

IN THE NAME OF SCIENCE



In this adventure, the characters investigate fresh corpses stolen from graves and a missing persons cases. The trail of clues lead them to the city's central university where a rivalry brews between two colleges and secrets run deep. Finally, a path of death and sadness leads them to a rogue scientist with grand and terrible ideas about life and death.

Suggested Level: 6

Now, a new monster is being born within the shadowy halls of the city's most populous cemetery, and it's up to a band of brave adventurers to put a stop to this terrible science before anyone else comes to harm.

BACKGROUND

The city of Lothburgh is a sprawling metropolis whose spiderweb of cobblestone streets are loomed over by dark stone buildings and kept damp by persistent mist. Aside from its size, the city's most notable features include Foxhaven University and the central Greyvaults cemetery.

Percival Godwin is a university researcher. Recently, his entire family was killed in a tragic house fire. Percival lacks the funds to pay for resurrection magic to bring them back to life, and the university refuses to provide assistance.

Spurning magic, Percival has turned to cold hard science. Through macabre experiments, he seeks the key to life and death. In order to conduct his experiments, Percival has required the freshest of corpses, and has taken to murder in order to acquire them.

The latest victim was Daniel Fortly, a student of necromancy at the university, who was singled out for his youth and intelligence.

With Daniel's head, and parts of other corpses, Percival has had a breakthrough in creating a facsimile of living flesh. Unfortunately, the creature escaped into the city, only to collapse in the streets. The body was scooped up and sold to the university as a cadaver, where it was soon identified and sent for burial.

RUNNING THIS ADVENTURE

This adventure is divided into three chapters:

Chapter I: Body of Evidence. The characters arrive in Lothburgh's central cemetery—the Greyvaults—and begin their investigation into the missing bodies.

Chapter II: An Arm and a Leg. All clues lead to Foxhaven University, where characters discover that Percival Godwin is behind the city's recent troubles and where he conducts his experiments. They also have a run-in with Percival's grave robbers, who are not happy to see them.

Chapter III: The Mausoleum. Back in the Greyvaults, characters must descend into the Godwin family crypt and put an end to Percival's mad experiments once and for all.

ADVENTURE HOOKS

Use one of the following hooks to pull characters into this adventure.

- Five recently-buried bodies have been stolen from the Greyvaults, Lothburgh's most populous cemetery. Clemency Moritz, the caretaker, has reached out to the characters for help. She hopes to resolve the matter before the end of the week, when the bereaved families must be informed of the theft. Moritz offers the characters 500 gp each and a pair of *goggles of night* as a reward.
- Several missing person cases have been troubling Grayson Verner, guard captain of the city's central district. At first, he believed they were unrelated; the people didn't know each other and there were no patterns in their race, gender, or profession. One of them just turned up, however: a missing student that was discovered on the university's own autopsy table. Grayson discreetly reached out to the characters to assist in the investigation, believing the problem to go beyond the capabilities of the city guard. He recommends the characters start at the city's central graveyard—the Greyvaults—where the body is awaiting burial. He offers 200 gp per character to investigate and solve the missing person cases, as well as a letter of recommendation.

WELCOME TO LOTHBURGH

On the banks of the wide Thistleback river, the gothic metropolis of Lothburgh serves as both a beacon of industrial progress and a cautionary tale of overaggressive expansion.

Intermingled with the mists that constantly hang in the city's streets and cling to the dark brick walls of its buildings is the soot and smog of interminable factories and foundries that have cropped up in recent years. Should one avert their gaze from the darkened skies and buildings, the oil-sheened surface of the Thistleback river would be there to greet them.

Lothburgh is a tapestry of life, where ambition and secrets dance a delicate waltz. Despite its environmental troubles, the streets of Lothburgh plays host to a sizable and diverse populace. Amidst the throngs of people, clad often in dark tones, one can catch glimpses of the curious and the weary, each life intertwined among the mysteries that permeate the city.

At the heart of Lothburgh, rising above its rooftops of gray slate, stands the resolute sentinel of the city—the Raven's Perch clock tower. A towering edifice of darkened stone and intricate ironwork, this haunting clock tower marks the passage of hours with solemn chimes that echo through the mist-laden air. Its presence casts an imposing shadow upon the surrounding Central District. From its lofty summit, one can simultaneously spy both the grounds of the esteemed Foxhaven University, and the quiet grounds of the Greyvaults Cemetery.

CHAPTER I

BODY OF EVIDENCE

In this chapter, the adventurers start their investigation in the Greyvaults. Start the adventure in Area 1A by reading the read-aloud text for that area. When players are ready to investigate matters at the university, continue to Chapter II.

CHAPTER LOCATIONS

The following sections describe the locations found within the cemetery and are keyed to maps included at the end of the adventure.

1A. THE GREYVAULTS ENTRANCE

The adventure starts as characters reach the Greyvaults in the late evening. Read or paraphrase the following:

Standing at its wrought-iron gates, the Greyvaults cemetery stretches before you, surrounded by an ivy-covered stone wall. In the evening light, the sea of tightly packed headstones cast long, ghoulish shadows over one another. Several mausoleums huddle in the distance, the joints of their stones weeping black streaks. Nearby, a bronze statue of a small dog guards the entrance of the cemetery from a plinth beside the gate.

Two small buildings stand side-by-side just inside the entrance: a wooden cottage and a windowless stone building with a large chimney. A red tiefling, covered in dirt, emerges from the cottage “I’m Clemency Moritz, caretaker of the Greyvaults. I’ve been expecting you.”

Clemency Moritz (NG tiefling **mage**) is the caretaker of the Greyvaults cemetery. No matter which adventure hook was used, she is expecting the adventurers.

Clemency Moritz. Clemency is generally friendly, but is more comfortable around dead bodies than living people and is awkward to a fault. Despite this, she promptly invites the characters to her cottage for tea. If the invitation is accepted, she plies them with homemade sweets and freshly brewed tea. Either way, she relays what she knows about the current predicaments. She knows the following bits of information:

- Five bodies have been stolen from fresh graves in the middle of the night. No clues or leads have been found.
- The body of a missing person is in the cemetery morgue. It showed up in one of the university’s anatomy classes, and was transferred to the morgue after identification.

Clemency has work to do around the cemetery, so if the characters want to speak more they can find her wandering about the grounds.

Developments. Characters should now know that they can proceed to the on-site morgue to examine the body, snoop around the caretaker’s cottage, or investigate the empty graves.

1B. CLEMENCY’S COTTAGE

The caretaker’s cottage is a cute, quaint little cottage, for all that it’s in a graveyard. Roses cling to a small trellis, and an herb and vegetable garden covers much of the fenced area around the cottage.

When Clemency is not present, the door is locked and requires a successful DC 13 Dexterity check and thieves’ tools to open. Once inside, read or paraphrase the following:

Drying herbs hang from the rafters. Five empty wooden coffins crusted with dirt are neatly stacked just inside, the nails pried off. A human skeleton stands in the corner of the room. A brain in a jar serves as a paperweight on the desk next to a thick leather-bound book.

The coffins once held the missing bodies (see Area 1D). The coffins have been carefully labeled with different names and dates of death, each of which is recent. Each is also adorned with a placard containing an illustration of the deceased.

The thick leather book is a textbook on necromancy from Foxhaven University, where Clemency was a student. Its primary author is listed as Professor Stravas Gravemore.

Treasure. The textbook is worth 50 gp, and can be sold back to the university for 5 sp. The brain can function as a key to the Godwin crypt in Chapter III.

1C. MORGUE AND CREMATORIUM

The morgue and crematorium is a windowless building made of dark stone that has an enormous chimney. It doesn't seem to be in use at the present moment.

Inside is one large, extremely cold, room. The crematorium furnace and its iron doors dominate one wall, while the opposite is covered in metal drawers for bodies. Only a single drawer is labeled, and its door hangs ajar, bent and nearly broken. The space inside is dark and empty.

The open drawer is labeled "Daniel Fortly." If Clemency is with the party, she informs them that the body of the missing person had been stored in what is now the open cabinet.

Characters with a DC 15 passive Perception (Wisdom) notice that the door was busted open from the inside. Without a check, characters notice deep scratches in the metal inside the drawer and a toe tag that reads "College of Anatomy and Physiology, Specimen #1818." A DC 17 Wisdom (Survival) check reveals bare footprints in the dirt outside, but the tracks disappear on the cobblestone path some distance away.

Developments. In the wee hours of the morning, the creature that was Daniel reanimated and escaped the confines of the body drawer. Shortly after, it was intercepted by Percival Godwin and taken to Area 3E.

Clemency is flabbergasted at the missing body, but admits that she hadn't checked on it since she interred it there last night.

If asked where the College of Anatomy and Physiology can be found, Clemency points characters toward Foxhaven University and says that her old teacher, Professor Stravas Gravemore, might provide more insight.

1D. EMPTY GRAVES

This area has been roped off at a distance to keep the empty graves out of sight. Hand-painted signs saying "Danger: Keep Out" are hung to keep away curious passersby and divert suspicion. After crossing the barrier and approaching the empty graves, read or paraphrase the following:

Piles of soil have been strewn about the area surrounding five deep holes that once held bodies of the deceased. No coffins fill the bottom of the graves; instead there is only several inches of collected rainwater from previous days.

Under orders of Percival Godwin, grave robbers dug up five fresh graves in this area and took the bodies to the College of Anatomy and Physiology. A successful DC 15 Intelligence (Investigation) check reveals a hastily scrawled note buried in the loose dirt. It is damaged by water, and all that can be made out are the words "... freshest possible ... deliver them to the anatomical theater ... per our usual ..." It is signed with the initial "G."

Developments. If the letter is shown to Clemency, she can direct characters to Foxhaven University, and posits that the culprits stole the bodies for experimentation. If asked about the initial, she claims ignorance, but if pressed, she points to both professors Godwin and Gravemore as possible authors of the note.

CHAPTER II

AN ARM AND A LEG

Foxhaven University is renowned for its advancements in the fields of scientific medicine and necromancy. Unfortunately this renown is overshadowed by the bitter feud between the colleges responsible for those advancements. Two professors of the colleges—Godwin and Gravemore—came to blows just over a week ago when Gravemore offered to raise Godwin’s family from the dead.

In this chapter, characters solve the missing persons cases and apprehend or defeat those responsible, but discover that some body parts are still unaccounted for. Chapter III may begin when they make their way back to the Greyvaults and the Godwin crypt.

CHAPTER LOCATIONS

The following sections describe the areas of Foxhaven University.

2A. CENTRAL COURTYARD

A wide expanse of green lawn is quartered by white stone footpaths that converge on a circular fountain in the middle of the open space. Looming on each side are dark brick buildings dotted with leaded windows and topped with black, dormered, roofs. Students, black robed, sit on benches, lean against trees, and scurry about with their books.

The courtyard provides access to all major areas of the university, as well as ample opportunities to overhear gossip amongst the students and faculty. For every ten minutes characters spend in the courtyard, roll on the University Gossip table to determine what they overhear.

If the characters stop a student to ask for directions, they are directed to the Dean’s Office.

2B. DEAN’S OFFICE

The dean’s office contains a large, wooden desk in front of a window that overlooks the central courtyard. It’s surrounded by bookshelves and plush reading chairs, with books and papers cluttering the floor and corners of the room. The bespectacled Dean looks up at you, bushy white eyebrows raised.

Fortros Grimaldi. Dean Fortros (LE gnome **commoner**) is not expecting company. If questioned about the toe tag or the missing student, Fortros flatly recites a prepared statement expressing “the university’s condolences in this difficult time.”

If presented with the note from the empty graves, he feigns ignorance. With a successful DC 15 Charisma (Persuasion or Intimidation) check, he admits that both professors Godwin and Gravemore have purchased cadavers from “less than reputable sources,” but he has looked the other way for the benefit of the university’s research.

If characters ask to see Godwin, Fortros tells them that he hasn’t been heard from after being placed on administrative leave following “an incident.” If pressed for details, Fortros will tell them about the altercation between Godwin and Gravemore.

Developments. The Dean gives the characters permission to explore the grounds of the university in pursuit of their investigation, so long as they obey boundaries—locked doors remain locked and nothing is to be taken without a warrant. He points them toward the anatomical theater of the College of Anatomy and Physiology, as well as Professor Gravemore’s office and the university library.

Treasure. Dean Fortros keeps a ring of keys in his desk drawer that will open up all the offices in the building, including Godwin’s office (Area 2F), as well as a seal and wax that can be used to forge a letter to convince the university librarian to hand over records.

d12	University Gossip
1	"Watch your wallet. I saw a couple of shady fellows skulking around the anatomy building earlier today."
2	"I heard Professor Godwin's whole family died. Trashed his office so bad the custodians won't even touch it."
3	"Did you see the fight between the two professors? I don't know what started it, but one of them got pummeled good until some of the undead servants intervened."
4	"Delilah told me that when Professor Gravemore offered to raise Godwin's family from the dead, Godwin flipped out and attacked him!"
5	"The heads of the necromancy and anatomy colleges have really been at each other's throats over getting new bodies. I don't understand why they can't just share."
6	"I'm going to need to pull an all-nighter to get this paper ready for Gravemore tomorrow. If you see me as an undead servant next week, you'll know I didn't get it done!"
7	"Daniel told me that Gravemore's zombie 'lab assistants' are students who couldn't pass his class."
8	"I heard the Dean put Godwin on administrative leave because he was going crazy. Poor guy lost his whole family, now he's gonna lose his job."
9	"The bodies they use at the College of Bone and Spirit are really fresh. Do you think they pay the families for them?"
10	"I wonder if Daniel skipped town or something. He hasn't been to class in a week now, and no one's seen him around town."
11	"You can't convince me that those bodies they've been getting are legal. There's just too many."
12	"Before he left, Daniel said he thought he knew where they got the bodies from, but he had to confirm it. That was the last I saw of him."

2C. ANATOMICAL THEATER

The anatomical theater is a large, brightly-lit space with a domed ceiling that lets in natural light. Wooden engravings and statues on the wall proclaim the institution's values and famous alumni. The seats are amphitheater-style, rising from the floor in rows so that every member of the class gets a good view of the central dais: a soapstone table with a drain. It's currently empty. There's a lever next to the table.

The lever moves the table and floor where anatomical dissections happen and reveals a staircase downwards. The staircase leads to a small morgue and collection of anatomical samples in glass jars. When the characters descend, read or paraphrase the following:

The ground opens up, revealing a set of stairs descending downwards. As you descend, the temperature drops until you can see your breath in front of you. Reaching the bottom reveals a small room with cases on the wall for specimens including a human's blackened lung, a compacted and splintered spine, and lymph vessels injected with metallic mercury. Beyond the cases there's a row of six sheet-covered bodies on tables.

Five of the bodies are those missing from the Greyvaults, and can be identified by any character who examined the illustrations of the deceased in Area 1B. Each body is missing a piece: two are missing an arm, two are missing a leg, and one is missing their entire torso.

The sixth body—a young man—is not readily identifiable, as it is missing its head. Characters may also notice that, unlike the other bodies, this individual died violently, and his torso is riddled with stab wounds. With a DC 12 Wisdom (Perception) check, characters can find a tattoo of a spider on the left shoulder blade, which can identify the body as belonging to Daniel Fortly (see Area 2E).

A character who makes a successful DC 13 Wisdom (Medicine) check can discern that the amputations were posthumous and made by an expert surgeon who took great care to leave tendons and veins intact.

Each missing piece was put together by Percival Godwin to create the creature that escaped from the Greyvaults morgue (Area 1C).

EVENT: UNINVITED GUESTS

As the characters finish examining the bodies, they are joined in the room by two brutish men carrying yet another body. They drop the body in an unceremonious pile at the door when they see the characters. The largest of the two approaches. Read or paraphrase the following:

“What are you doing here?” the man growls.
“You’re not supposed to be down here.” His presence seems to grow in the small room, and he brandishes a large knife.

This man is Stock (CE human **gladiator**) and the other is Coney (CN halfling **veteran**). They don’t attack immediately, but will at any sign of hostility from the characters. They know the following information, which they will impart if bribed with 50 gp, or with a successful DC 15 Charisma (Intimidation) check, or if one of them has been reduced to 0 hit points:

- They were hired by Professor Godwin to exhume bodies and deliver them to the college for dissection, but recently they’ve been unable to fill the need—particularly as Godwin demands less time between death and dissection. Instead of digging up graves, they’ve turned to murder.

- They killed the young man whose body is now missing a head, but they swear they saw him walking down the streets of the city the other day, though his movements seemed twitchy and wrong. They can confirm that the body still in the morgue has wounds consistent with those they dealt.
- They don’t know the name of the person they’ve just killed (whose corpse is on the floor). They were just at the wrong place at the wrong time.
- They don’t know what happened to the missing body parts, and swear the bodies had “all their bits” on delivery.

Developments. After dealing with Stock and Coney, characters may identify the sixth body as Daniel Fortly and return to Grayson for their reward. However, the missing head remains a dilemma. Grayson will give the adventurers their gold and let them go on their way, but will himself investigate the missing head and go missing in the coming weeks. Clemency, however, insisted that she receive the bodies back intact, and will not give the characters payment until they find the missing body parts.

2D. UNIVERSITY LIBRARY

A hand-carved wooden floor stretches the distant length of the library building, flanked on either side by candlelit alcoves filled to bursting with leatherbound books. Throughout the library, reading tables have been tucked into empty spaces, over which black-robed students hunch studiously over one—and sometimes several—volumes. Near the entrance to the library is a small desk behind which, illuminated by candlelight, sits a wizened female elf with thick spectacles and silvery gray hair.

The library is host to not only the university’s collection of books and research, but also various

official records, such as accounting ledgers and other histories. The steward of all the library holdings is the librarian, Liliana, seated at the desk near the entrance.

Liliana Seermore. Liliana (LG elf **commoner**) has lived more years than she cares to remember, and has forgotten more than most humans learn in a lifetime. She is warm and kind to most people, but bears a strict adherence to the rules that will see her sweet demeanor turn sour if anyone steps out of line.

It is against university policy to divulge university records to unauthorized personnel. However, characters can convince Liliana to do so with a DC 20 Charisma (Persuasion) check, or with a forged letter closed with Dean Fortros' seal (see Area 2B). If she does provide them with records, have each player make an insight check. Use the highest roll to determine what of the following information can be gleaned.

- **DC 10:** Professor Godwin authorized funds to deliver scientific equipment to Greyvaults cemetery.
- **DC 12:** Both Professors Godwin and Gravemore have spent large sums of money acquiring something labeled "educational materials."
- **DC 14:** A request for a personal stipend of 10,000 gp was denied to Professor Godwin.
- **DC 16:** Of the hundreds of incoming cadavers, only a third of them have any record of being properly buried or disposed of.
- **DC 18:** Professor Gravemore has set up several financial trusts to give money to the families of deceased who entered his service as "lab assistants."
- **DC 20:** Dean Fortros has been embezzling university funds for the past 20 years, amassing some 60,000 gp.

Developments. Information within library records can point to Professor Godwin's presence

in the Greyvaults cemetery (Area 3D), and to the good nature of Professor Gravemore. Characters may also use the information here to blackmail Dean Fortros to whatever ends they desire.

2E. GRAVEMORE'S OFFICE

One half of this circular room is lined with floor-to-ceiling windows that offer a view of the central courtyard. The other half is lined with bookshelves filled with various volumes, folders, and oddities such as human skulls and jarred appendages. Seated centrally at a modest desk are two black-robed individuals; one a gaunt man of advanced middle age and the other a young man in his early twenties. Five skeletons stand around the room, as still as statues.

The older man at the table is Professor Stravas Gravemore (N human **necromancer**). The other is Martyn Havermyer (NG half-elf **acolyte**), who acts as Gravemore's aide, and who was also Daniel Fortly's roommate.

Both are busy grading assignments when the characters arrive, and are mildly annoyed at the intrusion.

Stravas Gravemore. Professor Gravemore has been a professional necromancer in Lothburgh since he graduated the university several decades ago. Eventually, he took up a teaching post to pass his expertise on to a new generation. Out of habit, he speaks slowly and clearly so as to be heard and understood.

If informed that the characters are investigating the disappearance of Daniel Fortly, Gravemore will inform them that Daniel was his most gifted student, and top of his class.

If questioned about the altercation with Godwin, he will share details of Godwin's terrible loss, his financial barrier to resurrection, and his own offer to raise the Godwin family from the dead after the funeral at the Godwin mausoleum in the Greyvaults.

If presented with the note from the empty grave in Area 1D, he claims ignorance and truth-

fully says that he did not write it. A successful DC 15 Charisma (Persuasion) check will get him to admit to purchasing bodies from local hospitals.

Martyn Havermyer. Martyn is quiet and reserved, and is filled with melancholy over the disappearance of his friend and roommate.

Martyn can share the following information about Daniel:

- Martyn was the one who filed the missing persons report with the city guard.
- Daniel, being an orphan, has no next-of-kin.
- The night he disappeared, Daniel told Martyn that he felt he was being followed.
- Daniel and Martyn have matching spider tattoos on their shoulders. Daniel's on the left, Martyn's on the right.

Developments. Characters should have everything they need to identify the sixth body in Area 2C as Daniel Fortly. They should also know the location of the Godwin family inside the Greyvaults cemetery.

Treasure. The bookshelves contain an hourglass worth 25 gp, a magnifying glass worth 100 gp, and a sextant worth 50 gp. Attempts to steal these items cause the five **skeletons** to attack.

2F. GODWIN'S OFFICE

Godwin's office is locked, but the door can be opened with thieves' tools and a DC 13 Dexterity check, or the key from Dean Fortros' office. Upon entering, read or paraphrase the following:

Percival Godwin's office is a wreckage of torn papers, overturned furniture, and broken glass. On a table in a small alcove, untouched by the carnage, are six portraits in gilt frames. Surrounding them are the nubs of several burnt out candles. On top of a modest wooden desk in the middle of the room are three jars, two of which hold brains floating in liquid; the third stands empty.

After learning that he would not have the funds to resurrect his family, Percival Godwin tore apart his office in search of scientific answers. In several tomes, he was able to find clues that led him down the macabre path of his current research and breakthroughs, which ultimately led to Daniel Fortly's death and the creation of Godwin's monster. Godwin's handwritten notes may be found with a successful DC 12 Intelligence (Investigation) check. A further successful DC 15 Intelligence (Religion) check reveals that Godwin's interest is primarily in the creation of life and something he calls "the spark."

A successful DC 12 Wisdom (Perception) check reveals a ledger full of evidence that Godwin contracted grave robbers to procure cadavers, as well as the amount he paid them from his department's research funding (100 gp per body). One line item stands out as a specific request, for which Godwin paid 200 gp: "human male approx. 25 year, intelligent, extremely fresh—the brain is the key." This description fits the body of Daniel Fortly in the Anatomical Theater.

The brains on the desk belonged to members of the Godwin family. One has been taken by Percival to be used as a key to the deeper reaches of his family's mausoleum. The others are available for taking by the characters.

Developments. Characters can gather up ample evidence of Percival Godwin's misdeeds in this room. If presented to Dean Fortros, he collects the evidence and offers the characters a bribe of 100 gp to stay silent about what they found, as it could bring ruin on the university. Should they refuse, Fortros quietly sends two enforcers (use the **veteran** stat block) to attack characters shortly after they leave the university grounds.

CHAPTER III

THE MAUSOLEUM

After the escape and (partial) identification of his creature, Percival Godwin fled to his family's mausoleum in the Greyvaults cemetery. It is here that he has been conducting much of his research, even going so far as to experiment on his own family members in a bid to bring life to dead flesh.

In this chapter, the characters descend into the mausoleum, face Percival Godwin and his creations, and must decide whether to hide his research forever or give it to the college.

CHAPTER LOCATIONS

The following sections detail the locations inside the Godwin mausoleum.

3A. MAUSOLEUM ENTRANCE

The wrought iron gate stands ajar, framed by ivy-covered stone and a lintel engraved with "Godwin." The metal shrieks as it opens wider, revealing stone steps descending into darkness. All down the stone steps are a set of muddy footprints.

On a successful DC 13 Wisdom (Survival) check, characters notice that the footprints are two different sizes—one foot is much larger than the other. Characters who examined the bodies at the university realize that these feet would match the remaining foot on the two bodies missing legs.

At the bottom of the stairway the characters find a 25-foot square stone room lit by dying torches and lined by tombs with recumbent effigies. The center of the wall opposite from the stairs has an intricately engraved stone depiction of the Material Plane and, above that, two limp

human hands with a single finger outstretched toward the other. Between them is a hemispherical indentation. Any character with proficiency in Medicine or who makes a successful DC 10 Intelligence (Investigation) or Wisdom (Medicine) check realizes the hollow is the shape of a brain.

The entire carving is bisected by a razor-thin line, which causes the character with the highest intelligence score to realize that this is a door. The door leads further into the crypt, and cannot be opened by any means other than putting a humanoid brain into the indentation between the stone hands.

It's clear that someone has been here recently; there is a fresh half-eaten apple sitting on one of the Godwin ancestor's effigies as well as a small leather notebook.

The leather notebook is filled with scientific notations and laboratory notes that are incomprehensible even to scientists, as they're mostly illogical and skew toward religion rather than science. The front cover, however, is simple enough to read: "Percival Godwin, Professor of Life at the College of Anatomy and Physiology, Room 74." A successful DC 15 Intelligence (Religion) check reveals that the writer's interest is primarily in the creation of life and something he calls "the spark."

Developments. The characters will need a humanoid brain to continue forward. They can use one taken from Godwin's office (Area 2F), or may borrow the one in the caretaker's cottage (Area 1B).

If a humanoid brain is placed in the slot, read or paraphrase the following:

The stone door scrapes out of the way, a hidden mechanism slowly moving it into a pocket in the wall. Beyond is another stone staircase leading down to a flagstone hall lit by sconces that give off a cold light.

3B. THE HALL

In this dimly lit stone hallway, alcoves that once contained religious iconography have been filled with anatomical samples in glass jars. The hall extends to a final door, with six other doors before it.

Percival Godwin has been using this hall as his storage room and staging ground for research the college would deem unseemly.

The anatomical samples here are much grislier than those in the college's anatomical theater storage. Some of them appear to have been ripped from their original body, and many of them are non-humanoid, including a phoenix's body suspended in time and rotting in its container and a captured, writhing silver mist in a container that reads "DO NOT OPEN."

Treasure. Dean Fortros would pay 200 gp for the anatomical samples gathered here.

3C. THE CRYPTS

Each of these crypts is unique; the first two contain traps set by the Godwins long ago to deter possible grave robbers, and two others contain minor enemies. Each has a plaque on the outside and a heavy stone door that requires a successful DC 10 Strength (Athletics) check to open or close. The stone tombs beneath any recumbent effigies also require a successful DC 10 Strength (Athletics) check to open or close. Each crypt with a recumbent effigy also contains the corpse of a Godwin ancestor.

Experimental Subjects. Though long dead and heavily decayed, the bodies of the Godwin ancestors contain new additions: metal cylinders at each of their temples. If the characters physically remove one or both of these cylinders from a corpse, that corpse will not rise as a zombie in the fight to come in area 3E.

3CA. EUPHEMIA GODWIN'S CRYPT

This crypt holds an empty recumbent effigy of a woman with elaborately curled hair.

If a character attempts to open the stone tomb beneath the effigy, it animates and attempts to grapple them (escape DC 18). Another creature can use the Help action to provide advantage on this check, or smash the effigy (AC 18, 10 hit points, immunity to fire and psychic damage). The effigy can only grapple one character at a time, and will attempt to grapple any creature within 5 feet while anyone is still in the crypt.

Treasure. The tomb contains a golden hand mirror worth 50 gp.

3CB. WALTER GODWIN'S CRYPT

This crypt contains a recumbent effigy of a man in a fine suit.

Five feet inside the door is a pressure plate. The trap can be spotted with a passive Perception of 17 or higher, or with a successful DC 15 Intelligence (Investigation) check. It can be deactivated with a DC 15 Dexterity check and thieves' tools, or avoided by stepping around it. If the trap is triggered by a weight of 50 lbs or more, the stone door slams shut and any creature standing in the way must make a DC 14 Dexterity saving throw, taking 2d6 bludgeoning damage on a failure, or half as much on a successful save. Those who succeed on the save choose whether they are shut inside or outside the room, but others are shut inside and trapped. Have players roll initiative as all of the air is sucked out of the room.

The door can be opened again with a successful DC 22 Strength (Athletics) check. It has AC 18 and 50 hit points. The door is immune to cold, fire, lightning, necrotic, poison, and psychic damage. Creatures inside cannot communicate verbally through the stone door as it blocks sound, but damage dealt to either side reduces the door's overall hit points.

Treasure. The tomb contains two *potions of healing* and a gold signet ring worth 10 gp.

3CC. EDMUND GODWIN'S CRYPT

This crypt contains a recumbent effigy with a particularly ornate design, including tiny statues of cloaked anonymous weepers forever mourning Edmund's passing.

Opening Edmund's tomb releases a cloud of mold spores that fill the room. Any creature in the area must make a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute.

Treasure. The tomb contains hundreds of love letters—each addressed to Edmund—as well as a bottle of cologne that gives advantage to all Charisma (Persuasion) checks for one hour.

3CD. ALPHONSE GODWIN'S CRYPT

This crypt holds a recumbent effigy of a man wearing robes with a dog curled up at his feet.

Treasure. The tomb contains one hundred balls, of the kind used to play fetch with a dog.

3CE. MARGARET GODWIN'S CRYPT

This crypt contains a recumbent effigy of a woman with her hands laced over her chest.

If Margaret's tomb is opened, three **swarms of insects (beetles)** emerge from the tomb and attack the characters.

Treasure. The tomb contains a gold and emerald scarab brooch worth 20 gp.

3CF. CONSTANCE GODWIN'S CRYPT

This crypt includes a recumbent effigy of a woman praying, one hand clasping a holy symbol and the other holding a sword.

Treasure. Next to the corpse is an empty tithe box. Painted on its lid is the phrase, "May the divine smile upon the acts of the selfless." Any coins put into the box immediately disappear. The first character to put 1 gp or equivalent coinage into the box receives 1d8 temporary hit points.

3D. LABORATORY DOOR

Beyond the crypts stand a set of trapped metal doors that separate Area 3C from 3E. The trap can be spotted with a passive Perception of 17 or higher, or with a successful DC 15 Intelligence (Investigation) check, which reveals tiny holes in the ceiling. The trap can be disabled with a successful DC 13 Dexterity check and thieves' tools. The trap is triggered when any creature attempts to open the door from the hallway side.

If the trap is triggered, roll initiative as flammable gas floods the hall from the holes. On initiative count 10, the gas fully fills the hallway and any open crypts.

On initiative count 10 of the next round, there is an audible click and the gas explodes, creating a wall of fire that starts at the laboratory door and moves down the hall 10 ft. every turn. To escape from the explosion, characters can ascend the stairs or shut themselves in a crypt. Closing a crypt door requires an action. Any creature engulfed in flames takes 14 (4d6) fire damage.

After the trap is expended or has been disabled the characters can open the door to Area 3E.

3E. PERCIVAL'S LABORATORY

The stench of harsh chemicals and decay hits you like a wave. The foul air hums with electricity.

In the center of the room, black streaks of old blood swirl over the stone floor and down a drain. To the right, a massive pile of body parts fills a corner of the room. On the far wall, a body lays on an altar-like table, surrounded by electrified metal coils. To the left of the altar is a metal chamber large enough for a single humanoid.

To the left, behind a dingy L-shaped desk, wearing a bloodstained lab coat, stands Percival Godwin. Pale and gaunt, he looks at you with wild, dilated eyes from under a burst of unkempt hair.

"You need to leave now," Godwin grates out, his voice seemingly rusty with disuse. "For your safety." His eyes flicker to the body on the table.

Percival Godwin has set up a laboratory here to finish his research. The chamber behind the altar is for Godwin's protection from his creations and has a lockable door that requires a DC 17 Dexterity check and thieves' tools to open.

Percival Godwin. Godwin has been driven mad by grief, sleep deprivation, and delusions of grandeur. He has become blind to the horrors that he has wrought. He knows the following information, and will impart it willingly, so long as the characters are not hostile:

- He began his obsession with creating life from death when his family was killed in a fire. He petitioned the university for a stipend to purchase resurrections, but was denied and took matters into his own hands.
- He believes that life and death should not be left in the hands of capricious gods and their extortionist clergy.

- He hired Stock and Coney to procure bodies for the college, but began making more specific "commissions" for his own research.
- The creature has begun to form a will of its own, and it's violent. He gestures to the deep scratches on his arm.

As the conversation comes to an end, **Godwin's creature** begins to stir. The characters have moments to prepare before it rises and attacks the nearest target, whereupon Godwin locks himself inside the metal chamber.

On his turn, Godwin flips a switch that electrifies the remaining residents of the crypts in Area 3C, who emerge as **Godwin zombies** and arrive on initiative count 20 of the next round. On subsequent turns, he uses the equipment in this room to shock his creature and zombies, restoring 5 (2d4) hit points to any that have not been reduced to 0 hit points.

Developments. With Godwin taken care of, and the parts of the missing bodies recovered, the characters are free to gather their rewards from the adventure hooks.

CONCLUSION

If the characters prevail, Godwin's experimentation days are over and the characters can receive their reward from their quest-givers. Daniel's family and friends are still wracked by grief, but are grateful that they have some form of closure.

Clemency rejoins the stolen body parts with their rightful owners and re-enters the bodies. If this is done within the week, the families of the deceased are none-the-wiser.

Grayson is delighted to close some missing persons cases, but sighs at the paperwork of sorting through the pile of body parts Godwin has left behind.



GREYVAULTS CEMETERY

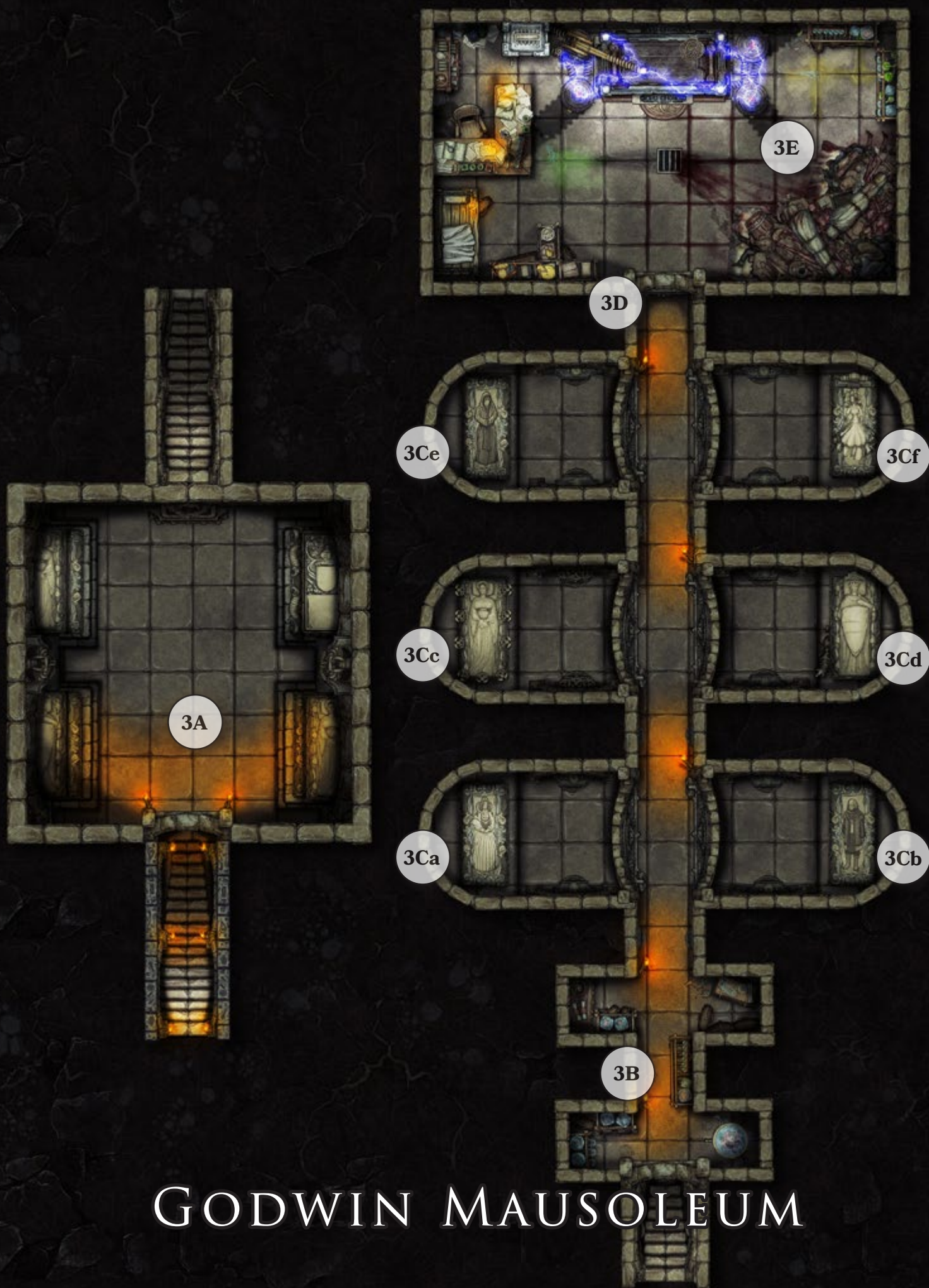


2B

2C

2F

FOXHAVEN UNIVERSITY



GODWIN MAUSOLEUM

ADVENTURE STAT BLOCKS

CR
1/4

Acolyte

Medium Humanoid (Any Race), Any Alignment

Hit Points		AC	Prof. Bonus		Pass. Perc.
9		10	+2		12
STR	DEX	CON	INT	WIS	CHA
10	10	10	10	14	11
+0	+0	+0	+0	+2	+0

Languages: Any one language (usually Common)

Skill Bonuses: Medicine +4, Religion +2

Speed: 30 ft.

Features

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (3 slots):** *bless, cure wounds, sanctuary*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

CR
5

Gladiator

Medium Humanoid (Any Race), Any Alignment

Hit Points		AC	Prof. Bonus		Pass. Perc.
112		16	+3		11
STR	DEX	CON	INT	WIS	CHA
18	15	16	10	12	15
+4	+2	+3	+0	+1	+2

Languages: Any one language (usually Common)

Saving Throws: STR +7, DEX +5, CON +6

Skill Bonuses: Athletics +10, Intimidation +5

Speed: 30 ft.

Features

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

CR
5

Godwin's Creature

*Medium Construct, Neutral Evil***Hit Points** **AC** **Prof. Bonus** **Pass. Perc.**

95 9 +3 10

STR **DEX** **CON** **INT** **WIS** **CHA**

19 9 18 6 10 5

+4 -1 +4 -2 +0 -3

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned**Damage Immunities:** Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks**Languages:** Common**Speed:** 25 ft.

Features

Berserk. Whenever the creature starts its turn with 40 hit points or fewer, roll a d6. On a 6, the creature goes

berserk. On each of its turns while berserk, the creature attacks the nearest creature it can see. If no creature is near enough to move to and attack, the creature attacks an object. Once the creature goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Aversion of Fire. If the creature takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.**Lightning Absorption.** Whenever the creature is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The creature makes two Slam attacks.**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

CR
1/2

Godwin Zombie

Medium Undead, Chaotic Evil

Hit Points		AC	Prof. Bonus		Pass. Perc.
20		12	+2		10
STR	DEX	CON	INT	WIS	CHA
14	15	10	7	10	6
+2	+2	+0	-2	+0	-2

Condition Immunities: Charmed, Exhaustion, Poisoned

Damage Immunities: Poison

Languages: Understands Common but cannot speak

Senses: Darkvision 60 ft.

Speed: 30 ft.

Features

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Lightning Absorption. Whenever the zombie is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

CR
6

Mage

Medium Humanoid (Any Race), Any Alignment

Hit Points		AC	Prof. Bonus	Pass. Perc.	
40		12	+3	11	
STR	DEX	CON	INT	WIS	CHA
9	14	11	17	12	11
-1	+2	+0	+3	+1	+0

Languages: Any four languages

Saving Throws: INT +6, WIS +4

Skill Bonuses: Arcana +6, History +6

Speed: 30 ft.

Features

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt, light, mage hand, prestidigitation*
- **1st level (4 slots):** *detect magic, mage armor, magic missile, shield*
- **2nd level (3 slots):** *misty step, suggestion*
- **3rd level (3 slots):** *counterspell, fireball, fly*
- **4th level (3 slots):** *greater invisibility, ice storm*
- **5th level (1 slot):** *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

CR
6

Necromancer

Medium Humanoid, Any Non-Good Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.		
50	12	+3	12		
STR	DEX	CON	INT	WIS	CHA
10	15	12	18	15	13
+0	+2	+1	+4	+2	+1

Damage Resistances: Necrotic

Languages: Any four languages

Saving Throws: INT +7, WIS +5

Skill Bonuses: Arcana +7, History +7

Speed: 30 ft.

Features

Grim Harvest. Once per turn when a living creature is harmed by one of the necromancer's spells, the necromancer regains HP equal to three times the spell's level.

Undead Thralls. When the necromancer casts *animate dead*, it can target one additional corpse or pile of bones, creating another zombie or skeleton.

Spellcasting. The necromancer is a 9th-level spellcaster.

Its primary spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

- **Cantrips (at will):** *chill touch*, *mage hand*, *poison spray*, *ray of frost*
- **1st level (4 slots):** *false life*, *mage armor*, *inflict wounds*
- **2nd level (3 slots):** *blindness/deafness*, *ray of enfeeblement*
- **3rd level (3 slots):** *animate dead*, *dispel magic*, *fear*, *vampiric touch*
- **4th level (3 slots):** *blight*, *ice storm*, *stoneskin*
- **5th level (1 slot):** *cloudkill*, *cone of cold*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

CR
2

Percival Godwin

Medium Humanoid, Lawful Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.		
50	12	+2	11		
STR	DEX	CON	INT	WIS	CHA
9	14	10	20	12	10
-1	+2	+0	+5	+1	+0

Damage Resistances: Necrotic

Languages: Common, Celestial, Elvish, Infernal

Saving Throws: DEX +4, INT +7

Skill Bonuses: Arcana +7, History +7, Medicine +3

Speed: 30 ft.

Features

Indomitable (2/Day). Percival can reroll a saving throw that he fails. He must use the new roll.

Actions

Multiattack. Percival makes three melee scalpel attacks.

Scalpel. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

PERCIVAL GODWIN

Percival Godwin was never satisfied with his lot in life. Born to a large family of modest means, he always did whatever it took to get a little more than what the world thought it owed him. From running his own black-market fireworks business as a child, to being the first in his family to attend university, Percival always knew that he was destined for bigger things.

When it came time to graduate from Foxhaven University and make his way into the world, Percival wasted no time in establishing his own medical practice to make his fortune. But, as fortunes often are, Percival's was elusive. In a world of magic, science and medicine are second-rate professions at best.

Chagrined and laden with only a handful of patients, Percival managed to scrape out a meager living that reminded him only too much of his childhood.

Not to be beaten down, the young man adjusted his strategy and instead took up a teaching position at the very university from which he graduated. There, he worked diligently at both research and teaching—increasing his own medical knowledge and passing it on to his willing pupils.

After a decade, and no longer a young man, Percival was finally awarded the post of tenured professor at Foxhaven. Placed in charge of the College of Anatomy and Physiology, he found himself immediately at odds with the head of the College of Bone and Spirit, the necromancer Stravas Gravemore. The two vied for the same cadavers, the same grants, and for the good name of their respective professions.

Despite their on-campus rivalry, the relationship between the two department heads was not filled with malice. It was not unusual, in fact, to see the two sharing a drink together at a nearby watering hole after locking up for the evening. Percival's life, and that of his family, seemed to be on track.

And then, one night, a fire broke out.

As Percival sat in his university office late at night, his family home burned to the ground after an unattended oil lamp was knocked over by a cat chasing a mouse.

CR
1/4

Skeleton

Medium Undead, Lawful Evil

Hit Points		AC	Prof. Bonus		Pass. Perc.
13		13	+2		9
STR	DEX	CON	INT	WIS	CHA
10	14	15	6	8	5
+0	+2	+2	-2	-1	-3

Condition Immunities: Exhaustion, Poisoned

Damage Immunities: Poison

Damage Vulnerabilities: Bludgeoning

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

Senses: Darkvision 60 ft.

Speed: 30 ft.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

While Percival read and pondered the mysteries of the humanoid body, six of those closest to him crawled through smoke and darkness, trying to find their way outside.

When Percival finally put the finishing touches on his lecture notes for the following day, the final inhabitant of Godwin house collapsed, never to breathe again.

And when Percival was denied a stipend from the very university to which he had given his best years, by the very dean who embezzled more gold than anyone knew, something inside of him snapped.

Percival Godwin was destined for bigger things, and he would take what the world owed him. And more.

CR
1/2

Swarm of Insects (Beetles)

Medium Swarm of Tiny Beasts, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.		
22	12	+2	8		
STR	DEX	CON	INT	WIS	CHA
3	13	10	1	7	1
-4	+1	+0	-5	-2	-5

Condition Immunities: Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Damage Resistances: Bludgeoning, Piercing, Slashing

Senses: Blindsight 10 ft.

Speed: 20 ft., climb 20 ft., burrow 5 ft.

Features

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

CR
3

Veteran

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.		
58	17	+2	12		
STR	DEX	CON	INT	WIS	CHA
16	13	14	10	11	10
+3	+1	+2	+0	+0	+0

Languages: Any one language (usually Common)

Skill Bonuses: Athletics +5, Perception +2

Speed: 30 ft.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.