

DON'T LIE IN YOUR RESUME

Turns out a group of panicking officials tried to seal a dangerous crack in reality using ancient elven ritual magic... despite not actually understanding ancient elven ritual magic. The instructions said: "Close the Veil." The "translator" said: "Fix the nearest curtains." And honestly? The curtains look incredible.

You arrive exactly when Ard-Mor is one bad decision away from becoming a historical cautionary tale.

CURTAINS OF THE APOCALYPSE

In this story, you can expect:

- Solving bloodless murders while a tired dhampir gets publicly bullied by medieval peasants.
- Chasing emotionally complicated tombstones across the city before one gains political office.
- A roadtrip through haunted wastelands where every skeleton has unresolved anger issues.
- Convincing civilians to donate blood without making the city think vampires opened a startup.
- Defending reality itself from a mysterious beekeeper running an interdimensional insect build.
- Fighting a thunderstorm with boss music while the sky actively files complaints.
- Saving the world and emotionally bond with a gravestone named Harvak Dumbfist.

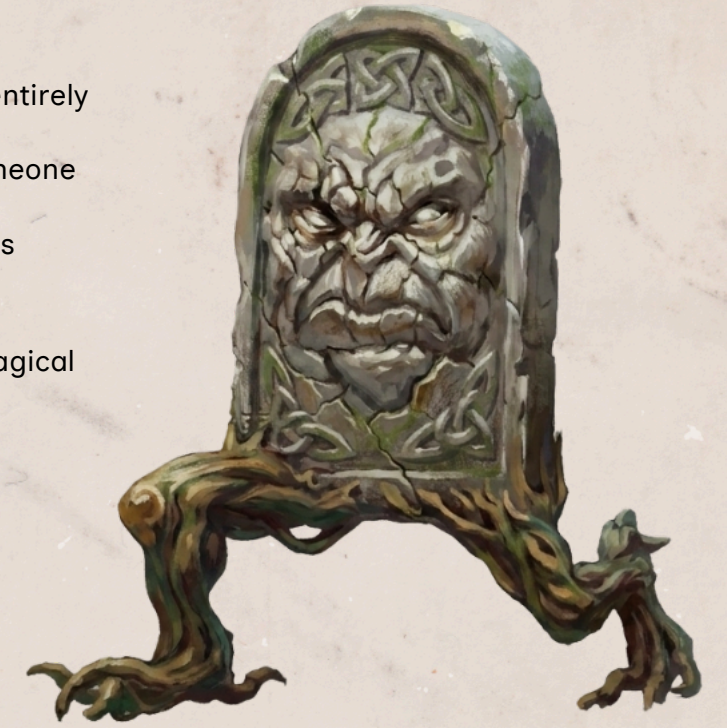
WHY YOU'RE IN THIS MESS

1. You witnessed a gravestone running through the city like it forgot an appointment. The guards saw you nearby and decided: "Congratulations. This is your problem now."
2. Someone found bloodless corpses. Someone else saw a dhampir. The city collectively rolled a natural 1 on critical thinking. You got dragged into the investigation before the crowd escalated from tomatoes to arson.
3. You accepted a perfectly normal-looking contract from the Bureau of Eternal Rest. The contract included: "minor unauthorized tombstone relocation." You should have read the fine print.



STARRING:

- **Senarel** – Dhampir investigator. Elegant vampire-adjacent occult specialist running entirely on professionalism and disappointment. Hates tomatoes.
- **Delphia** – Aasimar necromancer. Mortician goth girl with the emotional energy of someone attending a fun science fair.
- **Pran** – Blind oracle. Sees the future. Refuses to elaborate. Drinks tea while civilizations destabilize.
- **Varaliz** – Orc leader trying to maintain dignity while reality itself files for divorce.
- **Marda** – Old orc woman whose curtains accidentally became the most successful magical target in the region.
- **Harvak Dumbfist (The Tombstone)** – Dead gambler. Surprisingly supportive. Potential emotional support rock.



GRAVELY MISUNDERSTOOD INTRODUCTION

Instant Adventure for DnD.

Want the whole module?

The entire pdf includes extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

Get it via [DTRPG](#) or our [website!](#)

Ard-Mor is an orc capital built on military prestige and the collective belief that if everyone stays calm long enough, maybe reality won't collapse. Unfortunately, the dead are acting weird, tombstones developed opinions, somebody mistranslated ancient ritual, and now the barrier separating existence from cosmic horror is hanging on by duct tape.

Also there's a diplomatic visit from ancient vampire nobility happening RIGHT NOW. Amazing timing.

Warning: This adventure may include existential hauntings, necromantic bureaucracy, magical weather trauma, and realizing too late that "close the veil" required context clues. Choose wisely. The curtains certainly did.

NOT EVERYTHING DEAD STAYS CALM

Monster TL;DR

- The Running Tombstones – Not hostile. Just elderly and opinionated. One critiques poetry. Another wants spa access.
- Skeletons – Ancient undead warriors with unresolved trauma, swords, and zero conflict resolution skills.
- The Beekeeper – A mysterious entity standing on hills ominously while weaponized nightmare bees ruin everybody's evening.
- Veil Ghosts – Confused dead people wandering around saying emotionally devastating things like: "Where is my shoe?" Mood ruined instantly.
- The Storm Elemental – A walking weather app warning. Final boss energy so aggressive the sky itself starts buffering.

