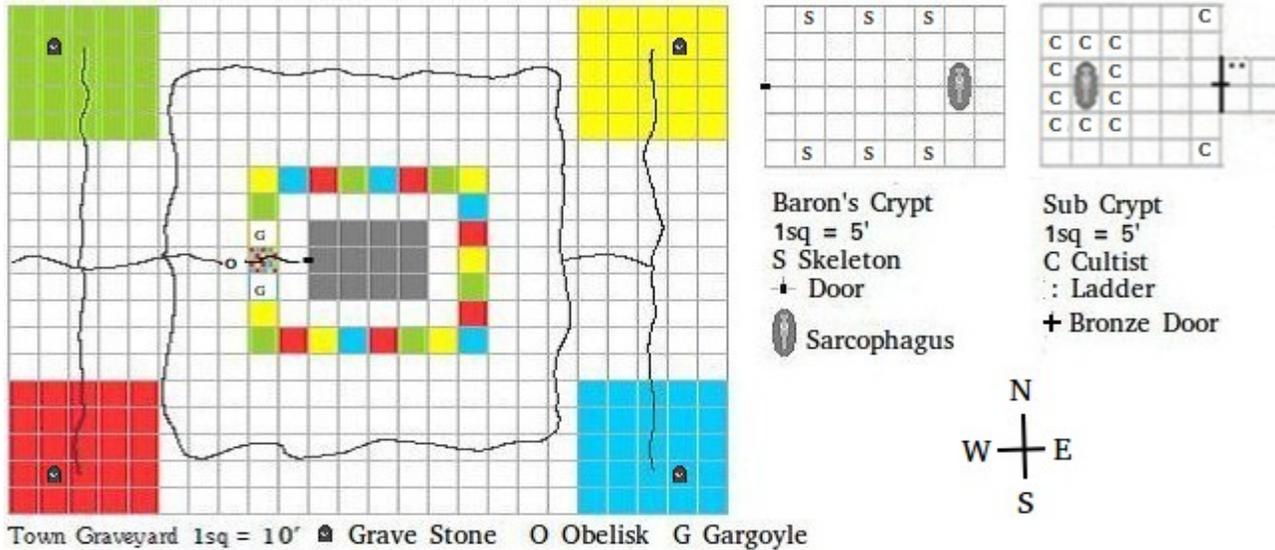


The Baron Rises by Joseph Reilly for 1-6 2nd level characters

[Legend says that "On the 13th day of the 13th year when darkness swallows the full moon Baron Vandilcroft will rise from his crypt to once again rule over the people of Riven.". That night has come and only you can stand against the Baron and break the curse that haunts the people of Riven.]



[You travel east along a little used path to an old cemetery. As you approach you see three cloaked figures pause briefly at small obelisk and then enter the large central crypt. The entrance is guarded by two stone gargoyles. What do you want to do?]

Cemetery Movement: Characters who leave the path will become disorientated and move in a random direction until they are back on the path. Characters can move freely around the four tombstones. There are many graves in this cemetery only the four relevant ones are marked.

Gargoyles: [Grinning stone statues whose eyes glow with a dull shifting light.]

Obelisk: [Stone obelisk with a bronze plaque. The plaque lists some twenty family names, at the top of the plaque are four stones Red, Yellow, Blue and Green.]

Characters must touch the four names from the tombstones in the correct order. The order is Freeman, Constalman, Kendrich and Millsmen. The names can be found on the east side of the tombstones in the four corners of the cemetery.

Obelisk trap: Attacking or attempting to go around or between the gargoyles without first disabling the trap will cause the characters to be teleported to a random corner of the cemetery just to the east of the tombstone. Attempting to approach the crypt from any other direction will teleport the character based on what colored square they attempt to cross. Every time a character is teleported or approaches a tombstone on foot a skeleton with glowing eyes that correspond with the color on the map will emerge from the tombstone and attack. The family name is on the west side of each tombstone. Skeleton HP 15 AC 16 Attack +4 Damage 1d6+2 from sword.

Crypt: [There is a sarcophagus and six burial niches along the walls]. Disturbing the skeletons or setting off the sarcophagus trap will cause the skeletons to attack. A close examination of the sarcophagus will reveal that it is really one solid piece of stone and cannot be opened. Below the feet at the base read the words "Charon's Tribute". A silver coin must be placed in the mouth of the sarcophagus. The sarcophagus will slide to the east revealing a ladder going down. Failure to use a silver coin will cause a 1d6 lightning attack to the character and will activate the skeletons. Skeletons HP 12 AC 16 Attack +4 Damage 1d6+2 with sword.

Sub Crypt: [You descend into a small ten by ten room with a bronze door to the south. The door is locked.]

Lock: DC 15 to pick (you gain surprise) or Strength Check of 15 to break open (no surprise).

Cultist HP 6 AC 11 Damage 1d4 with dagger.

Baron Vandilcroft: HP 20. AC 14 Damage 1d6+1 Scepter Bonus Action to activate scepter as follows:

Range attack on hit to do 1d4+1 damage and heal the Baron for same amount OR the Baron takes 1d4 hp and raises a dead cultist as a zombie with that many hit points. Any time a living cultist is killed the Baron absorbs his soul and heals 6 hit points. The Baron will rise from his sarcophagus after 4 cultists are killed.

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