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# PETRIIFIED AT ALDERTH KEEP

*A CHONKY BOY HAS MADE HOME IN AN OLD MANOR, ITS  
OCCUPANTS TURNED TO STONE!*





# Adventure Primer

## CREDITS

**Cover and Interior Illustrations:** Publisher's Choice Quality Stock Art @ Rick Hershey / Fat Goblin Games

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## RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in bold type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

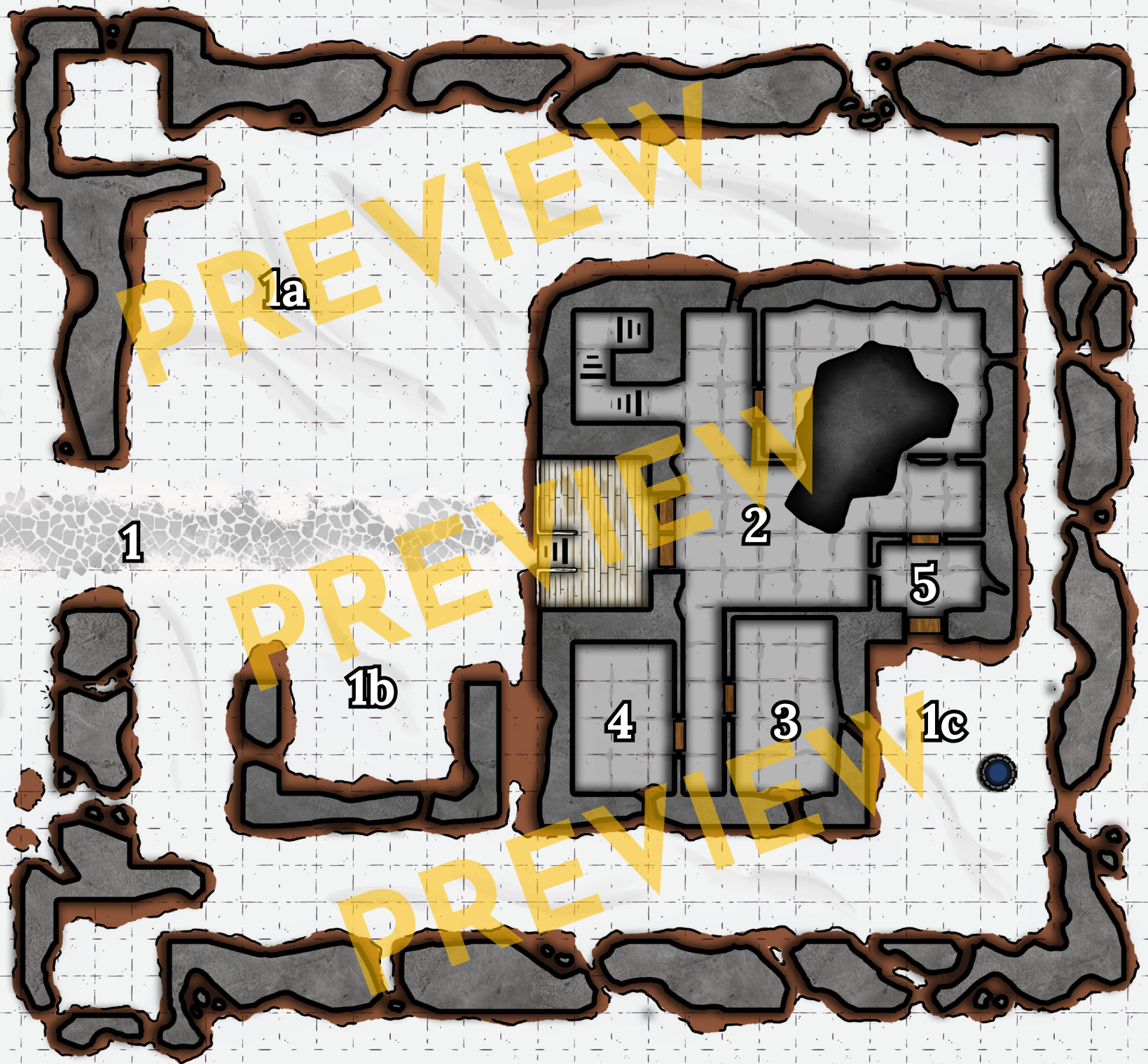
## Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

## Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful good
CG	Chaotic good
NG	Neutral good
LN	Lawful neutral
N	Neutral
CN	Chaotic neutral
LE	Lawful evil
CE	Chaotic evil
NE	Neutral evil



PREVIEW

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PREVIEW

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1b

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1c



PREVIEW



PREVIEW

PREVIEW



# Petrified at Alderth Keep

*Petrified at Alderth Keep* is a Fifth Edition adventure for **3 to 7 characters of 4th to 5th level**, and is optimized for **4 characters with an average party level (APL) of 4**. Characters who survive this adventure should earn one-third of the XP required to reach the 5th level. The characters are tasked with clearing out hostile creatures from the location so that it is safe for potential rehabilitation.

This adventure assumes placement in DMDave's Omeria campaign setting, specifically in the Vaskil Valley. However, it can just as easily be placed in any campaign setting that has a temperate and dry climate with cold winters.

## BACKGROUND

Alderth Keep was once the esteemed home of Irene Alderth, a human woman. She accrued considerable wealth as a merchant before commissioning Alderth Keep, where she intended to retire. Unfortunately, at some point during the keep's history it was besieged by a basilisk, which petrified the occupants and has lived at the estate since. After the attack, the keep fell into ruin. The basilisk's presence has scared off most nearby wildlife, with the exception of the uncowed cockatrices.

## ADVENTURE HOOKS

You can use the following adventure hooks to key your players up for this adventure.

**Treasure.** Rumors say there's treasure to be found beneath Alderth Keep, if you can get past the monster that lurks within.

**Trapped and Alone.** The occupants of Alderth Keep were petrified long ago, trapping their

minds, bodies, and souls on the material plane to slowly wither away to the elements. The faithful of the Temple of Tuteus in Steeproost are willing to pay 10 gp for each petrified soul that can be brought back to them to look after until somebody with greater restoration can free them.

## ALDERTH KEEP

Alderth Keep is a single-story stone building fortified by 10-foot-thick stone walls and two towers.

### General Features

Unless otherwise noted, locations in Alderth Keep have the following features.

**Ceilings.** The ceilings are 12 feet high.

**Floors and walls.** The floors and walls are made of stone.

**Doors.** The doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. None of the doors in this building are locked.

**Light.** Dim light filters into the first floor of Alderth Keep through the numerous cracks in the walls and roofing, suffusing the building. The cellar is dimly lit by a massive hole in the first floor and the adjoining caves are dark.

**Climate.** Cold, dry winds run through Alderth Keep.

**Petrified Creatures.** Basilisks have petrified a number of creatures in and around the keep. The petrified creatures retain their statistics and have the Petrified condition.

## Approaching the Keep

When the characters get within 1 mile of Alderth Keep, read the following:

A stone path leads up a hill to the ruins of a once-noble keep in the distance. Birds passing above steer around the keep, avoiding it, and the nearby fields are devoid of activity.

## KEYED LOCATIONS

The following locations are keyed to the map of Alderth Keep.

### 1 - Bailey

When the characters enter the bailey, read the following:

A cobblestone pathway leads through crumbling, 10-foot-thick fortifications up to the entrance of a single-story manor. There are two towers along the north wall of the battlements and the remains of a stable on the eastern side of the pathway. Petrified creatures are scattered around the field.

**Encounter: Animated Armor.** There are two suits of animated armor and two flying swords guarding the entrance to the keep. The suits of animated armor attempt to ask trespassers to state their names, however they have deteriorated to the point that they sound like grinding metal. They allow anybody that identifies themselves as a member



of the Alderth family to enter. Characters that attempt to enter without declaring themselves as a member of the Alderth family are prevented from entering, by lethal force if necessary. A successful DC 13 Intelligence (History) check reveals that estates sometimes used magical defenses to only allow expected guests and family, announced by name, to enter.

**1a: West Tower.** Six **cockatrices** roam in the field around the west tower. The **cockatrices** attack any character that gets within 20 feet of the west tower.

**1b: Stables.** There is a petrified **commoner** standing near the cobblestone path, a petrified **commoner** in the stables, and a petrified **riding horse** rearing in the stables.

**1c: Well.** Behind the main building there is a well that descends 30 feet into an underwater cavern. Six **cockatrices** roam around the well, attacking on-sight. Two of the cockatrice are playing on the rim of the well; if either is Surprised, one of them panics and knocks the other into the well. Additionally, there is a petrified **commoner** braced against the door to area 5.



## 2 - Main Hall

Read the following:

The doors of Alderth Keep open up to a 20-foot-wide, 25-foot-deep hall with tall, 12-foot-high ceilings. Hallways flank the main hall to the east and west, and the flooring to the northeast connecting to another room has collapsed, leaving a 20-foot-wide hole into the cellar. A staircase to the west spirals downward.

**Encounter: Stirges.** There are 10 **stirges** hanging from the ceiling. During the day, the stirges are asleep. Characters that are moving quietly and succeed on a DC 13 Dexterity (Stealth) check do not disturb them, however they wake up if the characters begin fighting in any other room on this floor.

## 3 - Library

Read the following:

Broken, rotting bookcases line the north, east, and west walls of this 25-foot-wide, 15-foot-deep room. A single armchair is pushed up against the bookshelf along the eastern wall. The petrified body of a human woman is shattered on the floor next to the armchair.

There is nothing of value in this room.

## 4 - Office

Read the following:

A chair and desk are pushed against the western wall of this 20-foot-wide, 15-foot-deep room. A worn, red rug decorates the floor.

**Encounter: Rug of Smothering.** There is one **rug of smothering** on the floor. If a creature enters this room alone, it attempts to smother them. If the characters escape or do not enter the room, the rug waits until the characters have left this floor to relocate to the main hall's entrance.

## 5 - Mudroom

This room has some shelves with old clothes and shoes picked at by moths.

**Jammed Door.** The door in the eastern wall is jammed shut from the outside by a petrified **commoner** that was bracing the door. Forcing the door open from the inside requires a DC 20 Strength (Athletics) check, which opens the door and shatters the petrified commoner on a success.

## 6 - Cellar

Read the following:

This 30-foot-wide, 40-foot-deep cellar is filled with crates and old wine barrels, concealing three petrified men. Dim light coming through a massive hole in the ceiling provides some visibility, revealing a broken wall to the east that plunges into darkness.



**Petrified Men.** There are three petrified **commoners** hiding behind wine barrels and crates in this room.

**Nook.** A nook along the southern wall contains a lever. When the lever is pulled, the loose stones that once composed the collapsed wall (see below) move into the cave 1 foot and then slide south out of the way.

**Collapsed wall.** The collapsed wall used to function as a hidden doorway to the caverns beyond. The wall was enchanted with transmutation magic to slide open to the caverns when the lever in the nook (see above) is pulled. The magic persists in the shattered stones.

## 7 - Cavern Entrance

This cave is completely dark. Characters that shine a light from the edge of the room see a pair of wispy blue eyes and a glint of metal sticking into the creature reflect the light back. There is a tunnel to the south that leads further into the cave.

**Encounter: Basilisk.** There is one **basilisk** in this room. It has a +1 *shortsword* embedded in its hide. A character that succeeds on a DC 15 Wisdom (Animal Handling) check can slowly approach the basilisk without it attacking them. Otherwise, the basilisk does not attack until the characters cross the collapsed wall and enter the darkness. Removing the *shortsword* from the creature requires a DC 20 Strength (Athletics) check, and on a success the basilisk stops attacking the characters (unless provoked) and regards the character that removed the weapon fondly. It only gives chase into the dimly lit cellar if its prey is attacking it from afar or on death's doorstep, otherwise it prefers to remain shrouded in darkness.

## 8 - Basilisk Nest

This dark, 30-foot-wide chamber features a large nest made of stone chunks and two petrified **ankhegs**. There is a pool of slow-moving water to the west and a tunnel to the southeast.

**Nest.** The nest is composed of fragments of petrified woodland creatures, a horse, and two human men.

**Ankhegs.** There are two petrified **ankhegs** in this room.

## 9 - Treasure Room

This dark room contains a single chest placed in the center of the room.

**Treasure: Chest.** The exterior of the chest is coated in a sticky, glue-like substance. The chest is not locked and contains 1700 cp, 800 sp, 83 gp, a bolt of fine cloth (25 gp), a rabbit fur talisman (25 gp), a pair of iron dice (25 gp), and a *gem of brightness* with 40 charges remaining.

**Trap: Conjure Elemental.** The bottom of the chest is marked with a *glyph of warding*, which casts *conjure elemental (earth)* when the chest is opened. To find the *glyph of warding*, a character must first overturn the chest with a successful DC 15 Strength (Athletics) check due to the sticky glue.

## CONCLUDING THE ADVENTURE

At the end of the adventure the characters have explored Alderth Keep, learned what happened to its occupants, and neutralized the threats that make the keep uninhabitable.

## Adventure Hook Resolutions

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

**Treasure.** If the characters fully explored the caves below Alderth Keep, they should have found the treasure in area 9.

**Trapped and Alone.** The faithful pay the characters 10 gp for each petrified commoner brought to them and offer prayers for those that the characters were unable to bring.





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