

A ONE-SHOT FOR LEVELS 1 OR 3

The Missing Cleric



*A village without its priest,
and a graveyard without its dead*

A FREE ONE-SHOT FROM

JAY'S RP CORNER

COMPATIBLE WITH FIFTH EDITION

Jay Graham

The Missing Cleric

The village of Ronuak has lost its priest. Its dead have been going missing for much longer.

The *Missing Cleric* is a one-shot adventure for two to four characters of 1st or 3rd level, designed to be played in a single session. The characters return to a village they have visited before, to find its priest kidnapped and its church wrecked, and follow the trail to a cave in the woods full of the village's dead. It isn't tied to any setting. Everything the Game Master needs, including every stat block and a map of the caves, is in this booklet.

Running this adventure

Choose a tier. Before play, choose the party's level: 1st or 3rd. Each encounter has a table giving the right opponents for that tier, and the villain waiting in the Main Cave changes with it.

A small party. This adventure is built for two to four characters. With more, add a few extra zombies or skeletons to the undead encounters.

Stat blocks. Every creature used is in the Bestiary at the back of this booklet, in the 2024 fifth edition format.

Adventure Background

This section is for the Game Master only.

The village of Ronuak borders the forest of Daravan, just north of the Vulture's Cross, a well-known place where criminals and wrongdoers are hanged and left for the vultures. Its only church belongs to the Hidden One, god of love, mystery, freedom, equality and secrets, and the worshippers of other gods often borrow it.

Ronuak's priest, **Brother Lashak**, is not what he seems. He is a necromancer. For months he has been digging up the village's graves by night, and taking the newly dead for himself instead of burying them, carrying the bodies to a cave in Daravan Forest for his experiments. His plan is to raise an army of undead, use it to slay the whole village, and repopulate Ronuak with undead slaves: the core of a new empire of the dead.

Lashak had an apprentice, an acolyte named **Mor**, though the villagers swear their priest worked alone. Mor saw a moment of weakness in his master when he realised that he could command the undead too, and he betrayed him. He sent the undead to drag Lashak from the church to the cave, but Lashak broke free there, and in the fight that followed, much of the undead army was destroyed. Master and apprentice met in the Main Cave, and one of them murdered the other. Which one survived depends on the party's level.

Adventure Summary

- **Part 1: Ronuak.** The mayor begs the characters to find the missing priest. The church, the graveyard and the frightened villagers hold clues.
- **Part 2: The Cave in Daravan Forest.** The characters follow the trail to a cave of thirteen chambers, full of undead, beasts and the village's stolen dead.
- **Part 3: The Main Cave.** The surviving necromancer waits over the body of the other, flanked by undead.

Part 1: Ronuak

The characters have been to Ronuak before, and met its mayor on their way out of the village the first time. Read or paraphrase:

A long journey finally comes to an end as you arrive back in the village of Ronuak, on the edge of the forest of Daravan, just north of the Vulture's Cross. The moment she is told you are in town, the mayor you met on your last visit comes running up the street, hopping from one leg to the other as she reaches you in the middle of the road, every local looking on.

"My friends! We need your help. I hope you aren't in need of healing, because our priest, Brother Lashak, has gone missing! There are signs of a struggle in the church of the Hidden One, where he lives. Please! I know you're here for rest and succour, and we'll provide it. I guarantee your room, board, food and wine will be free, and the village's emergency purse of 100 gold will be yours, of course! I only need you to bring our cleric home!"

With that, the mayor points at the church, with its symbol of the Hidden One, god of love, mystery, freedom, equality and secrets, and waves you off towards the old building, without haste.

The Villagers

As soon as the mayor leaves, the characters notice everyone keeping a respectful distance. A successful DC 13 Wisdom (Insight) check shows that the villagers are worried, even scared. They seem to be avoiding the church, even crossing the street rather than walk past it.

The villagers are reluctant to talk, mostly out of fear, but a successful DC 14 Charisma (Persuasion) check loosens their tongues. They are sure the church is cursed. For weeks there have been noises and strange goings-on there at night. Some claim to have seen undead wandering the graveyard, and others have heard noises inside the church in the dead of night, though admittedly these are mostly drunks and strangers.

The Church Grounds

The flowerbeds. The flowerbeds around the church have been trampled. A successful DC 15 Intelligence (Nature) check shows that the flowers were poorly cared for even before that, and that they are all foreign to the region, more like the plants that grow near the mountain marsh.

The graveyard is just as neglected, its earth turned over as if it has been dug up again and again. A successful DC 14 Intelligence (Investigation) check shows that every recent grave, and some older ones, have been dug up. A character who opens a grave draws horrified, fearful whispers and stares from the locals, making food and lodging harder to come by after the adventure.

Inside the Church

The inside of the church has been the site of a great fight: pews smashed, blood smeared on the walls and debris littering the floor.

Check	What It Reveals
DC 14 Intelligence (Investigation)	Many humanoid figures came in, trashed the place, and scuffled with someone who was already here. That person, most likely the priest, was subdued and carried off to the east. A scrap of his cassock is snagged on the edge of the broken lectern he used as a pulpit.
DC 12 Wisdom (Survival)	The blood is human, mostly; some is elven. None of it comes from anyone not native to the village.
16 or higher on the same check	The blood is old: some of it weeks or even months old, though it seems to have been spilled in the fight.
DC 14 Wisdom (Survival)	The kidnappers made no effort to cover their tracks, which lead east into the forest.

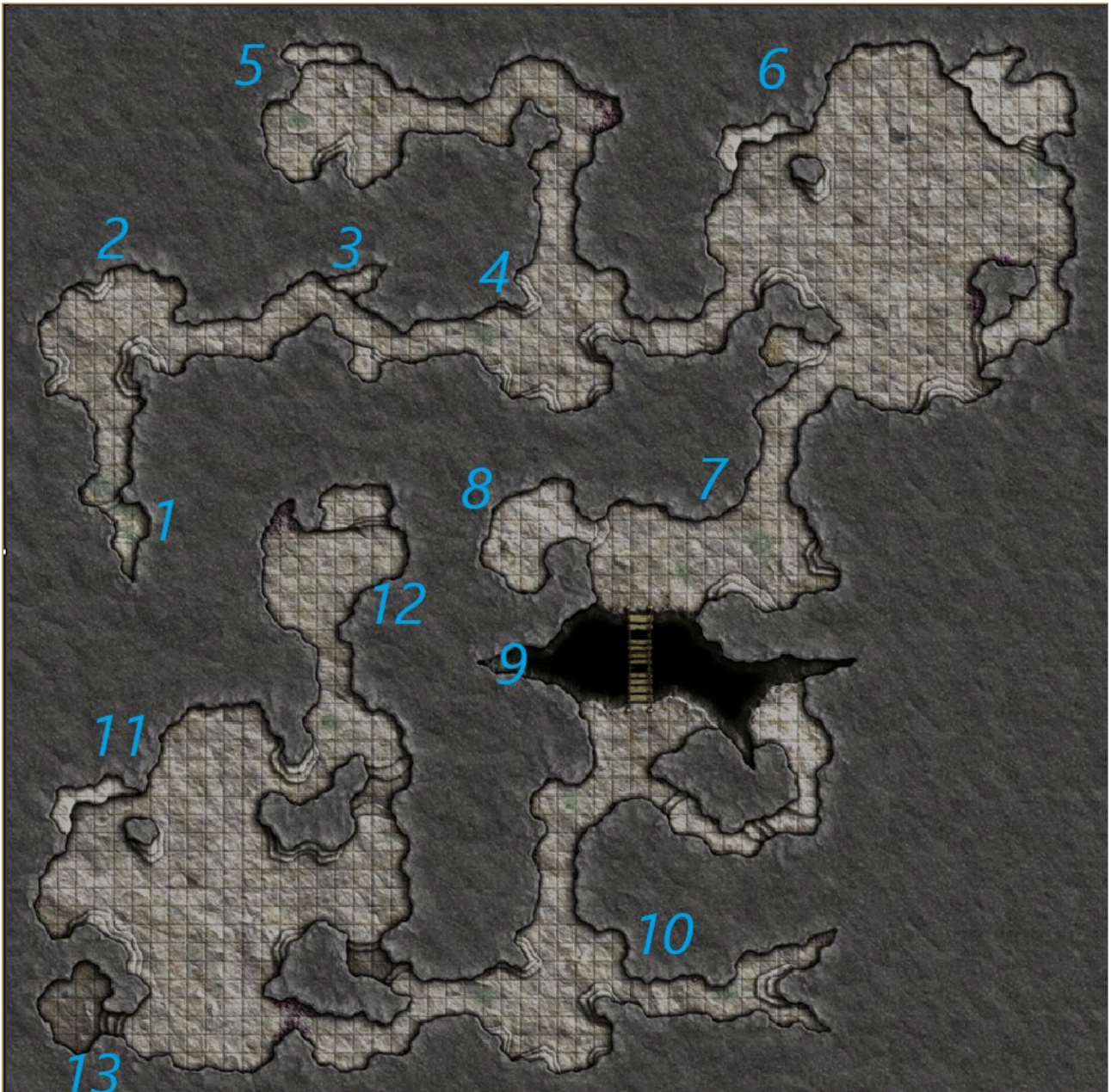
Brother Lashak's belongings. If no one can follow the tracks, a search of the priest's belongings turns up notes about an argument with an acolyte named **Mor**, though the village swore he worked at the church alone, and many references to a cave inside Daravan Forest.

Once they have finished at the church, the characters should be ready to head into the forest to find Brother Lashak.

Part 2: The Cave in Daravan Forest

Read or paraphrase:

The closer you get to the part of Daravan Forest that holds the cave, the more obvious it becomes: trodden grass, broken branches. Whatever came this way made no attempt to hide its passing. The cave mouth was subtle once, but now that a swathe of foliage has been ripped, torn and pulled aside, it stands out like a hole in the landscape. It is easy to find, and lies open, if not welcoming. The entrance is deep, dark and ominous, sloping roughly down for about 30 feet before levelling off into the darkness.



The Cave in Daravan Forest. Each square is 5 feet. Map made with the free Dungeon Generator at dungeon-generator.fantasy-calendar.com.

1. Entrance Cave

The cave is littered with scraps of leather, buckles and bones. Some who passed this way seem to have been abandoned... or killed!

A character who succeeds on a DC 12 Wisdom (Perception) check spots that the curve in the cave makes a perfect ambush spot for a giant spider.

Tier	The Ambush
1st level	Giant Wolf Spider
3rd level	Ice Spider

Past the spider's lair, the passage heads north through roughly hewn caves before opening into a wide cavern as it turns east.

2. Wide Turning Cavern

This large cavern is strewn with abandoned equipment and clothes. A DC 12 Intelligence (Investigation) check reveals that most of it is burial clothing and funeral trappings; some is modern, but some is decades, if not centuries, out of fashion. On a 16 or higher, the character also finds abandoned trinkets, rings and necklaces worth 30 GP in total. These are clearly family heirlooms, and some bear the family names of people from the village.

3. Guard Post

As the party passes the two alcoves here, undead attack from the darkness. They are in various states of decay, some covered in dirt, earth and mud according to their age. A successful DC 13 Wisdom (Perception) check shows that they have been dead for some time and are dressed, or partly dressed, as if for a funeral.

Tier	The Guards
1st level	4 Zombies
3rd level	8 Skeletons

4. Large Junction Cave

This large cavern is mostly bare. Two arrows are roughly scrawled into the walls: one, pointing to the north passage, clearly reads "Materials"; the other, pointing east, is more worn, and says something about a pass phrase.

A character who searches the cave and succeeds on a DC 14 Intelligence (Investigation) check finds the remains of a long-abandoned camp, left by adventurers who came here long, long ago. Hidden in the dust beneath it is a simple bag. Though old, the equipment is of high quality and in very good, if dusty, condition, having been wedged in a dry corner.

The Old Backpack

Explorer's Pack · Potion of Healing · Studded Leather Armor · 4 Daggers · 16 GP · 32 SP

5. Trash Cave

As you head up this passage, an awful stench of decay, sulphur and rot rises, growing stronger the further you go. Turning the corner, you are greeted by a pile of refuse, made largely of pieces of bodies, rotting corpses and less identifiable waste. As you enter, the pile shakes and shifts as something comes slithering out.

The creatures that have been rooting through the refuse slither out to attack as the characters enter.

Tier	The Scavengers
1st level	4 Giant Centipedes
3rd level	4 Gnoll Warriors

There is nothing of value here. The refuse and body parts are old, long dead.

6. Cave of Undead

Hordes of undead were gathered here, lined up like a growing army, all in various states of decay and all looking alike. A fight seems to have happened here, and most of the small army has been destroyed. The undead that remain turn on you the moment you arrive.

Tier	The Remnant Army
1st level	6 Zombies
3rd level	10 Skeletons

Once the undead are defeated, a successful DC 12 Intelligence (Investigation) check reveals that the undead are related to one another. On a 15 or higher, the character also realises that they are related to the people of the village.

7. Cavern

A giant rent in the floor of this large cavern opens into a massive chasm below. A strangely warm updraft rises from it, and the hot air seems to come and go in the rhythm of some gigantic creature breathing. A rickety rope bridge spans the tear, swaying in time with the hot air. In the northwest of the cavern is a small side cave, from which comes a soft grumbling, growling noise.

A successful DC 14 Intelligence (Investigation) or Wisdom (Perception) check reveals that something massive, possibly an ancient red dragon, is sleeping beneath the tear in the ground. A successful DC 13 Intelligence (Nature) or Wisdom (Survival) check identifies the growling in the side cave as a bear.

The bridge. The fragile bridge sways in the hot wind, and crossing it safely takes a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, the character is blown from the bridge and caught in the updraft from below. They could plummet onto the sleeping dragon, but harnessing the hot wind could let a clever player find another way out of it.

8. Bear Cave

Something has made a nest in this cave: a mother who has been stealing bones and meat from the undead to feed her young.

She isn't necessarily aggressive, unless the characters insist on intruding on her cave. A successful DC 14 Wisdom (Animal Handling) check lets a character interact with her without a fight. If the characters befriend her, they can take the bag near the cave entrance; she all but offers it to them.

Tier	The Mother
1st level	Brown Bear
3rd level	Owlbear

The Bag

3 Potions of Healing · 4 Daggers · Pipe of Remembrance · Cloak of Billowing (see “Magic Items”)

9. South Cave

The cave on the south side of the rent is littered with signs of magical combat against the undead. A successful DC 14 Intelligence (Investigation) or Wisdom (Perception) check shows that one person fought a group of undead here, overwhelmed them, and headed off to the southwest.

10. Mining Cave

The cave leading east from this cavern seems to have collapsed while it was being mined out. A few undead, crushed by the rockfall, are still here, armed with picks and assorted mining gear.

Part 3: The Main Cave

11. Main Cave

Read or paraphrase the text for the party's tier:

1st level. *This giant cave has been fitted out as a headquarters: maps of the village and the surrounding land, and pages and pages of plans. The body of a priest lies dead on the floor, clearly at the hands of his former ally. Standing over him is a younger man in an acolyte's robes. Flanked by undead!*

3rd level. *This giant cave has been fitted out as a headquarters: maps of the village and the surrounding land, and pages and pages of plans. The body of a young acolyte lies dead on the floor, clearly at the hands of his former master. Standing over him is a man in a torn priest's cassock. Flanked by undead!*

Tier	The Final Battle
1st level	Mor and 2 Zombies
3rd level	Brother Lashak and 4 Zombies

The Plans

With the mastermind defeated, the characters can study the plans and maps strewn around the cave. They reveal the truth set out in the Adventure Background: Brother Lashak was a necromancer, stealing the village's dead for his experiments and planning to raise an army, slay Ronuak and fill it with undead slaves as the core of a new empire of the dead; and his apprentice Mor betrayed him, and the two fought here. Everything the characters need to explain it all to the mayor is in this cave.

Hidden stairs. A successful DC 14 Intelligence (Investigation) check uncovers a small set of hidden stairs in the southwest of the cave.

The Necromancer's Treasure

Wand of Magic Missiles · 3 black onyx stones (150 GP each) · Bone Spellbook · Bone Bracelet of Survival (see "Magic Items")

12. Treasure Cave

The best of the loot stolen from the village is kept here: 500 GP and 500 GP worth of jewellery, all belonging to the village, along with a +1 Warhammer and a Cloak of Protection.

13. Exit Cave

This cave leads to a tunnel that Mor never knew existed, running back to the village.

Conclusion

Saved from imminent murder at the hands of an evil necromancer, the village hails the characters as heroes. The mayor pays the emergency purse of 100 GP, and if the characters return all the loot from the cave that belongs to the village, she adds another 100 GP.

The heroes pay for nothing while in the village: food, wine and lodging are all free. Within reason, they also get a 50 percent discount at the general store, buying any standard adventuring equipment at half price, and they are welcome to stay in Ronuak as long as they like.

If you are using milestone advancement, the characters gain a level at the end of this adventure.

Magic Items

Bone Bracelet of Survival

Wondrous Item, Uncommon. While wearing this bracelet of carved bone, you can cast *Spare the Dying* from it. It has 3 charges and regains all expended charges daily at dawn.

Bone Spellbook

Wondrous Item, Common. The necromancer's spellbook, bound in bone. It holds the spells its owner could cast (see the Mor or Brother Lashak stat block), and a wizard can copy them as normal.

Cloak of Billowing

Wondrous Item, Common. While wearing this cloak, you can take a Bonus Action to make it billow dramatically around you.

Pipe of Remembrance

Wondrous Item, Common. A long, slender wooden pipe with a bowl of smooth river stone. Ten minutes after you light it, the smoke you have breathed out, which hangs around you instead of drifting away, takes shape and acts out your greatest heroic deeds for 5 minutes, then fades. Once used, the pipe can't do this again until the next dawn.

Further Adventures

d4	What Happens Next
1	The Sleeper Below. Something huge is breathing beneath the rope bridge. What happens when it wakes?
2	The Marsh Flowers. The flowers in the church beds came from near the mountain marsh. Who was Lashak buying them from, and what else did they sell him?
3	The Vulture's Cross. A necromancer living a short walk from a gallows full of corpses. Were the village graves the only ones he was robbing?
4	The Old Camp. The adventurers who camped in the junction cave long ago never came back for their pack. What were they looking for?

Bestiary

The creatures of this adventure appear below in alphabetical order. Initiative shows the modifier, followed in parentheses by the score to use if the GM doesn't roll.

BROTHER LASHAK

Medium Humanoid (Human), Neutral Evil

Ronuak's priest, and secretly a necromancer building an army of the dead. The villain at 3rd level.

AC 15 (Mage Armor) **Initiative** +2 (12)

HP 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	13 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +3, Religion +5

Senses Passive Perception 11

Languages Common, Elvish

CR 3 (XP 700; PB +2)

Actions

Multiattack. Lashak makes two Withering Bolt attacks.

Withering Bolt. Ranged Attack Roll: +5, range 120 ft. Hit: 9 (2d6 + 2) Necrotic damage.

Spellcasting. Lashak casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

- **At will:** *Chill Touch* (2d8), *Mage Hand*, *Prestidigitation*
- **2/day each:** *False Life*, *Mage Armor*, *Ray of Sickness*
- **1/day each:** *Animate Dead*, *Ray of Enfeeblement*

BROWN BEAR

Large Beast, Unaligned

A mother bear who has been stealing from the undead to feed her cubs.

AC 11 **Initiative** +1 (11)

HP 22 (3d10 + 6)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The bear makes one Bite attack and one Claw attack.

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage.

Claw. Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

GIANT CENTIPEDE

Small Beast, Unaligned

AC 14 (Natural Armor) **Initiative** +2 (12)

HP 9 (2d6 + 2)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30 ft.; Passive Perception 8

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack* Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage, and the target must succeed on a DC 11 Constitution saving throw or have the Poisoned condition until the end of its next turn.

GIANT WOLF SPIDER

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 11 (2d8 + 2)

Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack* Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Piercing damage plus 5 (2d4) Poison damage.

GNOLL WARRIOR

Medium Fiend, Chaotic Evil

A scavenger drawn to the cave by the smell of the dead.

AC 15 (Hide Armor, Shield) **Initiative** +1 (11)

HP 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses Darkvision 60 ft.; Passive Perception 10

Languages Gnoll

CR 1/2 (XP 100; PB +2)

Actions

Rend. *Melee Attack* Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

Bone Bow. *Ranged Attack* Roll: +3, range 150/600 ft. Hit: 6 (1d10 + 1) Piercing damage.

Bonus Actions

Rampage (1/Day). Immediately after dealing damage to a creature that was already Bloodied, the gnoll moves up to half its Speed and makes one Rend attack.

ICE SPIDER

Large Monstrosity, Unaligned

A pale, frost-rimed spider that spins webs of ice.

AC 14 (Natural Armor) **Initiative** +3 (13)

HP 26 (4d10 + 4)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Vulnerabilities Fire

Resistances Cold

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 10

Languages None

CR 1 (XP 200; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs.

Actions

Bite. *Melee Attack* Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage, and the target makes a DC 11 Constitution saving throw. *Failure:* 9 (2d8) Poison damage, and the target has the Poisoned condition for 1 hour. If this damage reduces the target to 0 Hit Points, it is stable but has the Paralyzed condition while Poisoned this way. *Success:* Half damage only.

Ice Web (Recharge 5–6). *Ranged Attack* Roll: +5, range 30/60 ft. Hit: The target has the Restrained condition and takes 1 Cold damage at the start of each of its turns until freed. As an action, the target can make a DC 12 Strength check, bursting the web on a success. The web can also be attacked (AC 10; 5 HP; Vulnerability to Fire; Immunity to Poison and Psychic damage).

MOR

Medium Humanoid (Human), Neutral Evil

Brother Lashak's secret acolyte, who learned he could command the dead too. The villain at 1st level.

AC 14 (Scale Mail) **Initiative** +0 (10)

HP 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Deception +3, Religion +3

Senses Passive Perception 12

Languages Common

CR 2 (XP 450; PB +2)

Actions

Necrotic Bolt. *Wisdom Saving Throw:* DC 12, one creature Mor can see within 60 feet. *Failure:* 10 (3d6) Necrotic damage. *Success:* Half damage.

Baneful Prayer (1/Day). *Charisma Saving Throw:* DC 12, each creature of Mor's choice within 30 feet that can hear him. *Failure:* The target has the Frightened condition for 1 minute. It repeats the save at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. Mor casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

- **1/day each:** Blindness/Deafness, Command, Cure Wounds, Inflict Wounds

OWLBEAR

Large Monstrosity, Unaligned

AC 13 (Natural Armor) **Initiative** +1 (11)

HP 59 (7d10 + 21)

Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The owlbear makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage.

SKELETON

Medium Undead, Lawful Evil

One of Ronuak's older dead, raised and armed by Brother Lashak.

AC 14 (Armor Scraps) **Initiative** +3 (13)

HP 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Vulnerabilities Bludgeoning

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 9

Languages Understands the languages it knew in life but can't speak

CR 1/4 (XP 50; PB +2)

Actions

Shortsword. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage.

Shortbow. Ranged Attack Roll: +5, range 80/320 ft. Hit: 6 (1d6 + 3) Piercing damage.

ZOMBIE

Medium Undead, Neutral Evil

One of Ronuak's dead, dug up and raised by Brother Lashak, often still in its burial clothes.

AC 8 **Initiative** -2 (8)

HP 15 (2d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 8

Languages Understands the languages it knew in life but can't speak

CR 1/4 (XP 50; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Bludgeoning damage.

Continue the Story

The Echoes of Mar-thatch

A free one-shot for 1st, 3rd, 5th or 10th level, set in the Heartlands of Karn. A market village is haunted by ghosts that aren't ghosts, its people are losing their memories, and something in the graveyard is eating them. Free on DriveThruRPG, itch.io and the Fantasy Grounds Forge.

The TTRPG Companion to Nothing Dies in Darkness

The full campaign setting for the Heartlands of Karn, for the 2024 fifth edition rules: five kingdoms, their history and gods, new species options, backgrounds, subclasses, the Lost and Damned warlock patron, the Godsblood artifacts and new creatures, with a two-page map of the Heartlands by David Phillips.

Nothing Dies in Darkness by Jay Graham

The dark fantasy novel that started it all. Twenty years after the Witch-Queen fell, a High King's death on a frozen mountain sets something stirring in the Pit of the Lost and Damned.

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