA	6 (-2)

---

Skills	Perception +0, Stealth +3
Damage Immunities	poison
Condition Immunities	poisoned
Senses	darkvision 60 ft., passive Perception 10
Languages	—
Challenge	1/4 (50 XP)

---

### Abilities

#### Keen Hearing and Smell.

The Undead Wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

#### Pack Tactics.

The Undead Wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### Undead Nature.

An Undead Wolf doesn't require air, food, drink, or sleep.

### Actions

#### Bite.

Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

# TRUMAN CAPUT

Once the party defeats the undead wolves, as they travel further into the woods, they will encounter Truman, who is now a **Deathlock**. He regrets his situation but is compelled with unwavering loyalty to destroy the village, recover the crystal, and kill anyone who gets in his way. He cannot speak, but if the party has another means to communicate with him, they will sense his internal conflict. The lich's magic has convinced him that at least Elaine won't be in pain anymore once she's dead, although he never would have believed this in life. This communication, if possible, will not stop him from attacking the party on sight, and having heard the battle with the wolves, he's expecting them and will begin an Eldritch Blast volley on them as soon as they're in range.



## Deathlock (Undead Patron)

Medium undead, neutral evil

Armor Class	12
Hit Points	36 (8d8)
Speed	30 ft.
STR	11 (+0)
DEX	15 (+2)
CON	10 (+0)
INT	14 (+2)
WIS	12 (+1)
CHA	16 (+3)

Saving Throws **Int +4, Cha +5**

Skills **Arcana +4, History +4**

### Damage Resistances

necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

### Damage Immunities

poison

### Condition Immunities

exhaustion, frightened, poisoned

### Senses

darkvision 60 ft., passive Perception 11

### Languages

understands all languages it spoke in life but can't speak

### Challenge

4 (1,100 XP)

### Abilities

#### Undead Nature.

A deathlock doesn't require air, food, drink, or sleep.

#### Innate Spellcasting.

The Deathlock's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: chill touch, eldritch blast, mage hand

1st–3rd level (2 3rd-level slots): bane, dispel magic, hold person, bestow curse, invisibility, vampiric touch

### Actions

#### Deathly Claw.

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) necrotic damage.

After defeating the deathlock, if the party searches his pockets, they will find the Note to Elaine (see included PDF).

## WELCOME BACK TO THE VILLAGE

While the party was in the woods, Elaine found some notes in Truman's belongings, a checklist as he was looking for places where the crystal might be, hoping to prevent the village's destruction by getting the crystal to the lich peacefully. The final unchecked location, "town hall basement," remained unchecked, and she managed to find it there. Once she picked it up, she was affected by the enemies abound enchantment, and her mind immediately went to the party, the last people she talked to. Trusting no one now, she charmed the sheriff to take his guards after the party, and as they return to the village, they will be waiting, ready to attack, convinced that the party is responsible for Truman's disappearance.

If the party can't subdue the guards, they will be taken to the jail if they survive, and once the charm wears off, the sheriff will realize that Elaine charmed him, although he'll still be under the friends influence of the crystal. Elaine will attempt to use the other powers of the crystal to kill the party

members, eventually taking a dagger from her home and attempting an assassination. Throughout the encounter, she keeps mumbling to herself through tears, "I never asked you to fix me! I just asked you to be there for me!"

Once the party takes the crystal from her (anyone that touches it is subject to its influence, but it can be safely carried in a container, although its radius of influence can't be disabled).

When needed after the initial encounter with the guards upon the party's return, the elves in the village, who aren't affected by the charm, can convince the villagers that the party means no harm and will do what they can to help.

## CONCLUSION

If Elaine dies in the conflict, her son will be an orphan. The mayor will ask the party to take him to his uncle in the next town.

The elves offer to take the crystal and have it destroyed, since it doesn't affect them. If the party can convince them that they plan to destroy it, the elves can be convinced with a successful DC 10 Charisma (Persuasion) check.

The innkeeper offers the party a free night's stay and rations for the road.

## CREDITS & COPYRIGHT

- Lead writer, editor & developer:  
Dale Critchley  
<https://wyrmworbspublishing.com>
- Artwork public domain, by Dale Critchley, and from Portrait Gallery app
- Dire Wolf Skeleton by Eden, Janine and Jim, licensed under the Creative Commons Attribution 2.0 Generic license.
- This adventure was created as part of the Summer 2021 Storytelling Collective.



## AUTHOR BIO

Dale Critchley is the owner, lead writer, and chief tea drinker at WyrmworKs Publishing. He's been playing tabletop role-playing games since 1982 and launched WyrmworKs Publishing as a hobby in 2001 to share his homebrew resources with the world. In 2021, after seeing the power that a TTRPG group can have to change the lives of the participants for the better, he rededicated WyrmworKs Publishing to focus on using TTRPGs to intentionally improve the lives of others and turned a hobby into a fulltime pursuit.

## Legal

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnic and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2021 by WyrmworKs Publishing and published under the Community Content Agreement for Dungeon Masters Guild.