



GRAVEYARD DISTURBANCES

A HALLOWEEN SPECIAL
FOR ELEMENTAL AWAKENING

WELCOME TO GRAVEYARD WHISPERS



Where the Dead Remember You Back.

Less combat, more connection, pure atmosphere. The Whispering Graveyard is a sentient resting ground that listens, laughs, and sometimes cries back. Every grave is a story, every echo a choice. Use it as a short Halloween one-shot, a traveling-party detour, or a haunting emotional interlude between arcs. The place itself reacts to the players, curiosity wakes the fog, empathy soothes it, and every fragment of kindness revives its heart.

Fog remembers. Stones speak. The dead gossip.

All you need is a table, some dice, and a willingness to listen.

WHY DMS TRUST THIS PACK

- ◆ **Story-First Horror:** Zero prep, high immersion. This isn't a dungeon crawl, it's a conversation with the past.
- ◆ **Table-Proven Flow:** Built from live-tested one-shots; balanced for cinematic pacing, quick emotional beats, and genuine player agency.
- ◆ **Print-Light, Play-Heavy:** 1 d20 encounter table micro-quests + ambient DM tools. Instant drop-in module for any SE or homebrew world.
- ◆ **System-Friendly:** Reskins in seconds, from gothic fantasy to planar limbo. Minimal stat dependence; everything runs on mood and dialogue.
- ◆ **Pacing Built-In:** Soft danger, escalating emotion, and optional cooldown scenes for pacing control. Perfect for single-session play or recurring dream sequences.

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GRAVEYARD WHISPERS

A HALLOWEEN SIDEQUEST FOR ELEMENTAL AWAKENING

INTRODUCTION – THE CEMETERY THAT DREAMS

Fog crawls across crooked gates and stone angels bow under its weight. Lanterns flicker without flame, graves hum faintly, and somewhere deep within, laughter echoes that belongs to no living throat. This place isn't cursed, it's awake. The boundary between memory and echo, life and retelling, has grown thin. **The graveyard dreams of its own afterlife.**

Here, skeletons gamble with lost time, mist records the final words of those who pass through, and tombstones argue endlessly over who mattered most. The dead are not at peace: they debate, complain, sing, and sometimes perform encore acts. The result is an uncanny mix of melancholy, comedy, and reflection: a stage where memory itself becomes alive.

Use **Graveyard Whispers** as a seasonal one-shot or as a drifting side-location that can appear anywhere in your world where fog grows too thick and names fade too fast. It functions as a short resting point, a test of empathy, or a mirror to your players' own choices.

Elemental Connection: Aether & Earth – the fog carries echoes of souls and memory, while the stones hold them fast. This is where voice meets silence.

DM QUICK RULES

When to roll:

Roll once when the party enters the graveyard, then every 10–15 in-world minutes or whenever a player interacts with something eerie, speaks too loudly, or disturbs the mist.

Tone settings:

- ◆ **Mystery Mode:** focus on quiet sounds, gentle shifts, and surreal calm.
- ◆ **Dark Humor Mode:** play up the personalities of the dead, a pedantic gravestone that corrects grammar, a skeleton bard with a broken jaw, or a polite ghost that apologizes for haunting.

Scaling:

- ◆ **Tier I (Levels 1–4):** Mostly social and atmospheric encounters with minor magical effects.
- ◆ **Tier II (5–10):** Add spectral hazards, echo-illusions, and emotional skill challenges.
- ◆ **Tier III (11+):** Introduce temporal loops, memory loss mechanics, or resonance effects tied to Aether magic.

Rewards:

The graveyard rarely gives gold. Instead, players earn memories, forgiven names, or temporary blessings (e.g. advantage on saving throws vs fear, or inspiration gained through empathy).

Exit Points:

The mist clears only when the party restores a memory, resolves a quarrel among the dead, or evokes laughter from the heart of the cemetery itself.

DM Intent:

This location is not meant as punishment but reflection. Fear fades into wonder, and the graveyard becomes a stage for mortality and humor to co-exist.

ATMOSPHERE & SENSORY GUIDANCE

ATMOSPHERIC TRIGGERS

These triggers serve as pacing tools. Use them to punctuate quiet scenes or to replace random combat with emotional unease. They can happen once, or recur until acknowledged, the graveyard doesn't seek to harm, only to be noticed.

d4 Event

- | | |
|---|--|
| 1 | Wandering Shadows
The party's shadows detach, wandering a few steps ahead. They occasionally mimic alternate versions of the PCs, some smiling, others weeping. |
| 2 | Echo of Silence
When someone shouts or laughs, every sound dies for ten seconds. Even the heartbeats stop, then return with a low, collective sigh. |
| 3 | Smile in the Mist
A faint outline of a person grins warmly through the fog before vanishing, leaving only the scent of rain and turned earth. |
| 4 | The Ticking Air
A subtle clockwork rhythm follows the group. It grows louder near moments of choice or hesitation, fading once forgiveness or regret is expressed. |

The graveyard breathes in cycles of silence and whispers. Every sense feels slightly wrong, colors too muted, sounds too far away, the air thick as if watching. The fog never stands still; it folds and drifts with intent, shaping faces for half a second before dissolving into formless vapor. Each step the party takes might echo with two sets of footsteps, theirs, and those who walked here before.

Sensory Anchors (for narration):

- ◆ **Smell:** damp soil, burnt incense, faint citrus from forgotten offerings.
- ◆ **Sound:** slow bells in no rhythm, distant laughter that ends too soon, the scraping of bone against marble.
- ◆ **Touch:** cold gravestones that pulse faintly with heartbeat warmth.
- ◆ **Sight:** silhouettes that flicker like memory, mist glowing faintly blue when spoken to.

This environment reacts to emotion. Fear makes the fog thicken, anger stirs the dead leaves into spirals, kindness brightens the ghost lights, and laughter makes the tombstones tilt closer, as if listening. The cemetery reflects its visitors more than it threatens them.

d10 TABLE – SARCASTIC EPITAPHS

Whenever a player examines or reads a gravestone → DM rolls 1d10 and reads aloud (or describes spectral lettering appearing). If players reply aloud, the inscription updates, reacting to their tone or answer. Each response can offer a small clue, emotional beat, or joke echoing Elyndra's theme of remembrance.

d10 Inscription

- | | |
|----|---|
| 1 | "Here lies Soon-you." |
| 2 | "He was brave. Once." |
| 3 | "Spoiled dice, died of statistics." |
| 4 | "Laughed too loud. Now we all hear it." |
| 5 | "Stay calm, this is just temporary." |
| 6 | "Always found the exit — until now." |
| 7 | "DM's favorite. Not anymore." |
| 8 | "Respawn? Not in this edition." |
| 9 | "Asked too many questions." |
| 10 | "Don't look behind you." |

THE FOUNDER AND THE AWAKENING GUARDIAN

THE BIRTH OF THE GRAVEYARD

The Graveyard of Whispering Mists was not born of death, but of a promise.

Centuries ago, before the Archipelago of Pantaeris exists, a scholar of Aether and Earth named Elyndra Vael sought to prove that memory was its own element, an unseen force binding all things that once were.

Elyndra's final research was not to cheat death but to make it gentle. She made a pact with the entity that governs endings, offering her life in exchange for a world where the dying could speak one last truth before the silence. Death agreed, but required her to stay. Her body dissolved into earth, her breath into fog, and her memories became the foundation of this place.

From that day forward, graves began to whisper. The mist remembered every name, and every forgotten soul found voice again. What began as a single burial site became a living monument, a graveyard that remembers itself.

Elyndra's Legacy

Elyndra's consciousness exists throughout the graveyard. She is not a ghost, she is a resonance, every flicker of fog, every hum of a gravestone, every echo of laughter carries a piece of her will.

She does not haunt; she listens.

- ◆ **Elemental Ties:** Earth anchors her, Aether spreads her thoughts.
- ◆ **Desire:** To be remembered truly, not worshipped or used.
 - ◆ **Warning:** When forgotten, the cemetery unravels, fog fades, names crumble, and silence becomes absolute. Her echo responds to sincerity. Those who honor remembrance find warmth in the air; those who mock or desecrate graves feel the cold gaze of oblivion.



THE MEMORY SHARD SYSTEM

Elyndra's name was lost in the fragmentation of her soul, but her story can still be pieced together.

Every meaningful encounter within the graveyard may reveal a Memory Shard, a fragment of who she was. These fragments appear as sensations, runes, or whispered syllables.

How It Works

When the players succeed in resolving an encounter with compassion, curiosity, or insight:

Roll 1d6:

- ◆ 1–2 → No fragment.
- ◆ 3–5 → Minor fragment (Sound, Symbol, or Emotion).
- ◆ 6 → Major fragment (Truth or Name segment).

After three or more fragments, the Guardian begins to regain clarity and the cemetery's memory awakens fully.

Fragment Examples

Type	Example	Presentation Idea
Sound	A hollow breeze hums "Elyn..."	Subtle, nearly missed, revealed if PCs stay quiet.
Sound	A distant bell tolls twice, "Vael."	Echoing rhythm, symbolic of heartbeat or farewell.
Symbol	Glowing moss shapes two letters, "Ae."	Found on old gravestone near Hollow Choir.
Symbol	The fog forms lungs exhaling.	Suggests the "Last Breath."
Emotion	Warmth fills the chest when speaking kindly of the dead.	Reward for empathy.
Truth	A ghostly caretaker says, "She traded her life so others could be heard."	Direct narrative hint.
Truth	"Her name is carved on every tongue that remembers."	Poetic clue from Whisper Tavern.

Fragments are flexible, they can appear in any encounter. The DM chooses how and when, based on tone and pacing.

THE AWAKENING GUARDIAN

At the heart of the graveyard lies the Awakening Guardian, a colossal figure of bone and stone, fused from gravestones and bound by ancient runes. He is the keeper of Elyndra's memories, a being who once bore her name within his chest.

He no longer guards a tomb. He guards the act of remembering.

HOW HE APPEARS

Each time the players obtain or mention a new Memory Fragment, the fog trembles and the Guardian manifests. He does not fight or threaten; he remembers.

First Appearance:

A faint shape rises from the mist. His words are fragmented:

"...Elyn... dra... I knew that name... but it slips..."

The encounter is brief, leaving the players with curiosity and empathy.

Second Appearance:

When the second fragment is found or spoken. His form steadies.

"The name... I carried it once. My chest was her vault. I am... what she left behind."

His eyes glow faint amber, and he warns, "Do not let the fog take her voice."

Third Appearance:

Upon receiving or hearing the third fragment.

The Guardian remembers fully. He kneels before the party.

"I remember her breath. Elyndra Vael, she made me to remember when all else would fade."

For a moment, the fog ceases to move, as though the graveyard itself exhales.

As his full awareness returns, a low resonance spreads through the ground, echoing with countless distant voices murmuring her name. The Guardian looks to the party, gratitude and sorrow mixed within his stone-carved face.

"She is whole again. You have given her back to the world."

He lifts his hand toward the horizon, where the fog parts briefly, revealing a line of light like a dawn breaking across the graves. It is the first dawn the cemetery has seen in centuries.

The Guardian smiles, a slow creak of bone and reverence, before fading back into the mist, leaving behind a faint hum that seems to say, 'Remember her when you breathe.'

From then on, he remains connected to the party's fate. Should one of them fall near death, the Guardian will appear once more, the ground vibrating as fog solidifies around his form. The players hear a deep resonance echo through the air, a mixture of stone grinding and a heartbeat remembered.

DM Notes:

Describe his arrival with heavy atmosphere, the temperature drops, the fog curls inward, and his amber eyes ignite. He places one massive hand between the dying hero and their foe, murmuring:

"Not yet. Memory still holds you."

For two rounds, the enemy is restrained by ethereal chains of light that pulse in rhythm with the Guardian's words. When the danger passes, the light fades, and he kneels beside the wounded adventurer:

"Carry her name... and live."

The Guardian then dissolves into mist once more, leaving behind faint warmth in the soil where he stood, a reminder that remembrance itself can shield against oblivion.

DM IMPLEMENTATION:

FRAGMENTS AND THE GUARDIAN

Use the Guardian as both narrative anchor and pacing device.

- ◆ First Fragment: Reveal mystery, awe, or melancholy.
- ◆ Second Fragment: Build emotional weight and foreshadow Elyndra's story.
- ◆ Third Fragment: Resolution — the Guardian regains his memory and the graveyard stabilizes.

Every new Memory Fragment given or acknowledged strengthens him and changes the environment:

- ◆ Fog becomes lighter.
- ◆ Tombstones hum in harmony.
- ◆ The graveyard stops whispering in pain and begins to sing softly of peace.

If players destroy or misuse fragments, the Guardian weakens — his form fractures and the fog grows hostile again.

THE TRUE NAME AND ITS MEANING

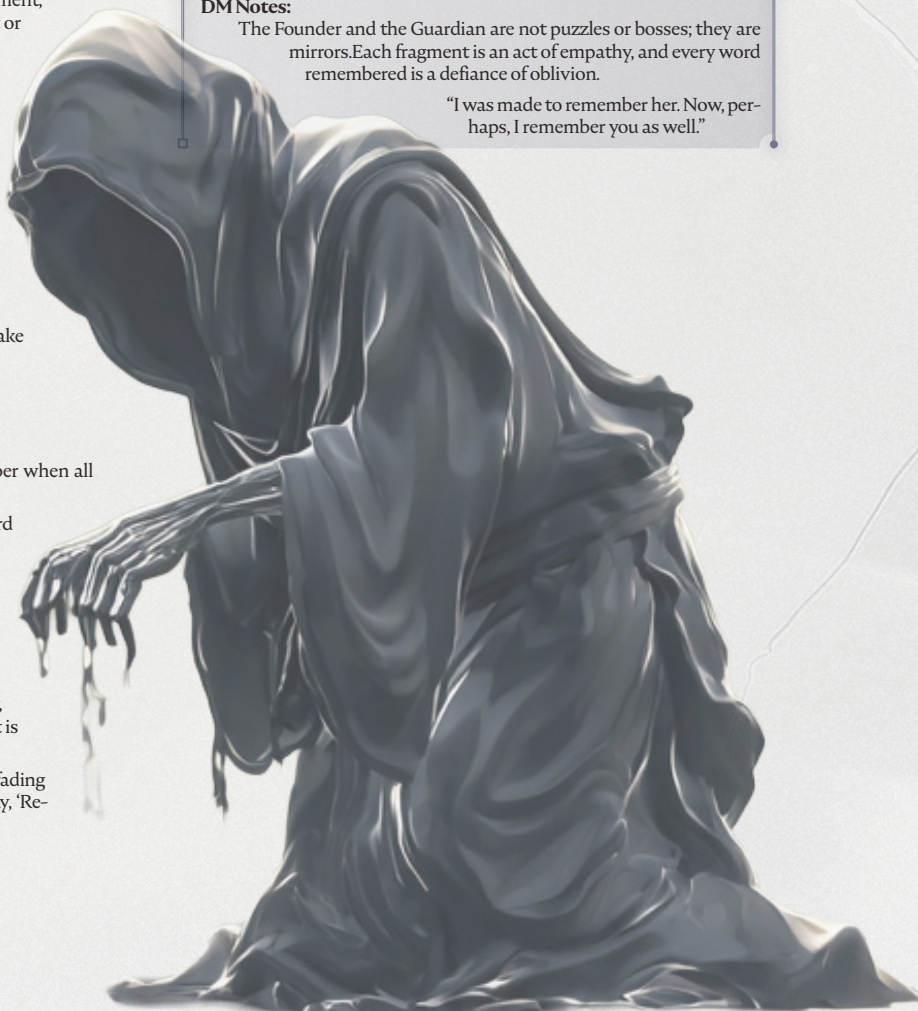
The full name is Elyndra Vael, pronounced EH-lin-dra VAH-el. When spoken with reverence, every gravestone glows faintly for a heartbeat. When spoken with arrogance, the fog contracts and the Silent Storm rises — a wave of memory loss and sensory void.

Elyndra's name is not a key or spell. It is a symbol of empathy — a reminder that even death can remember warmth.

DM Notes:

The Founder and the Guardian are not puzzles or bosses; they are mirrors. Each fragment is an act of empathy, and every word remembered is a defiance of oblivion.

"I was made to remember her. Now, perhaps, I remember you as well."



d20 ENCOUNTER TABLE, WHISPERS, ODDITIES, PLAY HOOKS

How to use

Roll once on entry, then every 10 to 15 in world minutes of wandering or when players poke the uncanny. Each entry lists What you see, Quick effect, Escalation optional for higher intensity play. Use escalation when you want stronger magic, bigger stakes, or when players lean into risk.

d20 Event

1 Skeleton Parlor

What you see: inside a lamplit mausoleum, a circle of skeletal gamblers with cracked porcelain masks

Quick Effect: Join for one hand, ante a memory or a secret, win a whispered clue or advantage on one death save before dawn, lose and misplace a minor memory until you sleep

Escalation:

- ◆ Tier II: The stakes become emotional, win or lose, one bond or flaw temporarily changes.
- ◆ Tier III: The dealer's mask cracks, revealing an echo of your past self who wants its life back.

2 Whispering Fog

What you see: Mist forms shapes and words when anyone speaks.

Quick Effect: It repeats the last hidden thought aloud. WIS save DC 13 or disadvantage on Insight checks for 1 hour.

Escalation:

- ◆ Tier II: The fog argues back in your own voice, questioning your choices.
- ◆ Tier III: The fog manifests as an Aether echo that can overwrite one memory or secret if not resisted.

3 Talking Graves

What you see: Two headstones bicker endlessly over who was the greater hero.

Quick Effect: Persuasion or Deception DC 14 ends the argument, granting +1 on Charisma checks for 1 hour.

4 Lost Lantern

What you see: A blue flame drifts nearby, humming a tune.

Quick Effect: Speak kindly to earn guidance for one roll. Ignore it and it fades with a mournful sigh. The lantern reveals a secret passage or hidden inscription.

Escalation:

- ◆ Tier III: It merges with a PC's aura, shedding light that exposes lies but also draws ghostly attention.

5 Mourner's Echo

What you see: Your own voice weeps behind you.

Quick Effect: Investigation DC 13 reveals an illusion; fail and a spectral duplicate appears.

Escalation:

- ◆ Tier II: The double mirrors your emotions, amplifying them to the party.
- ◆ Tier III: It splits from you entirely, acting independently until dismissed or calmed.

6 Caretaker's List

What you see: A parchment of names written in ash.

Quick Effect: One PC's name appears; erasing it costs Inspiration or a personal keepsake.

Escalation:

- ◆ Tier II: The ink moves to add an NPC ally's name.
- ◆ Tier III: The caretaker himself manifests, politely insisting on collecting the soul for "record correction."

7 Hollow Choir

What you see: Rows of skulls hum in dissonant harmony.

Quick Effect: Performance DC 15 harmonizes the tone, unlocking a hidden door.

Escalation:

- ◆ Tier II: The song attracts an Aether spirit offering one question answered truthfully.
- ◆ Tier III: The spirit's answer costs a memory of your choice, forgotten forever.

8 Fog That Dreams

What you see: A mist tableau replays a moment from the past.

Quick Effect: Step inside to relive it; WIS save DC 14 to exit freely.

Escalation:

- ◆ Tier III: You alter small details of history within the dream. The change becomes real in subtle ways, NPC attitudes, forgotten scars, rewritten lore.

9 Bone Orchard

What you see: Trees with ribs for branches whisper softly.

Quick Effect: Eating one bonefruit gives +1 to a death save but invites the Orchard Warden's gaze.

Escalation:

- ◆ Tier II: The Warden appears and offers a pact of rest—gain a bonus to healing here.
- ◆ Tier III: The Orchard roots shift, attempting to keep one PC "for nourishment."

10 Mirror Grave

What you see: A polished headstone reflects only joy.

Quick Effect: Smiling reveals a hidden path; frowning blinds your reflection.

Escalation:

- ◆ Tier II: Reflection speaks, warning of a nearby danger.
- ◆ Tier III: The reflection steps out briefly, taking your emotional state with it, leaving you hollow until reunited.

11 Skeleton Band

What you see: Three bony musicians await a request.

Quick Effect: Ask for a song; upbeat grants +1 initiative; slow grants +1 vs fear. Playing along with instruments adds a minor Bardic Inspiration. Their music calls forth a spectral audience that mimics your party's every move for one scene.

12 Silent Bell Tower

What you see: A swaying bell that makes no sound.

Quick Effect: Ring once to end an active spell; twice to awaken something ancient. The bell dispels illusion magic within 20 ft.

13 Forgotten Feast

What you see: A ghostly banquet still warm.

Quick Effect: Eating heals 1d8 but imposes disadvantage on the next save. Toasting sincerely grants Bless for 1 hour. Spirits join the meal.

Escalation:

- ◆ Tier III: one demands a living guest remain when they leave.

14 Singing Shovel

What you see: A rusted shovel hums graveyard hymns.

Quick Effect: Digging reveals either treasure >d12 or the shovel unearths your own name carved on a coffin lid <12 or an angry shade <5

15 Whisper Tavern

What you see: A sealed crypt door; opens only if someone shouts, "I'm buying the next round!"

Quick Effect: Inside: ghostly drinks grant +1 to social checks. Refuse to tip, and the tavern spreads embarrassing truths about a PC to future NPCs.

16 Weeping Statue

What you see: An angel weeps silver wax tears.

Quick Effect: Comfort it (Religion DC 13) for Bless; ignoring it imposes Bane. Collect a tear to use as a charm (advantage on persuasion with spirits). Keeping it too long inflicts cold exhaustion until released.

17 Grave Bloom

What you see: A flower blooming from a skull.

Quick Effect: Compliment it to heal 1d4 HP. The bloom hums lullabies that calm frightened creatures. The flower roots into your shadow, whispering each night until buried again.

18 Phantom Procession

What you see: Wisps in formation, circling endlessly.

Quick Effect: Join them to find a relic; disrupt and they hiss.

Escalation:

- ◆ Tier II: March silently to earn table-wide inspiration.
- ◆ Tier III: Break the silence, lose a cherished item as it turns spectral and drifts away.

19 Midnight Caretaker

What you see: A tall figure with a lantern and quill.

Quick Effect: Trades a secret for insight into your fate.

Escalation:

- ◆ Tier II: Offers to strike one name from his records in exchange for a greater truth about your destiny.
- ◆ Tier III: If refused, he records your name and a faint spectral brand appears on your skin until the promise is fulfilled or broken.

20 The Candle Circle

What you see: A ring of melted candles burns on damp earth, though no wind touches their flame. In the center lies an unlit black candle.

Quick Effect: Lighting the black candle causes all others to flare at once, revealing ghostly silhouettes seated in silent prayer. The black candle fuses into the player's hand when he touches it, granting them once the power to cast *Calm Emotions* as a memory of peace.

THANK YOU FOR AWAKENING FIRE WITH US



DESIGNED BY DMS. TESTED AT REAL TABLES.
Freebie – Graveyard Whispers

Elemental Awakening

AUTHOR, DESIGN & EDITORIAL RESPONSIBILITY:
Tali Bhor

The Graveyard never sleeps, it listens! Use these echoes, encounters, and micro-quests to fill story gaps, build atmosphere, and lead your party through moments of eerie beauty and quiet reflection. Every roll is a memory waiting to return.

WHERE TO GO NEXT

This freebie is just a glimpse of the full Elemental Awakening world. The complete campaign set delivers:

- ◆ Two premium books - Rulebook & Adventurebook.
- ◆ Cards, standees, maps, ready to pull straight behind your DM screen.
- ◆ Synergy spells, evolutions, and trials, playable myth, not filler text.

If this graveyard gave you chills, ideas, or stories your players won't forget, the full set will let you build entire worlds that remember them back.

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Share tweaks, test future stalls,
and connect with other GMs.



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now—so you're ready when the Isles awaken.

