



SECURE. CONTAIN. PROTECT.

SECURE AND CONTAIN A RELIC THAT HAS RECENTLY FALLEN INTO OUR WORLD - OR DIE TRYING



A tower-defense type adventure for 12th level.

NOTE

This adventure takes place in a regular fantasy D&D Setting but draws inspiration from the SCP mythos. Because of that, it can fit quite well in any modern-day or sci-fi D&D campaign with just a few minor tweaks. Feel free to change this around as much as you'd like. This serves as an excellent introduction to this universe, as well as a fun combat challenge.

BACKGROUND

"The world contains many evils beyond our imagination. Even calling them evil would be a misunderstanding. They are not evil. They are not good; they are not chaos. They are just nothingness. When you feel the chill down the back of your neck and fear overtakes you, these creatures are born, taking form in The Great Inbetween. Most live their entire lives without ever encountering these walking calamities, but we are not so lucky. We watch at the edge of the realms and jump in to protect humanity from being absorbed whole. We form the Order of Keepers. Now, the barrier between worlds has cracked wider than ever before. A relic of The Great Inbetween has fallen from the void into our world. It must be secured, contained, and protected *immediately*." - Keeper Lilith.

PLOT HOOK

The party observes a lot of suspicious people spying on them. They don't interact with each other, but there are too many of them for it to be a coincidence.

CHAPTER 1. CASE 565

In which the party gathers in secrecy.

Chapter 1.1. Followed

Read this:

"When you awoke, you expected this day to be uneventful, as many before it have been. You spent the better half of it moving around town, enjoying some well-deserved rest. Little do you know, your every movement has been watched by forces you've never even imagined. Unbeknownst to you, you are surrounded. Luckily, that won't be the case for long, for night brings awareness."

GM NOTE: Depending on whether you are playing this adventure as a one-shot or a long-lasting campaign, the way you start the action might differ. If you are playing this adventure as a one-shot, talk with your party about their relationships. Have all of them introduce their characters. Ask them about how long they've been working together, the type of jobs they usually take, and how well-known they are in the area. Remember to give them time to describe themselves and even interact a little bit. Once everything's fleshed out, you can jump into the action. If you are playing this adventure as part of a long-running campaign, ask yourself if an NPC they know could be connected to the Order of Keepers. If there is, think about how you'd bring them into the story, thus giving the adventure a more personal side. Then, begin adventuring.

This adventure can begin with the party either out and about or inside a tavern. Regardless of where they are, all party members with a passive Perception of 15 or higher slowly notice more and more people eyeing them. If they are in a tavern, crowds and groups of two trickle in at short intervals. If they are out on the streets, people scan them at every street corner. Upon approaching any of the people, they encounter various alibis and fake names. A **DC 18 Wisdom (Insight) check** will reveal the people are lying but not malevolent. They can press for information with a **DC 22 Charisma (Persuasion) check** or a **DC 20 Charisma (Intimidation) or (Deception) check**. Success on either check will result in the people admitting they are tracking them for "the higher-ups."

The tracking continues for about 30 minutes, during which the party can try to hide or scare them off. In case of a fight starting, all 10 people tracking them (assassins) will not fight back, only retreat.



After 30 minutes, a suspicious woman with long silver hair and a bread basket will come to the party and hand them free bread. This is Keeper Lilith.

Keeper Lilith (mage)

Information: Keeper Lilith is the operative in charge of case 565. She is an experienced elven keeper. When not wearing her disguise, her eyes glow a bright blue, and her fingertips radiate magic as a side effect of prolonged contact with otherworldly creatures and relics.

Her investigation of the case has led her to think it is far too dangerous for her men, so she wants to ask for outside help.

Roleplaying as Lilith: Lilith is secretive about the organization but knows she must share some information to get the party on board. She has come prepared with schematics and has the authority to give the party any deal they want. She wants them to be fully aware of the grave danger they are in and won't stop mentioning the job is "extremely classified".

Encounter: Keeper Lilith. Lilith will approach the party with the bread, which is enchanted so that, when touched, a telepathic message plays inside the mind of the person touching it. Any party member can perform a **DC 18 Wisdom (Perception) check** on her as she approaches. On a success, they see she is wearing *elven chain* underneath her clothes and has daggers hidden in her bread basket.

When any party member touches the bread, they will hear the following message: "This is a classified and untraceable message. Meet me in the bakery three streets from here in 10 minutes. Your help is needed, and you shall receive pay for it. Don't mind those watching you. They will do you no harm."

GM NOTE: Since this adventure is designed as a one-shot, it does not provide much in the way of threats right at the start. It's essential that the party get their quest, then get on their way. However, if you'd like to add some intrigue, perhaps in the form of a rival group of cultists the party is trying to hide their quest from, that might help add a few layers of drama to this adventure.

When the party finally goes to the bakery, read this: "You step through the threshold to the bakery, only to find it empty, but for the same white-haired woman. She has a somber look but a bright glow of fury in her eyes. In front of her is a large envelope, which she lifts and extends to you. "I suspect you have a lot of questions. Before we go any further, I hope this answers some of them." Her voice is unwavering, imposing, yet not threatening."

The party can investigate the envelope with a **DC 15 Intelligence (Investigation) check**. Inside, they find detailed files on each of them, containing their names, occupations, skills, and everything else of note. Once they've looked over it, the woman will introduce

herself as Keeper Lilith and tell them she works for the Order of Keepers. Her task is to hire the party for a job. The pay is 10,000 gold for each member.

Once Lilith has introduced herself to the party, proceed to the next chapter.

Chapter 1.2. The Case

After introducing herself to the party, Lilith will take them to the bakery's back room.

Read this:

You are led through a double door into what you believed to be the storage room of this bakery. Instead, you find a room that is larger on the inside than on the outside, outfitted with countless crystal balls, weapons, vials, and files, as well as about twenty or so humanoid of various races talking amongst each other or writing down under low lamp light. Keeper Lilith moves through the crowd, showing you around. She leads you back to a smaller door to an office with glass walls. Once inside, she closes the door behind her and explains the situation. "You are now within our field office. We built this in a few days to get closer to the anomaly, which we will from now on call case 565. Case 565 is what I need your help with." She reaches for a file on her desk, then extends it to you.'

The party now lays eyes upon the case file for case 565. Inside it, they can see a map of the city they are currently in and its surroundings. Not too far out, there is a large red circle on the map. Above it is written "anomaly point". Lilith will explain that reality was torn open, and a technological meteor landed there. As quickly as they could, the Order contained the area. Luckily, there were no casualties, but the scouting party they sent mysteriously stopped answering. That was yesterday. Since she needs more time to find out just how to contain the capsule, she wants the party to go there, investigate the disappearance and handle whatever oddities might come from inside the meteor. She'll describe it as a "particularly dangerous and maddening sight" and say that "cultists flock to these things".

Once the party agrees, she'll give each of them half of their pay upfront, coordinates to the meteor, a *bag of holding*, and 2 more extraordinary *healing potions*. They should use the bag to collect as much evidence as possible. Right before they leave, she'll say that an encounter with things such as these can turn a man mad. As such, she suggests they "don't hesitate to kill someone who has been compromised".

You can proceed to the next chapter.



Chapter 1.3.

The Remnants

Before going any further, allow the party to make any final preparations they deem necessary (buying supplies, setting up traps, etc.).

When the party is ready to go to the site, read this: 'You follow the directions given to you by Lilith and remain ever vigilant, but the road is surprisingly empty. It looks almost razed, but for a few animals minding their own business.'

As the party walks past the animals, anyone proficient in Nature can make a **DC 18 Intelligence (Nature) check**. On a success, they notice that all animals move synchronically, which is unnatural. This is a hint that the meteor is corrupting the nature around it. Any party member that makes this check will have advantage on saving throws against being charmed by the **warped anomaly's** Lair actions.

If they wish to investigate further, they can make a **DC 18 Wisdom (Animal Handling) check**. On a success, they see the animals are almost catatonic like their minds have been eroded. If they cast a detect thoughts spell, they'll find there don't seem to be any thoughts to speak of.

A short while later, they finally reach the meteor.

Read this:

'As you cut through the fields and take the winding path down the valley, you suddenly feel the presence of an enchantment. The trail turns gray, and the trees give way to a shattered land. There seems to be a field of illusion set up so that no one knows what truly lies here. You're unsure if this is the work of the Order or whatever they are protecting the world from. Then, you start hearing a low hum. Not too far off, you can see a glowing, floating orb. You've reached the destination. The grass has all but turned to dust. Now, you must investigate the surroundings.'

Bring the party to map 1.

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MAP 1



1. Traces

Read this:

'Not too far out, you see bits of paper and leather. Something or someone was here, but they're no longer here.'

The party can investigate the objects with a **DC 18 Intelligence (Investigation) check**. On a success, they find a piece of paper that looks like the start of a report next to a burned leather glove. The report has the words "tactile exa-" written on it.

Hazard: Radiation. If a party member picks up any objects, they must make a **DC 19 Constitution saving throw**. On a failure, they take 4d8 lightning damage, as the object still radiates with lightning akin to that from the meteor.

2. Large Rock

Read this:

'As you descend closer to the floating orb, you hear sound from behind the large rock to the east side of it.'



The sound is indistinguishable from afar, but if a party member walks within 10 feet of it, they can identify it as a subtle sob of a keeper that has been turned into a **chuul**. When they recognize it as a sob, they must also make a **DC 17 Wisdom saving throw** or become frightened by it.

Encounter: Keepers. Behind the rock are 4 **chuuls**. When a party member walks within 10 feet of the rock, if they did not do so stealthily (requiring a successful **DC 17 Dexterity (Stealth) check**), the keepers notice them and attack the party. They were corrupted entirely when they touched the stone. Upon defeating them, the party can hear static from their pockets. Inside them are enchanted stones which connect back to Lilith's office. They can now communicate directly with Lilith, who'll suggest they hunker down. When the last of the keepers dies, it'll let out a loud wail, which will cause the orb to glow a tiny bit brighter.

3. *Orb of the Inbetween*

Read this:

'Humming with an almost motherly sound, the orb shakes you to your very core. It is most disturbing because it does not feel entirely out of place. Its texture seems to have absorbed that of the land around it. If you did not know this is a link to a realm beyond realms, this would look just like an appealing relic.'

Hazard: Orb's Charm. As the party approaches, each party member must make a **DC 19 Wisdom saving throw** or become charmed by the orb. While charmed in this way, they must spend their movement and action moving as close as they can to the sphere. A creature who succeeds on this save is immune to the effect for the next 24 hours. When a creature touches the orb while charmed in this way, it takes 6d8 lightning damage, and the effect ends.

As the party first approaches the orb, its hum will get louder and louder. Any party member can make a **DC 18 Intelligence (Arcana) check** to identify the reason for this. On a success, they feel it is a call to arms, but in a language, they cannot understand. If a creature is under the effect of a *tongues* spell, they begin to hear the orb calling out for aid. It is beckoning its children to join it inside eternity.

Read this:

'Now close enough to it to examine it, you can see its effect on the land and those around it. It turned those who swore to contain it into its puppets. It drained the color from the land. A low purple glow pulses from around it; all these are signs of a virus. It spreads and corrupts everything, so you must be ready to contain it.'

You may proceed to the next chapter.

CHAPTER 2. THE ASSAULTS

In which the party defends a magical object.

Chapter 2.1. Preparations

With the party now aware of this creature's corrupting powers, they can make preparations. Give them time to set up camp, get used to the surroundings, and even think about how they might disable this creation.

GM NOTE: You can even lure the party into a false sense of security by not giving them any more clues of the incoming attacks. Let them set up camp and even begin taking a rest. Then, strike from the shadows!

Once the party has set up shop, they'll receive a magical message from Lilith via the stones found on the keepers. Read this: 'You hear a buzzing sound from the rocks you've found, then Lilith's voice rings out. "I hope you're still alive and still sane. If that's the case, you better hunker down and prepare some defenses. It appears cultists have finally found the meteor, despite us trying to hide it. Not just that, local fauna is turning into warped creatures, and many of them are headed your way. Good luck with that!'

Give the party some final preparation time, then proceed to the next chapter.

GM NOTE: If the party doesn't know what to do with their time, suggest they set up some traps and get creative. Something as simple as a tripwire might be vital in stopping the hordes of enemies.



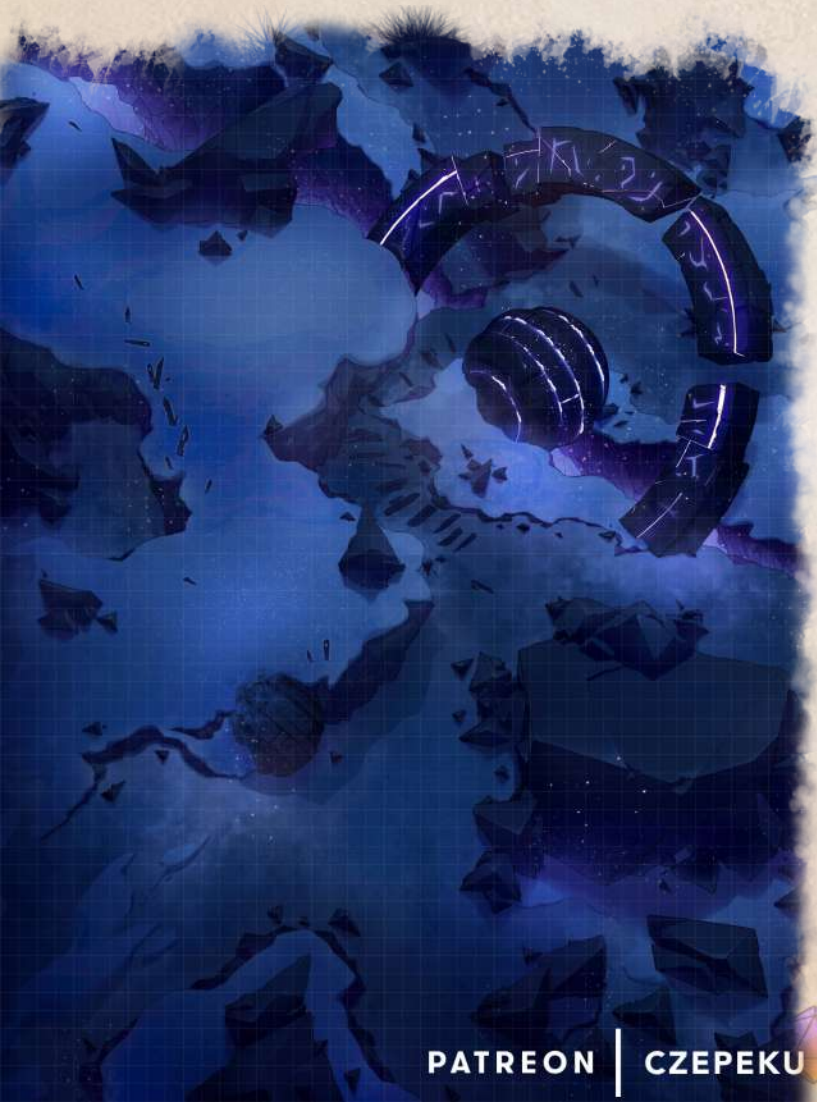
Chapter 2.2.

Waves Upon Waves

GM NOTE: The following chapter is an endurance test. These are more along the line of guidelines than anything else. Based on your party's planning, composition, and luck, the difficulty might vary. You are free to add or reduce monsters as you see fit.

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MAP 2



Read this:

'As more time passes, you hear the hum behind you get louder and louder. Then, the rock begins to float, shivering with energy. Something is enhancing it, most likely the proximity to its cultists. This vile energy thrives on the madness it inflicts on those around. Now, as those most susceptible to that violence come hither, it is gaining in strength. You cannot allow anyone to get near it.'

Bring the party to map 2. By now, the sun has fallen, and the orb is gaining in power. Threats will arrive shortly in waves. The waves can consist of the following monsters: **cultists**, **cult fanatics**, **chuuls**, **mag**s, **otyughs**, **black hole giants**. The first two waves will appear every 1d4+ 2 rounds of combat. Then, the party will have time for a short rest. After that, two more waves will appear.

You can decide what each wave consists of based on what you feel works against your party, but here are a few guidelines for each wave.

- Each wave should have a good mix of melee and ranged creatures.
- Each wave should have some lower CR creatures and a high CR creature.
- Each wave should be progressively more difficult to beat than the previous one.
- No wave but the fourth one should be deadly in difficulty.

That being said, here are a few examples of waves.

Wave 1

2d8+4 **cultists**, 2d6 **cult fanatics**, 2 **mage**

Wave 2

3d6 + 4 **cult fanatics**, 3 **chuuls**, 1 **otyugh**

Wave 3

2 **otyughs**, 2 **mag**s

Wave 4

1 **black hole giant**, 1 **mage**, 4 **chuuls**



The orb will grow in power between each wave, as it feels its followers getting ever closer. At the start of each new wave, the area becomes more corrupted, adding the following effects:

- **Wave 1:** At the start of each party member's turn, that party member must make a **DC 19 Dexterity saving throw**, taking 2d8 lightning damage on a failure or half on a success.

- **Wave 2:** Each creature within a 15-foot radius of the orb cannot take reactions.

- **Wave 3:** Every time a creature dies, it detonates, dealing 2d8 lightning damage to each creature within 5 feet of it.

- **Wave 4:** The orb casts *counterspell* (3rd level) on the first spell cast each round.

Before combat starts, write down the orb's current energy as 0. Every time a creature other than the party members reaches the orb, it will get struck by lightning and absorbed to give the orb energy based on the table below. The party can drain energy from the orb by casting *dispel magic* targeting it, with the spell reducing energy equal to 10 times the level at which the spell was cast.

When the orb reaches 100 energy or all 4 waves have been defeated, proceed to the next chapter.

Monster | Energy Gained

cultist | 5
cult fanatic | 10
Chuul | 15
Mage | 20
otyugh | 25
black hole giant | 50

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Chapter 2.3. The Anomaly

Read this:

'As you lay waste to these creatures, be they simple cultists or otherworldly annoyances, you suddenly feel a jolt of energy, then, you hear something, not unlike the tearing of fabric. You turn behind you, only to see the orb replaced by a massive, swirling black hole. The Inbetween is opened, and through it steps something unfathomable, a creature whose form will haunt you for the rest of your existence - an anomaly given form.'

Bring the party to map 3.

If the orb reaches 100 energy, the tear in reality causes a gigantic explosion, killing all other enemies and dealing 6d8 lightning damage to each party member.

If the party defeats all four waves without the orb reaching 100 energy, the **warped anomaly** starts at 100 hit points below its maximum hit points.

Now, the party must fight the **warped anomaly** inside its Lair.



Lair Actions

Every round, at initiative 20 (losing initiative ties), the warped anomaly will take a lair action to cause one of the following effects; the warped anomaly can't use the same effect two rounds in a row:

- The black hole begins to absorb everything around it. Each party member must make a **DC 19 Constitution saving throw**. On a failure, they are dragged 15 feet toward the black hole. If they are within 10 feet of the hole at the end of this movement, they are under the effects of the *slow* spell until the end of their next turn.
- The magic of the black hole becomes overwhelming. All spells of 3rd level or lower cast until the next round are countered.
- Energy and lightning crackle all around. Every creature of the anomaly's choice must make a **DC 19 Dexterity saving throw**, taking 4d8 lightning damage on a failure or half on a success.
- The charm of nothingness overtakes a creature within 30 feet of the black hole. It must succeed a **DC 19 Wisdom saving throw** or become charmed by the black hole. While charmed in this way, it follows the commands of the **warped anomaly**.

Once the party defeats the anomaly, it vanishes into dust, leaving a faint purple glow behind it. The grass remains white, but slowly regains its color. The orb is intact, though no longer glowing with power.

You may proceed to the next chapter.

CHAPTER 3. CONTAINMENT ENSURED

In which the party learns more about their job.

Chapter 3.1. Backup

Not long after the party defeats the anomaly, Keeper Lilith arrives alongside backup. Because of the party's efforts, they had enough time to find what they needed to seal away the orb. They use magic and interdimensional space to ensure that the tear between realities is fully closed. Keeper Lilith thanks the party for their service and pays them before telling them that she suspects this was only a trial run, with further incursions speculated only to get more frequent.

GM NOTE: This final discussion with Lilith sets up future adventures of this kind. Perhaps this can serve as a launching pad to a high-level adventure in which the party seals away such incursions. The choice is yours.

Once the party has had their final discussions with Keeper Lilith, they can return home... for now.

The End.



MONSTERS

BLACK HOLE GIANT

Huge giant, neutral evil

Armor Class 13 (spacerock armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

Achronic. The giant is immune to the *slow* spell and effects from his own black holes.

Gravitational Leap. If the giant moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone and take an additional 19 (3d12) force damage.

Orbit Pull. At the start of each of its turns, the giant can choose one creature within 60 feet. The target succeed a DC 17 Strength saving throw or be pulled within 5 feet of the giant.

ACTIONS

Multiattack. The giant makes two slam attacks.

Create Black Hole (Recharge 5-6). The giant chooses a point within 120 feet. A 15-foot radius miniature black hole originates from the chosen point, remaining there for 1 minute. Whenever a creature first enters the area or starts its turn inside it, it must make a DC 17 Wisdom saving throw against its magic. On a failed save, a creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can take either an action or a bonus action on its turn, not both. These effects last until the creature leaves the area.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

REACTIONS

Bend Space & Time. As a reaction to being hit with an attack, the giant bends space and time, teleporting to any point he can see within 60 feet and causing the attack to miss.



WARPED ANOMALY

Medium aberration, true neutral

Armor Class 18 (natural armor)

Hit Points 142 (19d8 + 57)

Speed 30 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	13 (+1)

Saving Throws Con +8, Wis +9, Cha +6

Skills Arcana +5, Deception +11, Persuasion +11

Damage Resistances necrotic

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., passive Perception 14

Languages All, telepathy 120 ft.

Challenge 16 (15,000 XP)

Legendary Resistance (3/day). If the anomaly fails a saving throw, it can choose to succeed instead.

Magic Resistance. The anomaly has advantage on saving throws against spells and other magical effects.

One With Nothing. The anomaly cannot be banished.

Touch of the Infinite. The anomaly is immune to the *slow* spell and other temporal effects, such as black holes.

ACTIONS

Multiattack. The anomaly can use its Otherworldly Glare or cast an At-Will spell, then makes two attacks with its tentacles.

Otherworldly Glare. The anomaly targets one creature it can see within 60 feet of it. If the target can see the anomaly, it must succeed on a DC 17 Wisdom saving throw against this magic or take 21 (6d6) psychic damage and become frightened until the end of the anomaly's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. When the frightened condition ends, the creature becomes immune to this effect for the next 24 hours.

Spellcasting. The anomaly casts one of the following spells, using Wisdom as the spellcasting ability (spell save 17, +5 to hit with spell attacks):

At will: *command*, *hold person*, *silence*

3/Day each: *detect thoughts*, *fear*, *mirror image*, *shatter*

1/day each: *disintegrate*, *dominate monster*, *wall of force*

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) lightning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or become grappled. While grappled in this way, a creature is restrained. It can use its action or sacrifice one of its attacks on its turn to repeat the saving throw, ending the effect on a success. If the creature teleports to escape the grappled, the anomaly regains hit 40 hit points. The anomaly can have up to 3 creatures grappled at the same time.

LEGENDARY ACTIONS

The anomaly can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The anomaly regains spent legendary actions at the start of its turn.

Attack (Costs 2 Actions). The anomaly makes one attack with its tentacle or uses its Otherworldly Glare.

Nothingness. Energy from the Inbetween magically swirls around the anomaly. Each creature within 5 feet of the anomaly must succeed on a DC 17 Constitution saving throw or be blinded until the end of the creature's next turn.

Tear Universe. The anomaly creates a tear into the fabric of space and time, teleporting to a point within 60 feet. Creatures it is grappling are not teleported alongside it. Afterwards, a 15-foot radius black hole forms at its previous location, remaining there for 1 minute. Whenever a creature enters the area for the first time or starts its turn inside it, it must make a DC 17 Wisdom saving throw against its magic. On a failed save, a creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can take either an action or a bonus action on its turn, not both. These effects last until the creature leaves the area.



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **GRAND FAILURE**, USED WITH PERMISSION.

MAPS CREATED BY [CZEPEKU](#) ON PATREON.

TAKE CARE!

