

DRAW OF THE WEEK!

Draw #1 The crucial test



System: Dungeons & Dragons 5e

Publisher: Wizards of the Coast

Genre: Fantasy

GM: Athos

The concept works and the first draw was a success. Now it's time for the crucial test, "Is it compatible with the most recognizable RPG out there?"

Let's find out!

In game setup:

Disaster strikes in the ziggurat of deceit. Five enter, only two leave. Chaos bleeds into the world and the survivors feel powerless to combat the darkness that was unleashed. Fraught with guilt over their actions the remaining adventurers seek to make amends for their mistakes, the two surviving party members desperately search for a way to restore order to a broken world. They can't do it alone however and begin searching for a way to resurrect their fallen comrades.

Spell casters with dominion over life and death are rare as few are faithful enough to channel such immense power. However, in the deepest part of the most putrid swamp land where hags and black dragons make their lairs, the party hear work of an old crone who can revive the dead with but a wave of her withered hand.

Like so many other fantastical tales though, there is a catch, there always is. The crone can bring the P.C.s back but their fate is tied to that of the survivors. Should the two survivors die, too much time elapses or too great a distance separates the newly united team then the remaining characters will find their souls cast into oblivion as the spiritual bonds tear apart.

The crone says to the Players, "I'm feeling generous my young adventurers. To the west there is a bay where the jagged rocks claim the passing ships. Lying speared on the rocks you'll find a vessel as black as the night with ethereal sails that used to carry it between worlds. In that broken hull there is something I want. A dark



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censer decorated with tiny sapphire skulls. Bring it to me and I'll be able to restore your friend's spirits completely, I'll consider your debt to me paid."

Now it's a race against time to complete the quest, return the item and save the players souls.

The Outcome:

The party have less than a week to cross the land to the coast, complete their quest and return to the old crone with the item in question.

The players cross the plains safely but when they get to the coast they find it swarming with all kinds of undead, both human and animal. The wrecked ship lies in sight, the ethereal sails phasing in and out of reality with every breath of the wind.

The party's ranger who is a master at hunting undead takes the lead and successfully carves a path through the living dead to the otherworldly vessel.

The party climb on board through a badly damaged part of the exterior on the starboard side and begin to venture into the boughs of the ship. As they delve deeper into the wreck they feel an unearthly force tearing at their souls, the party's health is slowly draining away and the previously defeated undead begin to rise again and continue their mindless pursuit of the living.

Can the adventurers find the censer and overcome the undead before this dark curse consumes them completely?

What horrors wait for them below the deck of this ghost ship?

Will the crone keep her word?

Will they even make it back in time?

What do you think will happen?

