

# WHAT THE FUDGE HAPPENED IN BALTHYME...?!

Long story short:

- The Dracolich sleeps tight in the cemetery crypt sealed by ancient magic
- Elric Gwyrmane, a high cleric, uses the powers of the abomination's phylactery to keep his wife alive
- Elric becomes paranoid and hires Dulch Mingums, a local scoundrel, to steal the phylactery so he can safeguard it at the Temple of the Divine Sun.
- Dulch steals the phylactery, awakening the Dracolich and initiating the undead plague!

*It's not a good idea to disturb the monster's beauty sleep.*

# WHY DO WE BOTHER?

- Patrol Encounter: Order of the Divine Sun investigates graves in the Old Grove Cemetery, and the PCs decide to put their two cents.
- Order Assignment: Elric Gwyrmane hires the PCs to exterminate or imprison cursed townsfolk.
- Broken Circle Investigation: Drustan Arwood hires the PCs to investigate the undead plague.
- Arcane Quest: Cedar Oswell asks PCs to find a mysterious amulet.
- Cursed Swarm: Strige Swarm attack results in a PC being bitten, causing a slow transformation into an undead.
- Refugee Encounter: PCs encounter refugees fleeing town. One turns into an undead during interactions, causing panic.

# WHO ELSE IS SNOOPING AROUND?

- Elric Gwyrmane: Cleric of the Order of the Divine Sun.
  - His wife's life is bound to the phylactery.
  - He hired Dulch Mingums to steal the phylactery.
- Cedar Oswell: Exiled Wizard with knowledge of death.
  - He wants to study the phylactery to learn about immortality.
- Carrion: Warlock with dark powers.
  - She is convinced the phylactery must be destroyed to end the plague.
- Drustan Arwood: Oathbreaker Paladin seeking glory.
  - He wants to desroy the pylactery and become a hero
  - He believes Osgar Leifberg stole the phylactery
- Dulch Mingums: Dwarf scoundrel without morals
  - He was hired by Elric Gwyrmane and succesfully stole the phylactery
  - He only cares about his own well-being, so he can be persuaded to give up both the phylactery and his boss.
- -Osgar Leifberg: Foreign Ranger
  - He seeks vengeance by hunting down monsters. Comes to Balthyme after hearing rumors about the undead outbreak.
  - He looks for the phylactery to destroy it.

# HOW DO WE KNOW THINGS?

- Old Grove Clues: Find disturbed graves in the **Old Grove Cemetery** revealing traces of necromantic magic.
- Library Research: Research at the **Grand Library** points to a powerful artifact linked to undead.
- Arcane Assistance: **Cedar Oswell** shares knowledge of the phylactery's properties.
- Interrogation: Capture an undead to extract information.
- Divine Guidance: Seek guidance from **Elric Gwyrmane** at the **Temple of the Divine Sun**.
- ...Or just go to the Caudle Tavern, Market Square or any place filled with gossips!

# HUNT BEYOND THE GRAVE

A Cheat-Sheet DnD adventure by:  
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Want the whole module?  
Click here to download the entire pdf, including extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

## KEY PLACES

**Old Grove Cemetery.** The source of of the undead plague; the Dracolich's crypt lies underneath.  
**Temple of the Divine Sun.** Place of worship filled with religious people; a great spot to perform rituals.

## INTRODUCTION

The Dracolich has awakened, causing an undead apocalypse in Balthyme City. Will the PCs join the monster and help to retrieve the phylactery, or will they fight it in an attempt to end the threat forever, if possible?

**Grand Library.** Good source of arcane knowledge.  
**Caudle Tavern.** Perfect place to rest and meet interesting people.  
**The Market Square.** The main hub of commerce, and the place of the city's festivities.

# WHERE IS THIS PHYLA-THING NOW?

- The Dracolich's phylactery was stolen by Dulch Mingums, causing the monster's awakening. Dulch keeps the phylactery in his hideout near the Tavern. But where exactly is it?
- Tavern Investigation: Track the graverobber to Caudle Tavern.
  - Street Chase: Engage in a chase through the winding streets of Balthyme.
  - Undead Trail: Follow a trail of undead creatures leading to the graverobber's hideout.

# ...NOW WHAT?

- Return What is Stolen: Place the phylactery back in the crypt to pacify the Dracolich. This will cause the plague to temporary stop, since the Dracolich is tired. Once he wakes up, he will tear Balthyme to shreds.
  - Divine Ritual: Bring the phylactery to the Temple of the Divine Sun to sanctify it. IT WAS A TRAP! Eric the Cleric hides the phylactery (or dies trying), the Plague grows stronger and Balthyme is torn into shreds.
  - Arcane Assembly: Collaborate with Carrion and perform a ritual to destroy the phylactery. If that's all the PCs do, then the Dracolith gets angry and - you guessed it - the city is torn to shreds.
  - Death to the Wyrn: If the PCs manage to defeat the Dracolich and destroy the phylactery beforehand, the undead plague ends, and the city is safe.
- However, if the PCs kill the Dracolich but the phylactery is still intact, the monster will eventually revive and - what an unexpected turn of events - destroy Balthyme.

## RITUALS 101: THE PHYRACTERY

Hating the local mages? Suspicious of religious people? No problem! With four easy steps, you can destroy the phylactery on your own!\*

1. Use powdered silver to draw a circle.
2. Place an expensive diamond in the middle of the circle and put the phylactery on top of it.
3. Spray the phylactery with holy water and channel magic for 10 minutes.
4. DON'T STOP! If you fail, the diamond will be lost.

\*99% of our specialists believe this may be true, but we are not responsible for any damage caused.