



DEATH AT DJURMIVIKKA

A Scarred Lands adventure for use with
**FROSTLANDS
OF FENRILIK**

**SLARECIAN
-VAULT-**

CREDITS



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INTRODUCTION

The city of Kovokimru is the center of civilization on the dangerous arctic continent of Fenrilik. Aside from access to a wealth of local resources, Fenrilik controls the only reliable, permanent bridge across the Tobor Gorge. This means that travel and commerce from the western portion of the continent is performed at the whim and under the control of Kovokimru. Many settlements in the west resent this arrangement, especially the lumber-producing industry in Juroj.

Death at Djurmivikka is a short adventure for 4-6 characters of levels 3-5 that introduces this conflict through an act of sabotage in the largest inn in Kovokimru. As the adventurers prepare for an evening's rest, the patrons of the inn are trapped inside and attacked by monstrous, soul-eating undead.

THE CAST

Aside from the adventurers, there are a number of people staying at Djurmivikka when this adventure begins.

EMPLOYEES AND REGULARS

Frostlands of Fenrilik offers a few folks who can be found at Djurmivikka at any given time. This adventure assumes they are all present when the undead attack.

Foundtruth (he/him, N, eschek **spy**) is the owner of the inn and is working behind the bar in the main taproom (p. 4, Area 1) when the undead attack. His main concerns in this adventure are keeping his patrons alive, getting rid of the undead, and finding the party responsible for unleashing the creatures.

Khampfar (he/him, NG, orc **veteran**) Khampfar's years have caught up with him and his adventuring days are long in the past. While he is no coward, he is also in no condition to fight undead. He will protect himself or any who ask for it, but will not engage the undead directly unless pressed. When the attack begins, he is sitting in the northeastern corner of the second floor (p. 5, Area 1) wrapped in a blanket and looking out the "window" of clear ice next to his chair. He remains in that area throughout the attack unless directly targeted by the undead or harassed by the players.

Eltish (she/her, N, eschek **ice walker**) Eltish is in her loft (p. 5, Area 4) when the undead attack, and does not come out unless the creatures are routed into her area or someone (probably the adventurers) goes to her to ask for aid. She can be used as emergency aid for the party if they find the monsters of this adventure too difficult or challenging. If any of the party is reduced to zero hit points and fails two death saves, introducing a confused, frustrated, and nude eschek woman to save them provides a good safety net that will come at some cost (mainly putting up with Eltish's cantankerous attitude for the remainder of the adventure).

Tommelen (he/him, CG, human **berserker**) will only become involved if undead invade his kitchen (p. 4, Area 5), or if Foundtruth summons him.

Speltan (she/her, LN, slitherin **druid**) Speltan is the most likely NPC in the inn to rush to the aid of the party once the undead strike. However, as she is deep in relaxation in the sauna (p. 6, Area 1), she is possibly the least likely to notice the problem with the possible exception of Eltish.

OTHER PATRONS

In addition to the employees and regulars, the following people are at the inn.

GROUND FLOOR

These patrons begin the story on the ground floor of the inn.

Glittereye (she/her, CN, eschek **commoner**) is eating alone in the taproom (p. 4, Area 1) and enjoying a chilled wollahog chop dinner.

Hershel (he/him, NG, human **commoner**) sits at a table

in the taproom (p. 4, Area 1) with his wife, **Wafek** (she/her, NG, slitherin **commoner**). The couple is sharing a carafe of imported coffee from Ghelspad in celebration of their tenth wedding anniversary.

Taarna (she/her, LN, half-orc **commoner**) sits at the smaller table on the southeastern edge of the bar in the taproom (p. 4, Area 1), sharing a meal of stew with **Yarnaj** (he/him, LN, human **noble** (unarmed, no armor)). These two are in their late teens and have come to the inn after a hard day of studying at the mage tower, where they are both in the early days of their apprenticeships.

SECOND FLOOR

These patrons are on the second floor when the action begins.

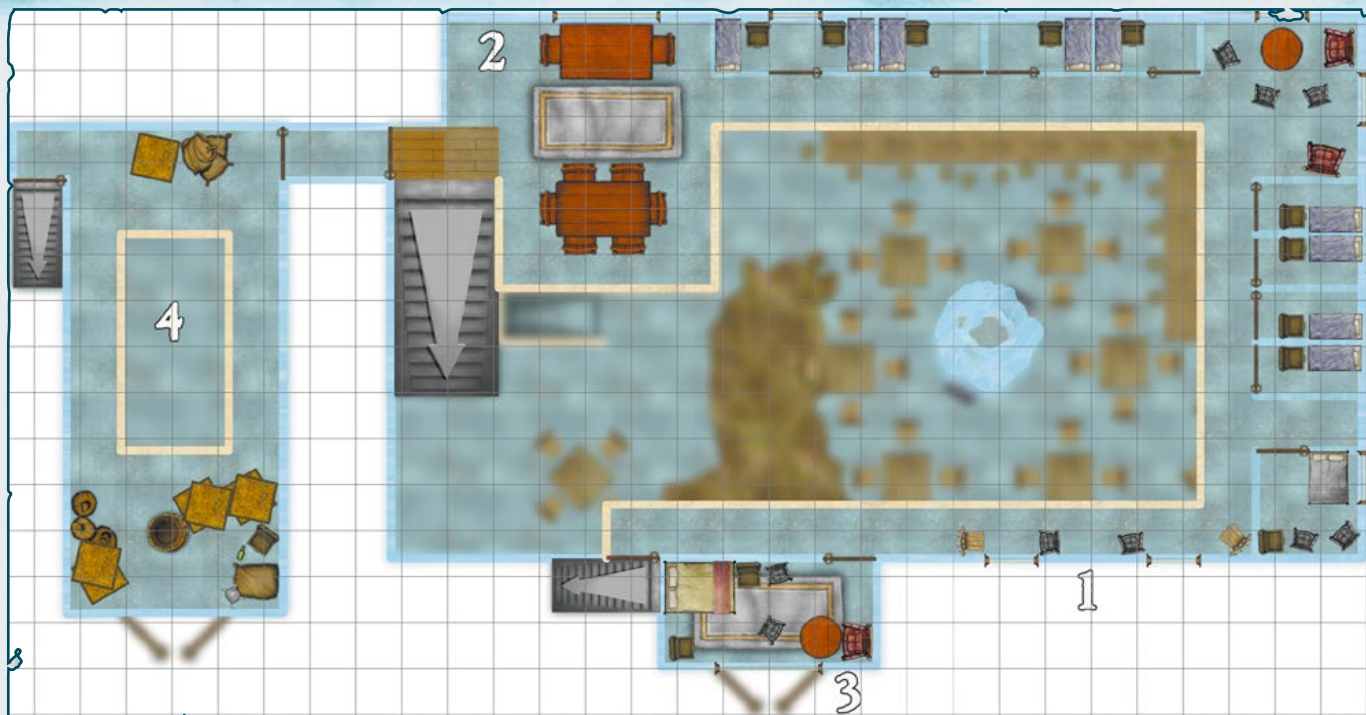
Löss (she/her, CG, krampek **commoner**) a new visitor to Kovokimru, Löss arrived with a group of adventurers a week ago. When her companions moved on to make the long journey to Vorudislav, she decided to remain behind and learn more about the city. She is sitting at a table in the northwestern portion of the second floor (p. 5, Area 1) speaking to **One Who Woke in the Watery Cave** (he/him, NG, taslenh **commoner**). When the undead attack, Löss panics immediately, while Watery Cave remains stoic. Unfortunately, this draws attention to Löss, making her the first target of the creature that erupts from her table.

BASEMENT

These patrons begin the adventure in the basement of the inn.

Aidan (he/him, CG, human **commoner**) shares a





permanent room with his husband **Bergrel** (he/him, NG, dwarf **commoner**). The pair are both asleep in their bed when the undead strike, as they work as lumberjacks and must rise well before daybreak to start their workday. Aidan is a light sleeper. Combat noise in the hallway will wake him, and he, in turn, will wake his husband. The duo emerge on the fourth round of combat, each armed with a handaxe. To represent this, replace the **commoner**'s club attack with the following:

Melee Weapon Attack: +2 to hit, reach 5 ft., one target., or range 20/60 ft. *Hit:* 3 (1d6) slashing damage.

They fight until either one is reduced to 2 hp or lower, at which point the one who is healthier will drag the other one back into their room (p. 6, Area 2, double bed on the west wall).

Bazur (he/him, N, orc **acolyte**) traveled to Kovokimru to seek out worshipers of Fraelhia after having a vision when he was lost in the wilderness outside Juroj. Nearly frozen to death, he saw the Snow Queen descend from the heavens and direct him to a nearby cave. The cave was warm and held the body of a wolf who had wandered there to die from an injury. Thanking the Snow Queen, Bazur ate the beast and regained his health before embarking to Kovokimru.

He is no coward, and is likely more frightened of openly revealing himself as a god-worshiper than he is of fighting the undead. He will not leave his quarters (p. 6, Area 2, second door from the west on the north wall). during the attack unless intruded upon. If he joins the fray he relies on a *sanctuary* spell to protect himself while tending the wounded.

Dorak (she/her, CG, dwarf **commoner**) is a trapper in town to trade furs. She and her business partner, **Thraddeus** (he/him NG, dwarf **commoner**) are in their quarters (p. 6, Area 2, room in the southwest corner) and will rush out on the second round of combat, armed with clubs. They will fight until one is reduced to zero hit points, or one becomes frightened, at which point they will retreat into their quarters, if able.

Suhreana (she/her, CN, halfling **commoner**) exits her room (p. 6, area 2, adjacent to the restroom in the northeast corner along the north wall) steps out of her room to investigate any noise that happens in the basement. This likely puts her directly in the path of one of the undead. She is not brave or quick minded and will die at the hands of one of the creatures, should the party fail to intervene on her behalf.

THE ANTAGONISTS

The action in **Death at Djurmivikka** is driven by a **rekirrac** attack, coordinated in secret by **Jaxil** (he/him, NE, human **necromancer**). Jaxil was hired by Andreas Kocheski, a Juroji half-orc lumberjack who wishes to cause chaos in Kovokimru. Andreas believes that rumors of a haunting at Djurmivikka could help wrestle control of the Tobor Bridge away from Kovokimru. The plan is faulty and not particularly well-thought out, but Jaxil was well compensated with paper and inks for his spellwork, so he is happy to perform the task.

TELLING THE STORY

Death at Djurmivikka is designed to be relatively quick and easy to set up, allowing the Game Master to set the stage, unleash the rekirrac threat, and then sit back and let the adventurers guide the action.

ACT ONE

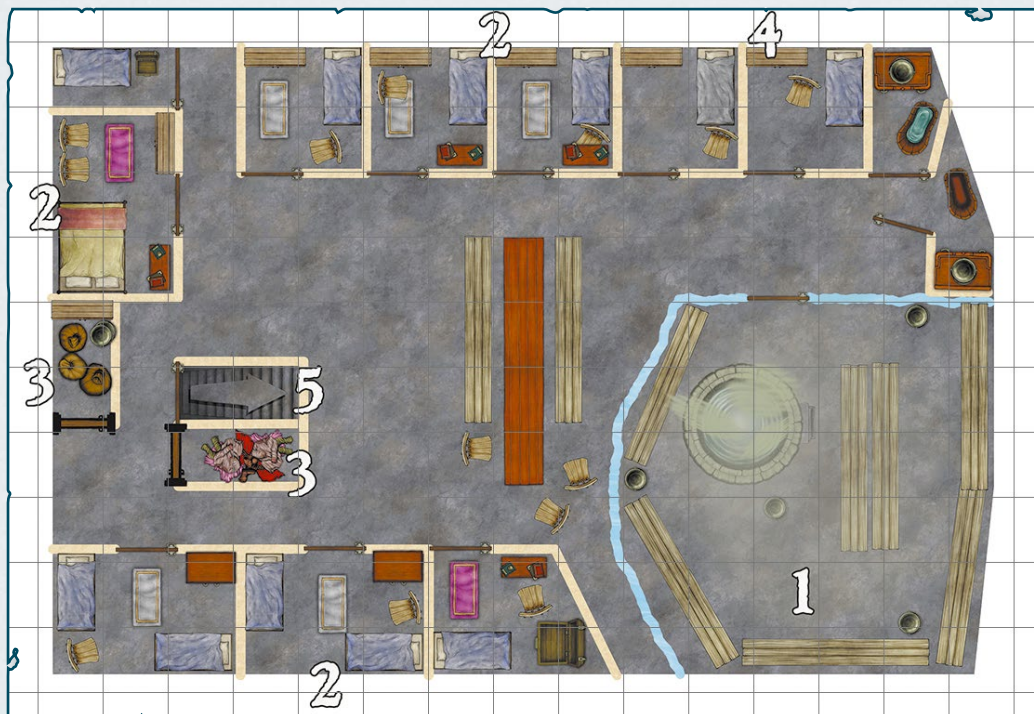
The tale begins when the adventurers arrive at Djurmivikka to seek shelter for the night. The Game Master can take their time introducing the various NPCs in the inn, depending on where the adventurers go, or can have the action kick off immediately when the party enters the inn, as if their arrival triggered the haunting. The most important thing is that the adventurers be well inside the building, preferably seated in the taproom, enjoying the sauna, or headed to their room when the action commences.

When there is no one near the door, a local boy named Griffith (he/him, CN, human **commoner**) places a magical necklace on the outside of the inn doors. This necklace acts as an *arcane lock* (DC 25 to pick the lock or break down the door). Griffith does not know what the necklace does, only that he was given a jug with two draughts of **amalthean goat milk** (see **Creature Collection** p. 7) by a stranger in exchange for placing the necklace on the door. In the highly unlikely event that Griffith is caught, he can identify the stranger as Jaxil. (Incidentally, Jaxil was given the milk by Andreas who acquired an amalthean goat in a dice game on his last trip to Stasiam.)

ACT TWO

Once the necklace is placed, 4 **rekirrac** (p.8) rise up inside the inn and begin attacking the patrons. Each rekirrac is bound to an object hidden around the inn earlier in the day by Jaxil. The hidden objects and their locations are listed below. Each object has a rekirrac bound to it. If the objects are found and destroyed, the rekirrac that is bound to the object is likewise destroyed. The objects are not especially resilient. Each item has AC 12, 3 hit points, and is immune to poison and psychic damage.

- A bone flute, crafted from a halfling's femur, hidden in the basement supply closet, next to the stairs (p. 6, Area 3). Can be found by searching the room and succeeding on a DC 13 Intelligence (Investigation) or Wisdom (Perception) check.
- A moldy waterskin, placed beneath the washbasin in the bathroom on the northeastern corner of the basement (p.6, northeast corner) Can be found by searching the room and succeeding on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check.
- An ivory carving of an eschek woman, stuck to the bottom of the round table in the taproom (p. 4, Area 1) with a waxy gum. Can be found by searching the room and succeeding on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check.
- A sealed glass jar containing a quarter pound of human flesh, floating in icy water, set on the floor under the table where Löss and Watery Cave are speaking on the



second floor (p. 5, Area 1). Can be found by searching the room and succeeding on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

When combat begins, Jaxil is in his room (p. 6, Area 2, middle south wall room). At the first sounds of combat, he drinks a potion of clairvoyance, centering the sensor in the middle of the second floor, allowing him to watch everything that happens in Area 1 of the second floor as well as the taproom. He is also able to hear the situation in the basement through his door. He will not join the fray to help the rekirrac, and if all four are destroyed before the front doors are opened he will wander out into the basement, feigning concern. A successful DC 16 Wisdom (Insight) check discerns that he is lying or faking his concern, but that is a far cry from solid proof of his involvement.

ACT THREE

If the party manages to open the door before defeating the rekirrac, Jaxil leaves his room and tries to prevent their escape. At this point he is panicking due to the interruption of his plan, and he becomes sloppy. Jaxil is ultimately a mercenary and a coward. If he suffers 9 or more hit points of damage, or is subjected to any condition, he surrenders. Otherwise he is happy to kill everyone in the inn, animating corpses to help him if given the opportunity.

If the party fails to open the door, but the rekirrac have been dispatched, Jaxil emerges, feigns concern for everyone, then makes his way to the door where he whispers the command word to break the *arcane lock*. Any adventurer in Area 1 of the first floor who succeeds on a DC 12 Wisdom (Perception) check notices this, which should be suspicious. If confronted, Jaxil will claim he was using a knock spell to open the door. This allows the necromancer to make a Charisma (Deception) check against the highest passive Insight of those present in the area.

If confronted Jaxil will try to fight and escape, but as noted above, he will surrender if he suffers 9 or more hit points of damage, or is subjected to any condition.

THE GOOD ENDING

If Jaxil is caught, he explains the entire plot. He freely admits his responsibility and identifies his client. He explains how he placed the cursed items throughout the inn while no one was looking, and he even tells his inquisitors about Griffith's involvement. He then begs for mercy. However, unless the party intervenes on his behalf and makes a very compelling argument followed by a successful DC 16 Charisma (Persuasion) check, Foundtruth demands that Jaxil be punished under the law. Jaxil is stripped of all belongings, including his clothes, and thrown outside of the city gates, left to the icy winds. This is certain to be a slow and unpleasant death as he freezes in the Fenriliki night.

Foundtruth then offers the adventurers free room and board for a week and all of Jaxil's gear (including his *amulet of arcane lock*, his spellbook, scholar's pack, component pouch, and one remaining *potion of clairvoyance*) as payment for their aid in dispatching the undead menace.

THE BAD ENDING

If no one notices Jaxil's actions or confronts him, he simply collects his necklace on the way out and leaves Kovokimru, having succeeded in his mission.

MAGIC ITEMS

The following magic items appear in this adventure.

AMULET OF ARCANE LOCK

Wondrous item, uncommon

This amulet appears to be a simple silver chain with a pendant that resembles an ornate padlock. If the amulet is hung from a doorknob, chest, or locking container and the command word is spoken, the amulet activates an arcane lock spell on the item in question. Uttering the command word again ends the effect.

POTION OF CLAIRVOYANCE

Potion, rare

When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

NONPLAYER CHARACTERS

The following NPC stat blocks represent new threats introduced in this adventure. For all other stat blocks, see the **5.1 System Reference Document**.

NECROMANCER

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Abyssal, Fenriliki, Orcish, Titan Speech

Challenge 2 (450 XP)

Spellcasting. The necromancer is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *filch**, *light*, *mage hand*

1st level (4 slots): *animate undead minion**, *expeditious retreat*, *mage armor*

2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *ray of enfeeblement*

3rd level (2 slots): *animate dead*, *ice shards*†

*see **Scarred Lands Player's Guide**

†see **Frostlands of Fenrilik**

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Possessions

Amulet of arcane lock, scholar's pack, component pouch, and one *potion of clairvoyance*

Spellbook. All prepared spells, plus 1st—alarm, feather fall; 2nd—darkvision, spider climb; 3rd—phantom steed.

REKIRRAC

Medium undead, any alignment

Armor Class 11

Hit Points 145 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The rekirrac can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The rekirrac can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Ice Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 1) cold damage and the rekirrac gains 5 temporary hit points.

Etherealness. The rekirrac enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the rekirrac that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this rekirrac's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

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CREDITS



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INTRODUCTION

The city of Kovokimru is the center of civilization on the dangerous arctic continent of Fenrilik. Aside from access to a wealth of local resources, Fenrilik controls the only reliable, permanent bridge across the Tobor Gorge. This means that travel and commerce from the western portion of the continent is performed at the whim and under the control of Kovokimru. Many settlements in the west resent this arrangement, especially the lumber-producing industry in Juroj.

Death at Djurmivikka is a short adventure for 4-6 characters of levels 3-5 that introduces this conflict through an act of sabotage in the largest inn in Kovokimru. As the adventurers prepare for an evening's rest, the patrons of the inn are trapped inside and attacked by monstrous, soul-eating undead.

THE CAST

Aside from the adventurers, there are a number of people staying at Djurmivikka when this adventure begins.

EMPLOYEES AND REGULARS

Frostlands of Fenrilik offers a few folks who can be found at Djurmivikka at any given time. This adventure assumes they are all present when the undead attack.

Foundtruth (he/him, N, eschek **spy**) is the owner of the inn and is working behind the bar in the main taproom (p. 4, Area 1) when the undead attack. His main concerns in this adventure are keeping his patrons alive, getting rid of the undead, and finding the party responsible for unleashing the creatures.

Khampfar (he/him, NG, orc **veteran**) Khampfar's years have caught up with him and his adventuring days are long in the past. While he is no coward, he is also in no condition to fight undead. He will protect himself or any who ask for it, but will not engage the undead directly unless pressed. When the attack begins, he is sitting in the northeastern corner of the second floor (p. 5, Area 1) wrapped in a blanket and looking out the "window" of clear ice next to his chair. He remains in that area throughout the attack unless directly targeted by the undead or harassed by the players.

Eltish (she/her, N, eschek **ice walker**) Eltish is in her loft (p. 5, Area 4) when the undead attack, and does not come out unless the creatures are routed into her area or someone (probably the adventurers) goes to her to ask for aid. She can be used as emergency aid for the party if they find the monsters of this adventure too difficult or challenging. If any of the party is reduced to zero hit points and fails two death saves, introducing a confused, frustrated, and nude eschek woman to save them provides a good safety net that will come at some cost (mainly putting up with Eltish's cantankerous attitude for the remainder of the adventure).

Tommelen (he/him, CG, human **berserker**) will only become involved if undead invade his kitchen (p. 4, Area 5), or if Foundtruth summons him.

Speltan (she/her, LN, slitherin **druid**) Speltan is the most likely NPC in the inn to rush to the aid of the party once the undead strike. However, as she is deep in relaxation in the sauna (p. 6, Area 1), she is possibly the least likely to notice the problem with the possible exception of Eltish.

OTHER PATRONS

In addition to the employees and regulars, the following people are at the inn.

GROUND FLOOR

These patrons begin the story on the ground floor of the inn.

Glittereye (she/her, CN, eschek **commoner**) is eating alone in the taproom (p. 4, Area 1) and enjoying a chilled wollahog chop dinner.

Hershel (he/him, NG, human **commoner**) sits at a table

in the taproom (p. 4, Area 1) with his wife, **Wafek** (she/her, NG, slitherin **commoner**). The couple is sharing a carafe of imported coffee from Ghelspad in celebration of their tenth wedding anniversary.

Taarna (she/her, LN, half-orc **commoner**) sits at the smaller table on the southeastern edge of the bar in the taproom (p. 4, Area 1), sharing a meal of stew with **Yarnaj** (he/him, LN, human **noble** (unarmed, no armor)). These two are in their late teens and have come to the inn after a hard day of studying at the mage tower, where they are both in the early days of their apprenticeships.

SECOND FLOOR

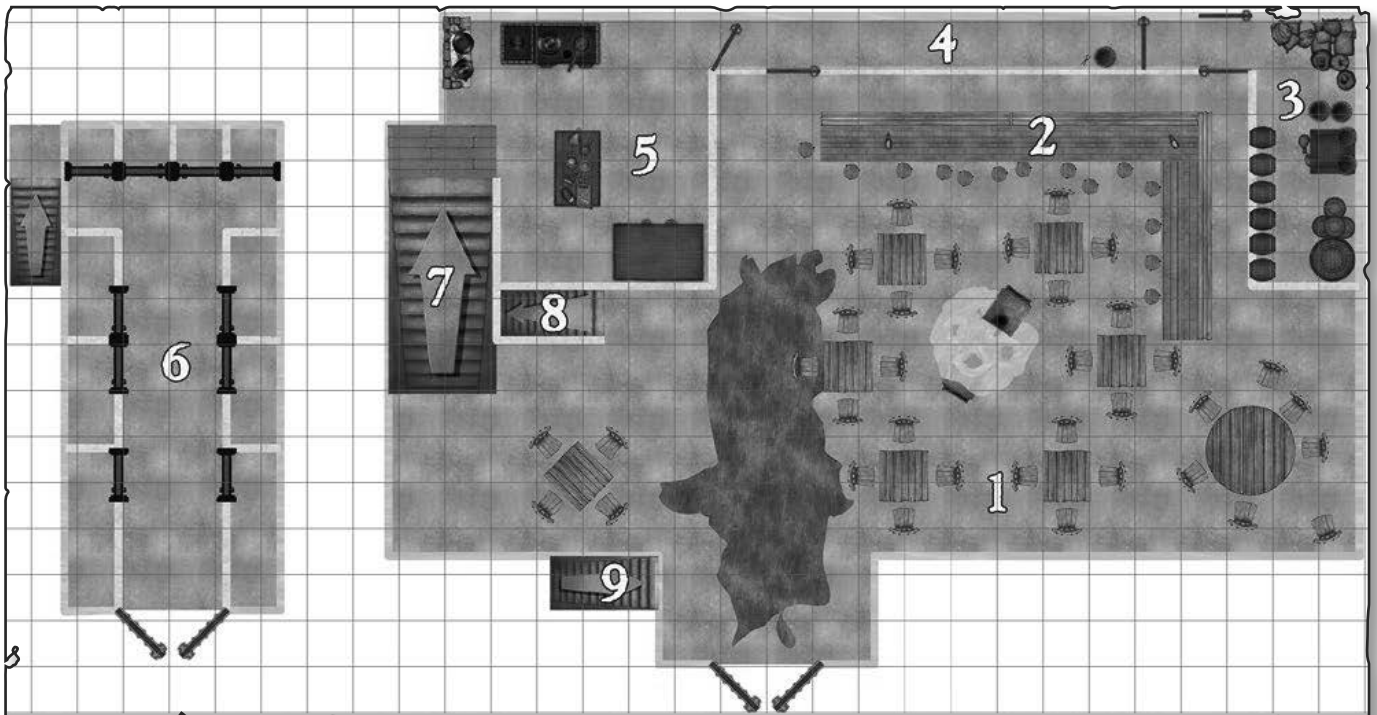
These patrons are on the second floor when the action begins.

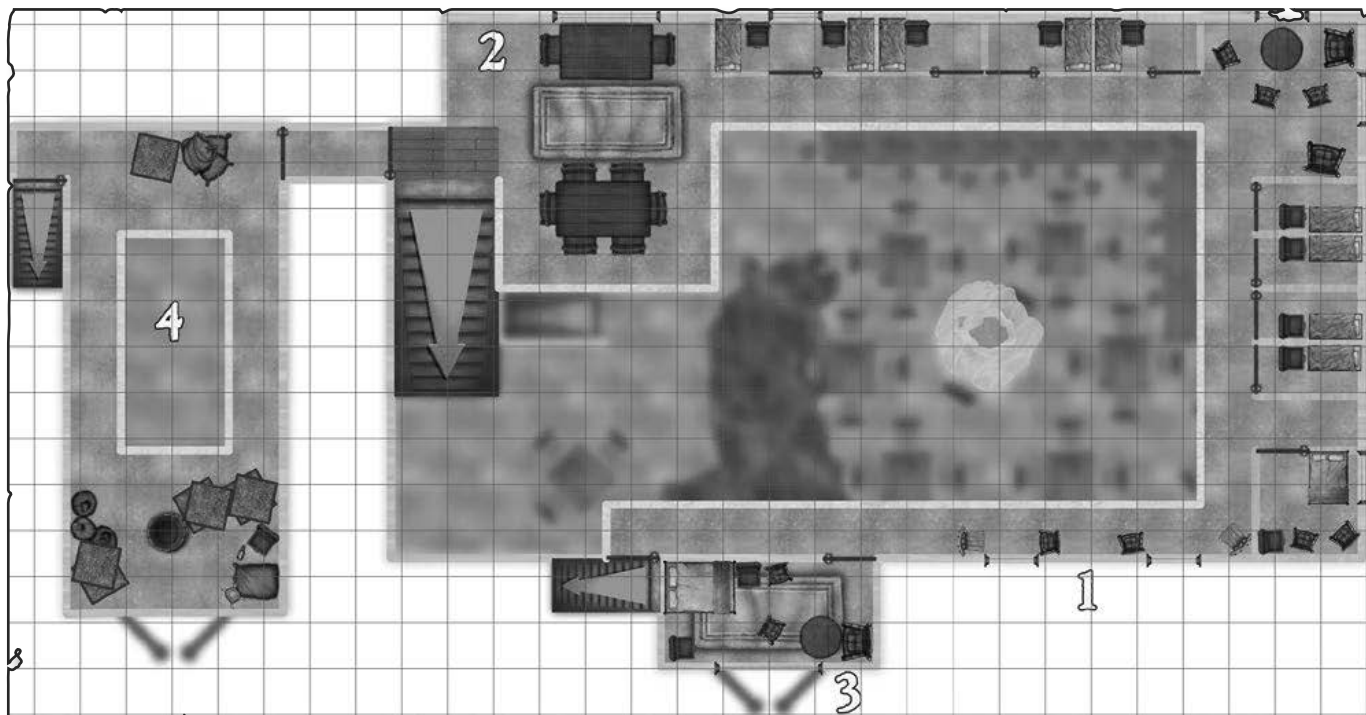
Löss (she/her, CG, krampek **commoner**) a new visitor to Kovokimru, Löss arrived with a group of adventurers a week ago. When her companions moved on to make the long journey to Vorudislav, she decided to remain behind and learn more about the city. She is sitting at a table in the northwestern portion of the second floor (p. 5, Area 1) speaking to **One Who Woke in the Watery Cave** (he/him, NG, taslenh **commoner**). When the undead attack, Löss panics immediately, while Watery Cave remains stoic. Unfortunately, this draws attention to Löss, making her the first target of the creature that erupts from her table.

BASEMENT

These patrons begin the adventure in the basement of the inn.

Aidan (he/him, CG, human **commoner**) shares a





permanent room with his husband **Bergrel** (he/him, NG, dwarf **commoner**). The pair are both asleep in their bed when the undead strike, as they work as lumberjacks and must rise well before daybreak to start their workday. Aidan is a light sleeper. Combat noise in the hallway will wake him, and he, in turn, will wake his husband. The duo emerge on the fourth round of combat, each armed with a handaxe. To represent this, replace the **commoner**'s club attack with the following:

Melee Weapon Attack: +2 to hit, reach 5 ft., one target., or range 20/60 ft. *Hit:* 3 (1d6) slashing damage.

They fight until either one is reduced to 2 hp or lower, at which point the one who is healthier will drag the other one back into their room (p. 6, Area 2, double bed on the west wall).

Bazur (he/him, N, orc **acolyte**) traveled to Kovokimru to seek out worshipers of Fraelhia after having a vision when he was lost in the wilderness outside Juroj. Nearly frozen to death, he saw the Snow Queen descend from the heavens and direct him to a nearby cave. The cave was warm and held the body of a wolf who had wandered there to die from an injury. Thanking the Snow Queen, Bazur ate the beast and regained his health before embarking to Kovokimru.

He is no coward, and is likely more frightened of openly revealing himself as a god-worshiper than he is of fighting the undead. He will not leave his quarters (p. 6, Area 2, second door from the west on the north wall). during the attack unless intruded upon. If he joins the fray he relies on a *sanctuary* spell to protect himself while tending the wounded.

Dorak (she/her, CG, dwarf **commoner**) is a trapper in town to trade furs. She and her business partner, **Thraddeus** (he/him NG, dwarf **commoner**) are in their quarters (p. 6, Area 2, room in the southwest corner) and will rush out on the second round of combat, armed with clubs. They will fight until one is reduced to zero hit points, or one becomes frightened, at which point they will retreat into their quarters, if able.

Suhreana (she/her, CN, halfling **commoner**) exits her room (p. 6, area 2, adjacent to the restroom in the northeast corner along the north wall) steps out of her room to investigate any noise that happens in the basement. This likely puts her directly in the path of one of the undead. She is not brave or quick minded and will die at the hands of one of the creatures, should the party fail to intervene on her behalf.

THE ANTAGONISTS

The action in **Death at Djurmivikka** is driven by a **rekirrac** attack, coordinated in secret by **Jaxil** (he/him, NE, human **necromancer**). Jaxil was hired by Andreas Kocheski, a Juroji half-orc lumberjack who wishes to cause chaos in Kovokimru. Andreas believes that rumors of a haunting at Djurmivikka could help wrestle control of the Tobor Bridge away from Kovokimru. The plan is faulty and not particularly well-thought out, but Jaxil was well compensated with paper and inks for his spellwork, so he is happy to perform the task.

TELLING THE STORY

Death at Djurmivikka is designed to be relatively quick and easy to set up, allowing the Game Master to set the stage, unleash the rekirrac threat, and then sit back and let the adventurers guide the action.

ACT ONE

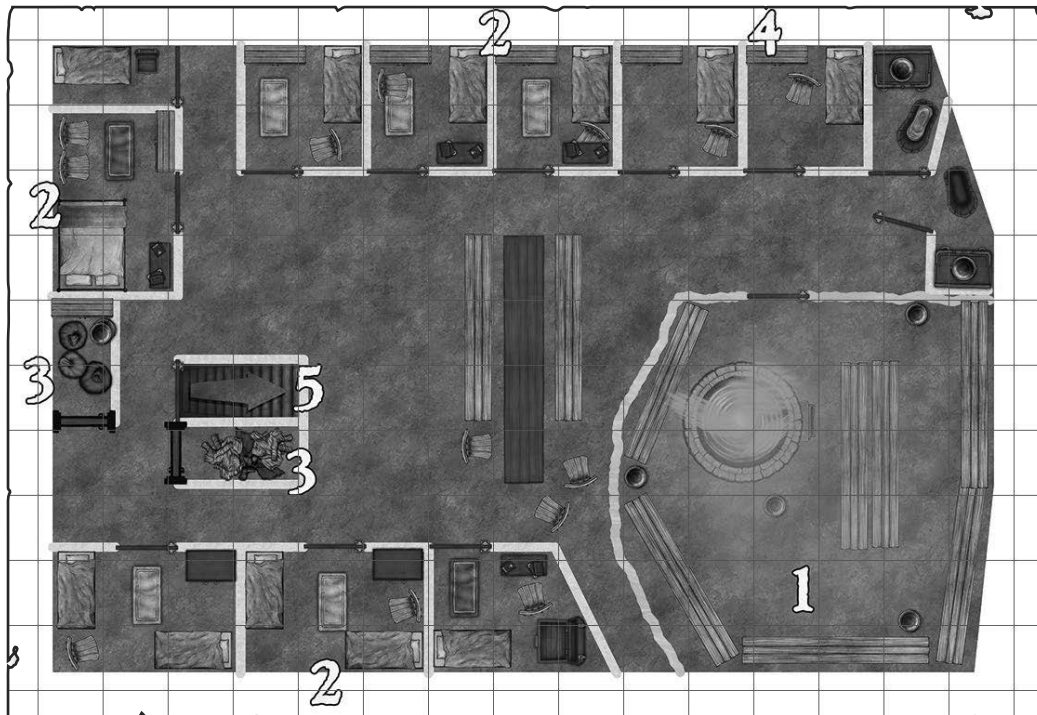
The tale begins when the adventurers arrive at Djurmivikka to seek shelter for the night. The Game Master can take their time introducing the various NPCs in the inn, depending on where the adventurers go, or can have the action kick off immediately when the party enters the inn, as if their arrival triggered the haunting. The most important thing is that the adventurers be well inside the building, preferably seated in the taproom, enjoying the sauna, or headed to their room when the action commences.

When there is no one near the door, a local boy named Griffith (he/him, CN, human **commoner**) places a magical necklace on the outside of the inn doors. This necklace acts as an *arcane lock* (DC 25 to pick the lock or break down the door). Griffith does not know what the necklace does, only that he was given a jug with two draughts of **amalthean goat milk** (see **Creature Collection** p. 7) by a stranger in exchange for placing the necklace on the door. In the highly unlikely event that Griffith is caught, he can identify the stranger as Jaxil. (Incidentally, Jaxil was given the milk by Andreas who acquired an amalthean goat in a dice game on his last trip to Stasiam.)

ACT TWO

Once the necklace is placed, 4 **rekirrac** (p.8) rise up inside the inn and begin attacking the patrons. Each rekirrac is bound to an object hidden around the inn earlier in the day by Jaxil. The hidden objects and their locations are listed below. Each object has a rekirrac bound to it. If the objects are found and destroyed, the rekirrac that is bound to the object is likewise destroyed. The objects are not especially resilient. Each item has AC 12, 3 hit points, and is immune to poison and psychic damage.

- A bone flute, crafted from a halfling's femur, hidden in the basement supply closet, next to the stairs (p. 6, Area 3). Can be found by searching the room and succeeding on a DC 13 Intelligence (Investigation) or Wisdom (Perception) check.
- A moldy waterskin, placed beneath the washbasin in the bathroom on the northeastern corner of the basement (p.6, northeast corner) Can be found by searching the room and succeeding on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check.
- An ivory carving of an eshek woman, stuck to the bottom of the round table in the taproom (p. 4, Area 1) with a waxy gum. Can be found by searching the room and succeeding on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check.
- A sealed glass jar containing a quarter pound of human flesh, floating in icy water, set on the floor under the table where Löss and Watery Cave are speaking on the



second floor (p. 5, Area 1). Can be found by searching the room and succeeding on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

When combat begins, Jaxil is in his room (p. 6, Area 2, middle south wall room). At the first sounds of combat, he drinks a potion of clairvoyance, centering the sensor in the middle of the second floor, allowing him to watch everything that happens in Area 1 of the second floor as well as the taproom. He is also able to hear the situation in the basement through his door. He will not join the fray to help the rekirrac, and if all four are destroyed before the front doors are opened he will wander out into the basement, feigning concern. A successful DC 16 Wisdom (Insight) check discerns that he is lying or faking his concern, but that is a far cry from solid proof of his involvement.

ACT THREE

If the party manages to open the door before defeating the rekirrac, Jaxil leaves his room and tries to prevent their escape. At this point he is panicking due to the interruption of his plan, and he becomes sloppy. Jaxil is ultimately a mercenary and a coward. If he suffers 9 or more hit points of damage, or is subjected to any condition, he surrenders. Otherwise he is happy to kill everyone in the inn, animating corpses to help him if given the opportunity.

If the party fails to open the door, but the rekirrac have been dispatched, Jaxil emerges, feigns concern for everyone, then makes his way to the door where he whispers the command word to break the *arcane lock*. Any adventurer in Area 1 of the first floor who succeeds on a DC 12 Wisdom (Perception) check notices this, which should be suspicious. If confronted, Jaxil will claim he was using a knock spell to open the door. This allows the necromancer to make a Charisma (Deception) check against the highest passive Insight of those present in the area.

If confronted Jaxil will try to fight and escape, but as noted above, he will surrender if he suffers 9 or more hit points of damage, or is subjected to any condition.

THE GOOD ENDING

If Jaxil is caught, he explains the entire plot. He freely admits his responsibility and identifies his client. He explains how he placed the cursed items throughout the inn while no one was looking, and he even tells his inquisitors about Griffith's involvement. He then begs for mercy. However, unless the party intervenes on his behalf and makes a very compelling argument followed by a successful DC 16 Charisma (Persuasion) check, Foundtruth demands that Jaxil be punished under the law. Jaxil is stripped of all belongings, including his clothes, and thrown outside of the city gates, left to the icy winds. This is certain to be a slow and unpleasant death as he freezes in the Fenriliki night.

Foundtruth then offers the adventurers free room and board for a week and all of Jaxil's gear (including his *amulet of arcane lock*, his spellbook, scholar's pack, component pouch, and one remaining *potion of clairvoyance*) as payment for their aid in dispatching the undead menace.

THE BAD ENDING

If no one notices Jaxil's actions or confronts him, he simply collects his necklace on the way out and leaves Kovokimru, having succeeded in his mission.

MAGIC ITEMS

The following magic items appear in this adventure.

AMULET OF ARCANE LOCK

Wondrous item, uncommon

This amulet appears to be a simple silver chain with a pendant that resembles an ornate padlock. If the amulet is hung from a doorknob, chest, or locking container and the command word is spoken, the amulet activates an arcane lock spell on the item in question. Uttering the command word again ends the effect.

POTION OF CLAIRVOYANCE

Potion, rare

When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

NONPLAYER CHARACTERS

The following NPC stat blocks represent new threats introduced in this adventure. For all other stat blocks, see the **5.1 System Reference Document**.

NECROMANCER

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Int +5, Wis +3
Skills Arcana +5, History +5
Senses passive Perception 11
Languages Abyssal, Fenriliki, Orcish, Titan Speech
Challenge 2 (450 XP)

Spellcasting. The necromancer is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:
Cantrips (at will): *chill touch*, *filch**, *light*, *mage hand*
1st level (4 slots): *animate undead minion**, *expeditious retreat*, *mage armor*
2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *ray of enfeeblement*
3rd level (2 slots): *animate dead*, *ice shards*†
*see **Scarred Lands Player's Guide**
†see **Frostlands of Fenrilik**

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Possessions

Amulet of arcane lock, scholar's pack, component pouch, and one *potion of clairvoyance*
Spellbook. All prepared spells, plus 1st—alarm, feather fall; 2nd—darkvision, spider climb; 3rd—phantom steed.

REKIRRAC

Medium undead, any alignment

Armor Class 11
Hit Points 145 (10d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15
Languages any languages it knew in life
Challenge 4 (1,100 XP)

Ethereal Sight. The rekirrac can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The rekirrac can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Ice Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 1) cold damage and the rekirrac gains 5 temporary hit points.

Etherealness. The rekirrac enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the rekirrac that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this rekirrac's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

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