

Create a ttrpg module using B/X that will make the Anons on 4chan /tg/ board proud.

Module Title: "The Secrets of Blackthorn Keep"

Overview

System: B/X Dungeons & Dragons

Level Range: 3-5

Party Size: 4-6 players

Setting: A haunted fortress resting atop a hill, shrouded in myth and mystery, surrounded by dark forests.

Adventure Hook

Rumors swirl through the townsfolk of Elden Hollow about Blackthorn Keep, a crumbling castle once belonging to the warlock lord Malakar. Strange lights and eerie sounds emanate from the keep at night, and villagers report sightings of spectral figures wandering the forest. Recently, livestock have begun to vanish, and there are whispers of a powerful artifact hidden within the keep. The party is hired to investigate the keep and put an end to the hauntings—if they dare.

Setting the Scene

- **Location:** Blackthorn Keep is a decrepit structure built more than a century ago. Its layout includes:
 - **Outer Walls:** Crumbling stone with overgrown vines and thorns.
 - **Gatehouse:** The entrance is adorned with rusted battlements and haunted by the whispers of the damned.
 - **Courtyard:** Filled with the remnants of long-forgotten battles—broken siege equipment and skeletal remains.
 - **Main Keep:** Divided into multiple levels, with some areas collapsing and others steeped in magical energies.
 - **Surroundings:** A cursed forest surrounds the keep, filled with twisted trees, hidden trails, and lurking predators—both mundane and supernatural.
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Key NPCs

- **Eldric the Wise:** An elderly scholar who possesses knowledge of the keep's history and can provide clues about its defenses and secrets.
 - **Lady Celedra:** A ghostly apparition of Malakar's long-forgotten love, trapped within the keep's walls. She may aid the players if they uncover her tragic past.
 - **The Wretched Ones:** Malakar's cursed cultists, twisted by dark magic, still guard the keep, serving as both enemies and tragic figures.
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Major Locations within the Keep

1. The Hall of Echoes (Level 1)

- **Description:** A dilapidated banquet hall filled with broken furniture and echoes of laughter. A spectral feast appears at midnight, luring players into an illusory trap (Wisdom save to resist).
- **Encounter:** The ghost of Malakar appears, taunting the players and revealing fragments of the past. Defeating illusions may yield clues.

2. The Library of Shadows (Level 2)

- **Description:** A vast library filled with arcane tomes and scrolls. Dark magic seeps from the ancient texts.
- **Loot:** Players can find spellbooks or magical items (e.g., a cursed wand that grants power at a cost).
- **Encounter:** A shadow elemental lurks among the bookshelves, attacking anyone who disturbs the tomes.

3. The Tomb of Malakar (Level 3)

- **Description:** A dark crypt where the remains of Malakar rest. His spirit awaits, willing to bargain for freedom in exchange for an artifact that the players may discover.
 - **Combat:** Players must fight through a group of wretched cultists here, who seek to awaken Malakar's spirit.
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Monsters and Encounters

- **Wretched Cultists (HD 1):** These former followers have been twisted into grotesque forms. They wield rusty daggers and use dark spells.
 - **Shadow Elemental (HD 3):** A creature of living darkness that can drain the strength of players, requiring creative tactics to overcome.
 - **Spectral Guardians (HD 2):** Ghostly knights who serve Malakar. They are bound to the keep and apathetic to life unless provoked.
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Conclusion

After exploring the keep, players may confront Malakar himself—his spirit willing to negotiate or fight if the party chooses to claim the artifact for themselves. They can choose to:

- Free Lady Celedra and break the curse binding Malakar.
 - Steal the artifact and face the consequences of unleashing Malakar's wrath on Elden Hollow.
 - Leave the keep untouched but take knowledge back to Elden Hollow, forever haunted by what they discovered.
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Tips for the DM

1. **Atmosphere:** Use ambient sounds and vivid descriptions to create a haunting mood. Consider using thematic music or sound effects during encounters.
 2. **Choice and Consequence:** Encourage players to make meaningful decisions that affect the outcome. The fate of both Lady Celedra and Malakar can hinge on their choices.
 3. **Mystery and Exploration:** Encourage exploration by providing clues and hidden passages, rewarding clever problem-solving with treasures or new allies.
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Final Note

"The Secrets of Blackthorn Keep" is designed to blend horror, mystery, and adventure, embodying the creativity and imagination that makes tabletop RPGs enjoyable. Your party's choices, enthusiasm, and resourcefulness will determine the legacy of Blackthorn Keep!