THE HAUNTED GRAVEYARD

Level 3 Travel Event

A fog-filled graveyard that covers a rolling hillside has become haunted by restless spirits who float aimlessly across the grounds.

DC: 13 / **XP**: 1000
Possible Threats: Animated Armor, Beasts (Swarm of Bats, Swarm of Ravens), Death Dog, Gargoyle, Ghost, Undead up to CR 2, Vampire Familiar

FEATURES

- **DENSE FOG / EFFECT**

  Visibility within 60 feet of a character is Lightly Obscured. Everything beyond that range is Heavily Obscured.

  What sounds are distorted as they echo through the fog? Are there any signs posted in the graveyard?

- **DARK DISCOVERIES / COUNTDOWN 3**

  The characters must accumulate 3 successes in order to find what they seek within the Graveyard (or to travel through it). Every 10 minutes of searching, a designated guide makes a **Wisdom (Survival)** check to navigate the Graveyard or a **Charisma (Religion)** check to commune with the spirits and gain guidance. On a failure, the party encounters a hazard. Use the three hazards below in descending order for each failure, targeting the guide.

  What are the graves like in each section? Are there signs that someone has been here recently?

- **POLTERGEIST / HAZARD**

  An angry, intangible spirit follows the party, attacking once before fleeing into the fog.

  - **Telekinetic Fling**. Dexterity Saving Throw. One creature. Failure: **7 (2d4+2)** bludgeoning damage.

  Can a PC communicate with a spirit or convince them to pass on?

- **THE COLD HANDS OF DEATH / HAZARD**

  A group of skeletal claws burst from the ground beneath one creature, attempting to restrain them and pull them underground.

  - **Gripping Terror**. **Strength Saving Throw**: one creature. **Failure**: 2 (1d4) Necrotic damage, and the target has the Restrained condition (Escape: DC + the number of rounds the target has been **Restrained** by this hazard). While **Restrained** in this way, the target cannot speak as if affected by the Silence spell, and at the start of each of its turns, it is pulled 3 feet underground. If the creature remains **Restrained** by this hazard for 3 consecutive rounds, it is pulled completely underground, lacks air, and gains the **Suffocating** condition.

  How long does it take to notice a character has disappeared?

- **POSSESSED STATUE / HAZARD**

  Malevolent spirits inhabit the nearby statuary. 3 (1d6) **Animated Armors** or **Gargoyles** attack. Roll initiative. The animated creatures fight until destroyed. The spirits are unharmed.

  What else might be in a pot instead of oil? What are the chances that a pot might be empty?

MAKE IT YOUR OWN

Use the story beats below to customize *The Haunted Graveyard* for your campaign. Extend the story with *The Sealed Crypt* and *The Abandoned Sanctuary.*

WHO IS BURIED HERE?

d4

1	Soldiers of a long-forgotten war
2	Victims of a plague
3	Noble families
4	People of a nearby village

WHAT LED US HERE?

d4

1	**Find a Sealed Crypt**	A crypt sealed by magic holds many secrets
2	**Dig up a Grave**	A dead man took a secret to his grave and the party must dig him up
3	**Passing Through**	The path onward leads through, but the fog is dense
4	**Searching for a Secret Hideout**	Bandits with a way to protect themselves use this place to hide

WHO STALKS THIS CEMETERY?

d6

1	3 (1d6) Shadows
2	11 (2d10) Skeletons or Zombies
3	3 (1d6) Berserkers
4	2 (1d4) Ghasts
5	1 Wight leading 2 (1d4) Ghouls
6	1 Knight leading 3(1d6) Zombies (*Knight deals Necrotic damage instead of Radiant and is Undead)*

WHO'S HERE?

d4

1	**Noah Braumsfeld** *Human Pirate Captain*	**Wants**: Mutinied by his crew and drunk, he wrestles with mortality
2	**Aimes Von Lichten** *Goliath Priest*	**Wants**: Calm the restless spirits in the graveyard
3	**Drury Hallowell** *Tiefling Tough*	**Wants**: To rob a few graves—and worse!
4	**Beverly Greysky** *Dwarf Commoner*	**Wants**: To speak with her husband one last time