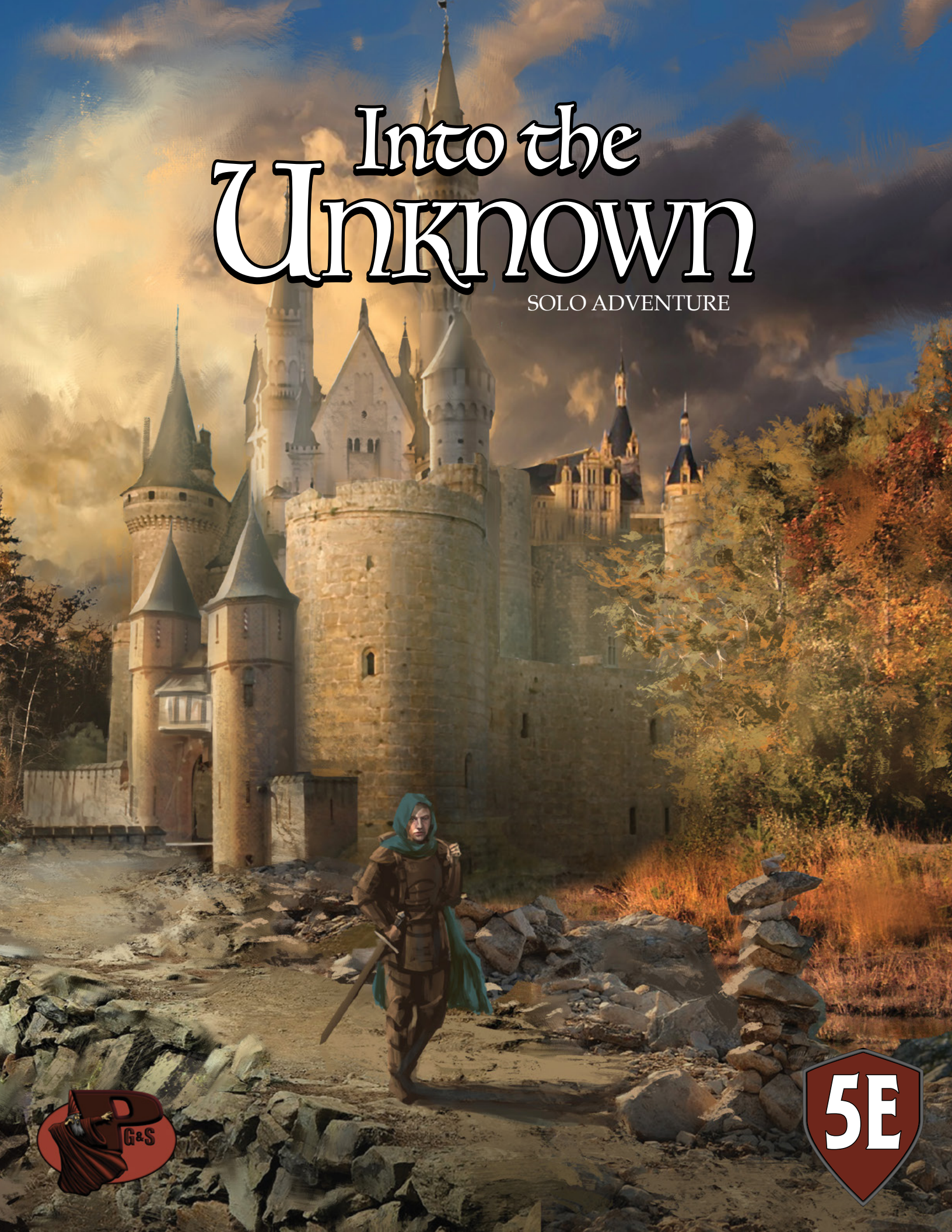


Into the Unknown

SOLO ADVENTURE



Into the Unknown

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Into the Unknown

By BEN BARSH



Welcome to a world of new adventure! The day has finally come. Your training at Farrador Keep has come to its end. You are now a fully-fledged adventurer ready to make your name known in all the lands. However, this time, you will go it alone. Farrador is a relatively peaceful region; however, menacing monsters reside in the shadows of even the brightest lights. You are being called to explore abandoned mines, save villages from devastating foes, and claim your name as the next true adventurer. All this and more will be possible as you go Into the Unknown!

Before you set out on your adventure, I, Alfie Fitz, will give you some survival tips for playing through a solo adventure. Be sure to read every point thoroughly. Carelessness could be your downfall in the open world.

SOLOSYSTEM™

Adventuring solo is not an ordinary practice for many. It presents a different array of challenges that normal RPGs do not fall victim to. In an effort to quell the fire of uncertainty, Pacesetter has developed our SoloSystem™ that is included in the beginning of every solo module we create. This outlines tips on how to adventure, rules to modify or keep in mind, and recommendations on how to go about mapping, resting, hirelings, experience, death, etc. We also introduce the idea of Adventure Points to help your character overcome great threats!

Your character starts with a new stat called Adventure Points (AP). Your character has a number of APs equal to their character level. Each time you gain a level, you add an amount of APs equal to your new level. For example, a 2nd-level character has AP 3 (1 AP at 1st level and 2 additional APs at 2nd level). The adventurer advances to 3rd level and gains 3 APs. If your character had not used any APs, they would now have a total of AP 6. APs are not regenerated by rest. When used, they are gone until you gain more by level advancement.

APs are used as a mulligan. If your character fails a specific die roll, you can spend one AP to change the die roll to match the desired/required result. This can be done for saving throws, attack rolls, skill checks, finding a secret door, etc. Also, an AP can be used to grant a reroll at any time for such things as damage rolls, hit point generation, etc. Furthermore, you can use an AP to alter a described result.

CHARACTER CREATION

Creating your character is a process unique to each player, party, or game master. However, for this solo adventure, it is recommended you refer to your own game version's standard character creation rules. Your character will start with their starting gold, armor, and weapons. However, you may also purchase different weapons, armor, and equipment in the great city of Macandire (see **Chapter 3** for details) with your starting gold.

If you would like, you may randomly generate your character using the charts I have provided in **Appendix IX: Character Creation**.

NEW CLASSES AND RACES

Into the Unknown introduces two new subraces and two new subclasses you can play! The new subraces can be found in **Appendix VII: New Races**, and the new subclasses can be found in **Appendix VIII: New Subclasses**.

DIFFICULTY MODES

Into the Unknown is separated into two distinct modes of play: Story Mode and Hard Mode. Each presents a different style of play.

STORY MODE

Story Mode is for those who prefer to simply enjoy the story with some dice rolling and challenges along the way. At specific points in the book, you will be able to add companions to your party! This will make the encounters a little less deadly if you just intend on enjoying the book slowly. It also helps out those wizards/magic-users/casters to have a meat shield or two!

HARD MODE

Hard Mode is where you adventure true solo. No hirelings, henchmen, or companions! This is for those wanting the true solo challenge. While your character can still be defeated in Story Mode, it is more likely in Hard Mode.

COMPANIONS

As mentioned before, there are opportunities to acquire companions throughout the campaign. If a companion is stumbled upon via the story, any character, no matter the mode, may acquire them. If a companion is offered between quests, then a player may acquire them in Story Mode.

When companions are offered between quests, the character will have a choice of three. You may choose only one companion at a time. Later, you will have a choice to gain another. You may have a maximum of only two companions at any given moment. If you have one that you would like to swap out, you may do so by returning to the quest giver. A total of 10% of adventuring earnings must be paid to each member of your party.

The companions do not progress in levels as you do. They remain at their power level from the point at which you find them to the point at which you complete your adventure. They are essentially 1st-level characters at a very base power level. This is to ensure that you, the hero, still shine above all!

COMBAT

Combat is the most interesting aspect of a solo adventure. Since there is no gamemaster, the duties of controlling the environment and monsters fall on you, the player. You will control the monsters you encounter along the way as well as determine any other outcomes a gamemaster would normally handle (traps, random encounters, passing or failing saving throws/checks, etc.).

The most important note here is that you are your own moderator. The AP system was designed so you should not feel the need to "cheat the system" or "metagame."

SPELLCASTERS

It is no secret that spellcasters are weaker in solo scenarios than fighter types. They have fewer hit points, a lower AC, and struggle in melee combat. It is recommended that if you are to play a spellcaster, try Story Mode first and recruit a single "tank."

It is also recommended that you ignore any rules that put penalties for casting spells in melee range.

Also, if a monster has a ranged weapon or attack, have them use that against you instead of the melee attacks. Some may see this as a scapegoat, but at the end of the day, the goal is to have fun. These are simple quality-of-life recommendations.

MONSTERS

New monsters are noted in their respective appendix; however, any other monsters that you encounter can be found in each edition's monster guide. If they do not, the statistics are provided in this book.

FLEEING COMBAT

Some scenarios will come up where your character may want to flee from a battle they cannot handle. For the utmost challenge of this adventure, do not abuse this feature. After all, character death is a part of the game. However, if you do find yourself stacked against odds you know you cannot handle at this time, you may flee. There are some restrictions to this mechanic:

- You may not flee if your movement is lower than the monster's movement.
- If you flee and continue the storyline as if you were victorious, you do not collect the rewards from your quest-giver.
- If you return to the area from which you fled, roll two wandering monster checks on the respective table as you journey back.

CHARACTER DEATH

Dealing with the death of a character in any game is a painful experience. While Farrador is an upbeat and exciting region of adventure, there is still the possibility a character may not survive.

The standard is that if a character is defeated in battle or by a poor story decision, you must roll a new character and start from the beginning. This is especially the expectation for Hard Mode; however, if you are playing Story Mode and are defeated, you can consider starting again from the beginning of your most recent chapter. Think of this as a save point in a videogame.

AREA DESCRIPTIONS

When you begin the adventure, you will notice that there is text within a box and text outside the box. The boxed text is meant to be what your character initially sees when they enter a new area. You can think of this as “thought text.”

The text below that is either the options you are presented with, context for those options, or outcomes of your choices.

MAPPING

Situations will arise in which the entire map is presented to you in the text; however, situations will also occur where the map is spliced to show only the room you are traversing.

If the map is spliced, you can find the map in its standard form in **Appendix X: Maps**.

LEVEL PROGRESSION

Characters in this story will experience milestone leveling. After they complete a string of events worthy of leveling up, they will be allowed to do so.

Characters start off at 1st level and will be 5th level by the end of the adventure.

TREASURE

When a magic item is found, a bond is formed between the item and the adventurer. The character immediately knows the qualities of that item and how to use it.

If treasure such as gems, jewelry, etc., is found within an adventure, you must wait to add the value in gold pieces to your character sheet until you sell said items. In **Appendix IV: Treasure**, you can find the values associated with each treasure. If there is no value immediately following the treasure in the text, you can find that value in the appendix.

RESTING IN THE FIELD

Your character may find it vital to rest in the field rather than returning to the inn.

If your character performs a long rest at a detailed location (any numbered location), you must roll for wandering monsters a total of three times. Checks are at dusk, midnight, and dawn.



If your character performs a short rest, you roll on the chart only once. For purposes of this adventure, encountering wandering monsters during the rest period will not interfere with the benefits of resting (regaining hit points and spells).

ENCUMBRANCE

In this scenario, there are no pack animals. Your character must carry all their equipment, supplies, and treasure. It is important to track the weight carried. You may store as much equipment or treasure at Farrador Keep as you would like. There is also the possibility of unlocking friendly rest locations. If these are unlocked, you will be able to store any equipment there as well.

QUEST PROGRESSION

Into the Unknown is designed for multiple playthroughs. There are three main story arcs you will be offered after your initial adventure. From there, it is recommended you stay on the path — aside from side quests offered — until your character completes the story. However, if you would like to deviate, it is recommended that you start at the beginning of a story arc.

REGION EXPLORATION

Farrador is home to multiple areas to explore. While your character may leave the quests at hand to explore a town, farm, or other area, opportunities will be presented in the adventure to do so with rewards via side quests. Enough information on each area and settlement is provided within this book to complete each adventure.

The flagship areas within Farrador are Macandire, Mistwood, and Farrador Keep. You may travel to these areas at any time to buy, sell, or trade goods, store items, or to rest.

Macandire is the pinnacle of any trade needing to be done. More information can be found in **Chapter 3**.

Farrador Keep is always open to you to store items or rest.

Mistwood is the most common town in Farrador where travelers can rest (aside from Macandire). You may travel there at any time to rest as it is a good middle point of the adventure. More information can be found in **Chapter 19**.

More information on each settlement can be found in *Farrador: A History* (sold separately).

CONCLUSION

That about does it! This section of the book could be as large as the story itself. However, it is truly up to you, the adventurer, to design the story as you go. If an issue arises, use your best judgement to solve the problem. That is the glory of a tabletop game after all!

Without further ado, let us adventure *Into the Unknown*!



CHAPTER 1: INTO THE UNKNOWN



day ago, so there is still time to investigate and retake the mine. Alfie Fitz, head historian of Farrador Keep, has provided you with a map of the mine. When you are ready, read on to begin your first adventure!

IRONCRAD MINE

IRON EXPLORATION

Ironcrad Mine is not far from Farrador Keep. In fact, you believe you have been to it on multiple occasions to check on the keep's iron provisions. You recall how much Alfie loved giving you busy work.

There is a clear path to the mine, and the journey takes approximately one hour at a moderate pace with a few water breaks.

1. MINE ENTRANCE

Before you is an entrance to what must be Ironcrad Mine. Outside the entrance you see miscellaneous mining equipment such as two mine carts, shovels, pickaxes, and rope. The warm glow of the sun shines into the cave revealing a path leading in.

A quick investigation of the outside reveals that most of the equipment was abandoned when the "reptile dogs" attacked. If you have need for a shovel, pickaxe, or rope, you are free to take some with you.

If you enter the cave, go to **Area 2**.

The light streaming in fades quickly, so you must either have a light source active or darkvision.

Congratulations! You are the most recent graduate of Farrador Keep, the most prestigious college for adventurers in all the lands. Now, you are more than capable of setting out to go on your own adventures. To have a greater challenge, you have decided to go it alone. This likely will be a difficult task, but your record as a graduate speaks for itself.

As tradition goes, you will take your first quest from the college itself. From there, your destiny is your own as many doors open to different paths.

You have been given a quest to travel to Ironcrad Mine east of Farrador Keep to investigate the disturbance that caused the mining crew to abandon the mine. The reports from the miners speak of "reptile dogs" attacking them on sight. Since the miners are not trained fighters, they were told by the foreman to flee while he made the last stand. This attack happened a



IRONCRAD Mine





2. SPLIT DECISION

The hallway you entered extends forward 30 feet then splits to the left and right. To the left, you see a small stockroom. To the right, the hallway extends beyond your light source.

If you go left, go to **Area 3**.
If you go right, go to **Area 4**.

3. SUPPLY ROOM

You enter a storage room dedicated to housing useful objects used around the mine. Small shards of iron rest on a couple of tables. Your scan of the room ends abruptly as you see one of the so-called reptile dogs! It lurches to attack!

Roll for initiative against the **kobold**! It is approximately 20 feet away from you at the start of combat. It fights ruthlessly and to the death. If you defeat the kobold, keep reading. If you are defeated, roll a new character.

On the body of the kobold are 8 silver pieces and 1 gold piece. A general investigation of the room reveals miscellaneous mining equipment and some iron ore. It seems that someone or something looted most of the iron ore that would have been stocked here.

Once you conclude your business in this room, see **Area 2** for more options.

4. CONTINUATION

You come to another cross section. The path continues forward into what seems like a large chamber. The path also continues to your left into another chamber.

If you continue forward, see **Area 5**.
If you turn left, see **Area 6**.

5. IRON TROVE

You step into a chamber filled with iron deposits. Multiple carts and tables are nearly covered in ore, and veins of ore stick out of the rock walls surrounding you. A plethora of equipment for extracting this precious mineral can be found. However, before you can investigate, two kobolds jump out from behind carts and wave their daggers in a menacing fashion!

Roll for initiative against the 2 **kobolds**! They are far from the chamber entrance where you stand. They must cover 35 feet of ground before they can attack you with their makeshift daggers. If you defeat the kobolds, keep reading. If you are defeated, roll a new character.

Each kobold carries 5 silver pieces and 1 gold piece. There is nothing of value in this chamber other than the iron and tools lying around.

Once you clear this room, you may continue to **Area 6** or any other explored location.

6. COLLECTION CHAMBER

Trap! You must succeed on a DC 12 Dexterity saving throw or fall victim to a rockfall trap as you trip over a wire! If you succeed, you successfully dodge out of the way. If you fail, you take 1d6 bludgeoning damage as a small cluster of rocks falls on you.

If you have a Passive Perception of 12 or higher, you notice the wire from where it obviously extends from one side of the hallway to the other. You can simply step over the trap to evade the danger.

When you are ready, keep reading.

You enter what must be the mine's primary command room. A variety of blueprints are spread out on tables, with some detailing various nodes of iron that have seemingly been tapped empty. Weights and scales for measuring the ore hauls sit on the drawings.

The mine's foremen likely used this room for various operations. You catch a foul smell of rotting food as you survey the room.

The blueprints depict the mine and its expansions. Most of the maps show expansions the miners were planning to make. The miners believed the ore to be near limitless in some areas.

Roll a DC 12 Investigation check.

If you succeed, see **Area 6a**.

If you fail, see **Area 6b**.

6A. INVESTIGATIVE SUCCESS

You see an out-of-place, folded-up blueprint sticking out of the dirt floor. You walk over and carefully pull it from the ground. It depicts the same map Alfie gave you. However, your heart leaps as you notice something different. There seems to be a chamber connected to one room that the foreman wanted to keep secret. A note next to the room reads, "Special treasures for my eyes only."

Now that you have found this note, you may read **Area 7a** once you traverse that chamber (**Area 7**).

If you proceed down the path to the left, see **Area 7**.

If you proceed to the right, see **Area 8**.

6B. INVESTIGATIVE FAILURE

You find nothing else of value in this chamber.

If you proceed down the path to the left, see **Area 7**.

If you proceed to the right, see **Area 8**.

7. END OF THE LINE

You approach the end of the tunnel. The miners likely were digging to expand the mine but were unable to finish before the kobolds attacked. This seems to be a dead-end.

Make a DC 12 Investigation check. (**Note:** If you found the note in **Area 6a**, you can proceed to **Area 7a**.)

On a successful roll, see **Area 7a**.

On a failure, see **Area 7b**.

7A. DIAMOND IN THE ROUGH

You notice something out of the ordinary with the rubble. There seems to be some sort of silver sheen wedged between the rocks. Upon further inspection, you realize a sword is buried within the debris.

The sword can be extracted easily and with no danger as it is near the bottom of the rubble pile. Immediately as you pull the sword from the debris, you notice it is glowing a light blue. For a sword that has been under rock for seemingly some time, the sword has held up very well. You can now discern that it is a **+1 longsword**.

7B. DEAD-END

You find nothing out of the ordinary with this rockfall.

You may continue back to a previously explored chamber (**Area 6**) or proceed to **Area 8**.

8. BELLY OF THE BEAST

As you approach this room, your feet begin sticking to the ground. It couldn't be mud for there is no moisture in the air. You gaze down in the entrance to the room and see some sort of webbed substance covering the ground. As your gaze rises, you see a giant spider quickly moving toward you!

Roll for initiative against the **giant wolf spider**! If you defeat the arachnid, keep reading. If you are defeated, roll a new character.

You successfully fought off the giant wolf spider! It seems this beast took over these quarters as the kobolds invaded. You search the chamber and find the body of a foreman but not much else. May he rest well.

The first chapter of your hero's journey is nearing a close. You may return to Farrador Keep when you are ready. On your way out, you may pass through the mine once more and make another investigation check at those areas where you previously failed a check.





COMPLETION

You return to Farrador Keep to find Alfie with a look of concern on his face. He is generally an upbeat and eccentric gnome; only a serious matter could bring him down.

He looks up and says, “Yes, yes you did well. Here is your reward. Now the real work begins.”

You receive 25 gold pieces for completing the adventure. You also level up to Level 2.

When you are ready, see **Chapter 2: Adventurer’s Call**.

CHAPTER 2: ADVENTURER'S CALL

THE GREAT QUEST

Alfie's look of despair does not wash away with news of your success. Normally, he would host a small celebration with an adventurer's return after their first solo quest. You see him peering down at three pieces of parchment on a table.

He says, "Macandire, Dun Bhuldar, Starland ... they each sent out a call to arms at nearly the same time. This is quite strange ... but great for you, I guess. You'll have no shortage of work in the coming weeks, I'm sure of that."

He pushes the parchment toward you and says, "First up, we have word from an anonymous nobleman in Macandire. They write that they've caught word of a group of smugglers trafficking of the city. Smugglers are usually handled by the royal guard, but the queen's best men are out on assignment. They need a graduate, and there is none better than you. If you choose this quest, Ser Rodrick will fill you in on the rest of the details."

He motions toward the second parchment and says, "Starland Bay, home of the finfolk. I know we don't often take students down to see them, but they are truly good people ... fish ... folk? I digress. They love to fight their own battles, but since they do fall within Farrador's borders, they occasionally ask for aid. When I say occasionally, I mean it. Haven't seen them ask in my lifetime. Doesn't seem like anything too serious. Some skirmishes with some lizardfolk left their best warriors injured. I know you could easily handle that one."

Alfie grabs the last parchment and carefully lays it in front of you. The flourishing script is written in gold ink — not the normal black. The letters seem to dance as you read it.

He explains, "I don't have to tell you who this is from. Yes, the Bijou dwarves in Dun Bhuldar. Should be cast out of Farrador, if you ask me. If they didn't give charitably to Lakehaven, I'm sure the queen would be redrawing the maps as we speak. The opposite of the finfolk, they love asking for help from the keep. Something about a war camp of orcs who slipped past the garrison leading to Mog Boldar. Only take that one if you have patience. Personal opinions aside, it may make for a eccentric adventure."

It seems you are not short of options to begin your next adventure. You're sure each will present different challenges along the way.

MAYHEM AT MACANDIRE

Your mission is to investigate and stop the smuggling, but you have only one lead to follow up. There is a secret meeting planned at Charlie's Still in Macandire between a representative of the smugglers and some other, unknown person.

If you accept this quest, see **Chapter 3**.

FRIEND OF THE FINFOLK

The finfolk are a quiet, reclusive people. They call for aid only when it is most needed. Their fiercest warriors were wounded in a skirmish against a band of lizardfolk that left Starland Bay — their home — vulnerable. They are requesting a fierce adventurer to protect and serve the bay.

If you accept this quest, see **Chapter 4**.

CITY OF GOLD

Unlike the finfolk, the Bijou request help from Farrador Keep almost too often. It seems their alliance with Farrador has softened them up; they have very little military presence now. However, being in the icy reaches of Dun Bhuldar means they have few issues with the outside world. The people of Lakehaven recently spotted orcs entering the mountain nearest them. Since the Bijou often give charitably to Lakehaven, someone needs to set off for Dun Bhuldar to get more information.

If you accept this quest, see **Chapter 5**.



Macandire

Farrador Keep

North Tower

Gullfield Farmstead

Hunting Gale Wood

Starland Bay

High Reach River



CHAPTER 3: MAYHEM AT MACANDIRE

SER RODRICK'S REQUEST

Alfie replies, "A wise choice. You must have been to that city a hundred times by now. What? Don't roll your eyes at me. I was once young, too. I could hold down 15 mugs of Macandarian mead in my day. Anywho, I'll find Ser Rodrick. Wait here."

With that, Alfie folds up the parchments and exits the room.

Here you stand. The Hall of Adventure. The first place you entered as a young apprentice when you arrived at Farrador Keep. It seems like only yesterday. Now it is time for your first true quest. What if this leads you to the volcanic reaches of Mog Boldar. Oh, my! What about Myth Alar? No, wait ... Celestion! Okay, okay. Unlikely, but it's okay to start small ...

Your self-chatter is cut off with a loud smash as the door slams against the limestone wall. The loud, heavy step of the battlemaster cannot be mistaken.

Ser Rodrick barks, "Ha! I never thought I'd see the day! You made it! I knew you would. Well, technically I didn't, but that's in the past now! You look a little thin. You should have run the gauntlet more to build muscle. Good in any situation, muscle."

You give Rodrick your usual uninterested look to bring him back to the point.

"Right! Macandire. You are headed to Charlie's Still. Never been? Best bourbon in all of Farrador. Best drinks, actually. Charlie and I go way back. You know he started as a bartender at another tavern? Built himself up to own his own joint. Good man, Charlie. We've caught wind that a spy is meeting with an unknown party in two days' time. The suspect is rumored to be a middle-aged male. That is all the knowledge we have. The journey should take you about a day, so get going soon so you don't miss him."

With that, Ser Rodrick gives you a mighty pat on the back and departs. Wow, that kind of hurt. Maybe you should have run the gauntlet more often ...

If you are playing this adventure in Story Mode, you may now recruit a companion! Ser Rodrick offers:

- Amisra, a female human fighter
- Ronnar, a male human wizard
- Finna, a female human cleric

See **Appendix III: Companions** for their statistics.

When you are ready, keep reading to begin your quest!

THE GREAT CITY OF MACANDIRE

You depart Farrador Keep with your head held high. Time to go on an adventure!

The road to Macandire is well protected; thus, uneventful. Passing through the Gods' Gate just before the city always gives you chills. Such a well-crafted fortress.

The gates of Macandire fast approach. As normal, the front gate is open. Guards survey travelers coming in and out, but they only really stop anyone traveling in a caravan or with goods. They see you, a normal adventurer, and wave you in. It is common for adventurers to carry weapons while in the city. A trust between citizens has built up over hundreds of years.

You arrive in Trade Town. This is where Charlie's Still is located. You ask a vendor at a trade stand for directions.

She gives you a warm smile and says, "Down that path, to the right. Good choice!"

If you would like to read more of what the city has to offer, keep reading this section for details on the various sites in Macandire.

If you would like to continue the adventure, skip to **Visiting Charlie's Still**.

TRADE TOWN

First is Trade Town. Most visitors stick to this quadrant. Here you can find really any common good you can imagine. There are also a plethora of inns, taverns, performers, armorers, banks, auction centers, and more.

CHARLIE'S STILL

Often voted the best restaurant in Macandire and Farrador as a whole. The city has approached the restaurant on many occasions and asked them to move to Pennington's Park; however, Charlie would rather stick to his roots and stay with the people he loves.

GHERIN'S GOODS

This is a popular general goods store in Farrador. If a mundane item is needed, you can find it at Gherin's.

If your character needs to purchase a common good from your system's rulebook, you may do so at Gherin's. The prices are the same as they appear in the rulebook.

NATIONAL BANK OF FARRADOR

This is the longest-standing bank in Farrador. Since so few people use the bank for anything other than currency exchange, NBof rarely has any competition. As directed by the city, they do not charge fees on conversions. However, if you wish to have the bank hold your money, it costs 5 gold pieces to assign you a vault, then 2 gold pieces every month for upkeep.

You may convert any coins you have to another. For example, if you need to trade copper for silver or gold, you can do so here. Farrador uses platinum, gold, silver, and copper. See your system's rulebook for monetary conversions.

Macandire

Worke



Hearthhelm

Arcane Quarter

Pennington's Park

Trade Town

Divines District

Worke



ALLCRAFT ARMORY

Allcraft Armory is one of the more unique armorers in the kingdom. Generally, you have to go to a blacksmith for weapons and heavy armor, a clothier for robes, or a leatherworker for leathers. However, at Allcraft, they do it all.

Anytime your character needs a new weapon or armor (mundane, of course), you can find it at Allcraft.

WONDERLAND INN

This inn is known for taking in adventurers who are on assignment from Farrador Keep at a modest price. It is a moderate inn with plenty of amenities to feel luxurious but without the steep price.

You may rest at Wonderland Inn for a single gold piece per night.

DIVINE DISTRICT

This quadrant is home to worshippers of the gods, primarily the Olympians. While there are plenty of taverns, inns, and homes here, most visitors come to visit the Temple of the Gods.

TEMPLE OF THE GODS

Here you can find the oldest and most beautiful shrine to the Olympians in all Farrador. The massive temple has individual shrines for Zeus, Poseidon, Hera, Demeter, Athena, Artemis, Apollo, Hephaestus, Aphrodite, Ares, Hermes, Dionysus, and even Hestia and Hades.

If your character donates to charity or performs downtime activities in a holy setting, they may be performed in the Temple of the Gods.

ARCANE QUARTER

This place is as it sounds. Many magical practices are performed here. You can find alchemy shops, magical item stores, artificial exhibits, museums, homes, and even the Macandire Mages' College. This area is the premiere location for magic outside of Farrador Keep.

KIZZIWINK'S EXOTIC EMPORIUM OF GALLANT GOODS

The owner of this store goes by the name Kizziwink. He is a young high elven male who ended up with a large fortune after he inherited his family business in Myth Alar. He had no interest in running a shipyard, so he left the business for his uncle to manage and came to Macandire. He used his fortune to create a place where adventurers could buy, sell, or trade magical items.

It is unlikely that your character will amass enough wealth to purchase magic items during this campaign; however, it is entirely likely that you come across an item that your character cannot or will not use. For example, a wizard might come across a magical sword that offers little or no value. You may go to Kizziwink's and trade it for a similar item of that rarity. In other words, uncommon for uncommon, rare for rare, etc.

PENNINGTON'S PARK

Once named the Noble Quarter, Pennington's Park is named after the great Percy Pennington who was an original founder of Macandire. Percy was known for always seeking the beauty in life, so a hundred years ago a park was constructed in honor of his legacy as a founder. The city also renamed this quadrant Pennington's Park.

Aside from the homes of nobles and relatively wealthy individuals, Pennington's Park does not offer much value to an adventurer. If your character would like to take a relaxing stroll in the park, they may.

HEARTHHELM

Hearthhelm is the pinnacle of Farrador. There are a few estates here for members of the high council; however, all pale in comparison to Hearthhelm. This is the dwelling of Queen Hestia of Macandire. The unique aspect of the castle is that the gates are generally open. Hestia requires this as she welcomes all people from all walks of life to seek her counsel in times of need.

It is possible that you will be called to have an adventure at Hearthhelm.

VISITING CHARLIE'S STILL

Charlie's Still is the most popular restaurant and bar in all Macandire. Countryfolk from Farrador travel an entire day just to have a meal at this warm and welcoming tavern. They serve excellent comfort food from the southern portions of the world and the most delicious drinks from Macandire all the way to Myth Alar, the land of the elves. Charlie himself is a staple of the community, along with his magnificent staff.

Charlie is the founder and owner of this establishment. He was seeking a place where all could come and share in the simple joys of life. He can often be found buzzing around the restaurant checking on patrons, reminiscing with old friends, and even concocting the most divine drinks. His presence truly makes Charlie's ... well ... Charlie's!

Charlie surrounds himself with the highest-quality staff Macandire has seen. His right hand at any time of day or night is a fine gentleman named Anthony. He has donned the nickname of "Vamp" for his hard work into the late hours of the night. Vamp is a jack-of-all trades. There is no task that is beneath or too difficult for this strapping young lad.

A young scholar named Chase can be found handling the food operations within Charlie's Still. Chase is a fan-favorite among the customers. His diligence is well-noted, and he is often described as the bridge between the kitchen staff and the servers. Chase is also a cleric in training. He wishes to one day soon save the lives of his fellow citizens.

The staff has endless talent. Monica is known for being the kindest bartender whom many chat with as they enjoy their meals. Jordan is an attentive server who is always one step ahead of even the patrons. The list goes on and on!

1. THE QUEST

As you enter, you notice an array of happenings at the bar. A band is playing melodic tunes to your left, and all around you see cheerful patrons sharing meals. Straight ahead, you see a group of what can only be described as ruffians sitting around a circular table in an alcove, and to your right, tucked away near the bar, you see folks of high class discussing different notes of flavor within their wine.

As you scan the room, you recall your message from Ser Rodrick: Find the spy. With many options to pursue, where do you start?

If you get a drink at the bar, see **Area 2**.

If you approach the nobles and ask about their wine, see **Area 20**.

If you approach the ruffians, see **Area 13**.

If you cheer on the band, see **Area 9**.

2. A NIGHT OUT

As you take a seat, you notice a human woman crafting drinks behind the bar. After a moment, she notices you have joined the merry band of travelers for a beverage. She moves toward you and calls out, "What would you like?"



See the **Charlie's Still Menu** sidebar if you order a drink.
If you order a drink, see **Area 3**.
If you sit and take in the environment with just water, see **Area 5**.

CHARLIE'S STILL MENU

Item	Cost
Charlie's Luxardo	2 gold
Bourbon Lemonade	8 silver
Charlie's on Vacation	1 gold
Spring Fling	8 silver
Farrador Smash	1 gold
Mistwood Mystery	2 gold
Lakehaven Lager	4 silver
Celestion Chianti	3 gold

3. DRINK ORDER

The beautiful blonde bartender named Monica calls back to you the cost of your drink. You sit for a moment and enjoy the music and scenery as the drink is being made. The band finishes a classic sea shanty as your drink is delivered. The patrons all cheer and clap in unison.

If you sit at the bar and enjoy your drink, see **Area 4**.
If you approach the band now that they are on a break, see **Area 9**.

4. ENJOY A DRINK

You sit at the counter sipping your drink while taking in the lively atmosphere at Charlie's. The patrons seem to all be enjoying themselves as the band plays songs of the sea. You notice that the once frantic Monica has a moment to relax as the drink orders have all been completed for the moment.

If you would like to call over Monica and ask her questions, see **Area 5**.
If you continue to sit alone, see **Area 32**.

5. INTO THE INVESTIGATION

You raise your hand, and Monica immediately bolts over. You can already tell she takes pride in being attentive. Knowing you have limited time, you get right to the point and ask her if any suspicious activity has been happening around the Still.

She replies simply, "All information has a price."

If you tip Monica a gold piece, see **Area 6**.
If you do not tip her, see **Area 7**.

6. MONEY WELL SPENT

You slide a gold piece along the bar, and Monica snatches it up and tosses it into the shared tip jar.

All she says is, "Sketchy character has been coming in the last couple of nights. Sits at the bar, orders a drink, talks to no one, and leaves. If he stays on schedule, he should be here shortly."

She then walks to the end of the bar to begin making new drink orders.

If you wait for this strange character, see **Area 8**.
If you do not wait, see **Area 1** for your other choices.

7. MONEY NOT SPENT

Monica gives a slight laugh and moves back to the other side of the bar to prepare for the new wave of drink orders about to come in.

See **Area 1** for your other choices.

8. THE WAITING GAME

You wait patiently for whom you can only presume to be the spy. After about 10 minutes of waiting, a human male enters the tavern alone. He wears a long cloak; however, no hood is over his head. He has a scruffy, black-and-gray beard and long, matching hair. He sits at the bar and orders a drink.

No time like the present to catch a spy.
When you are ready, see **Area 35** to confront him.

9. SEA SHANTY SURPRISE

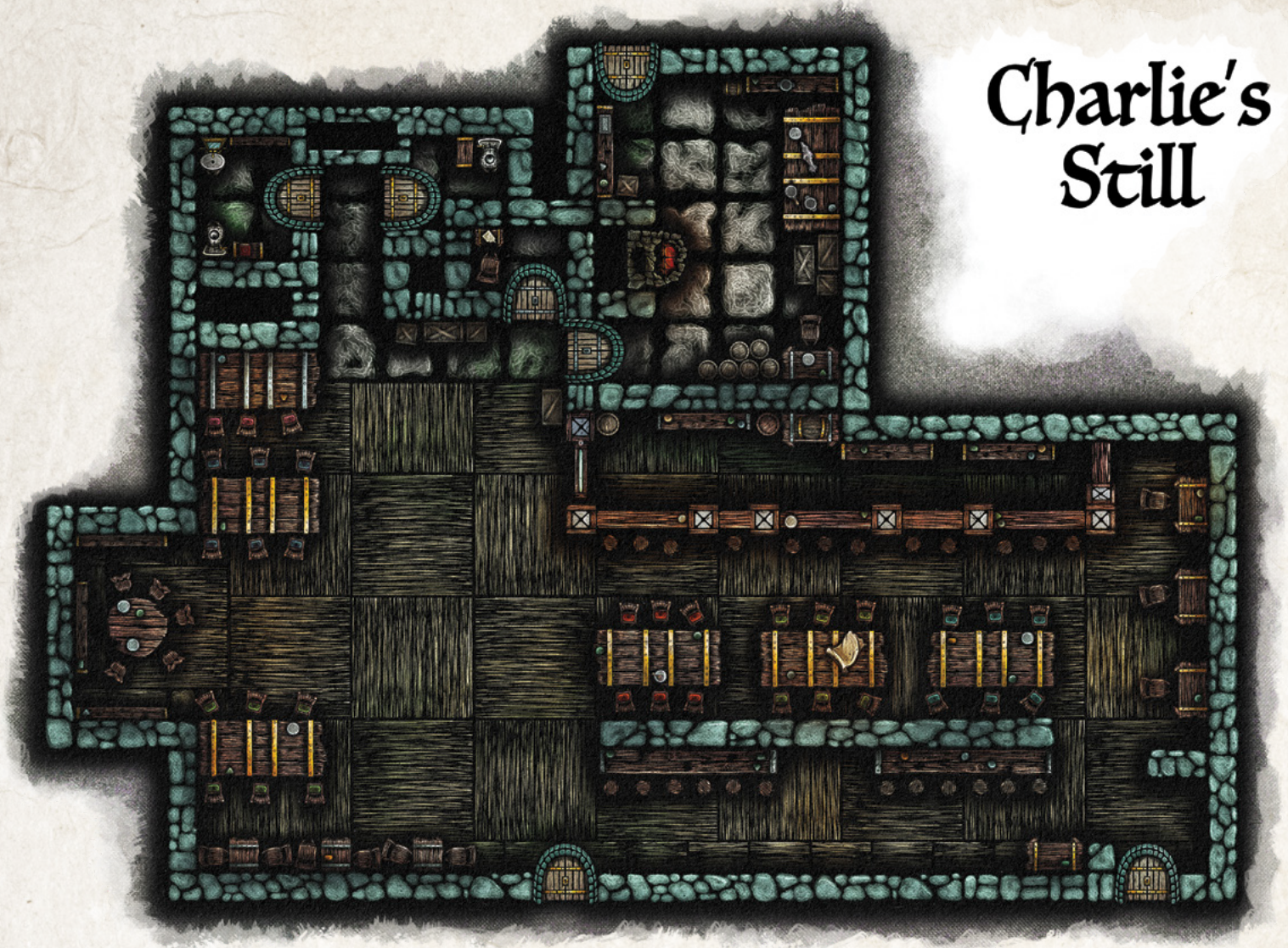
As the band concludes playing a classic sea shanty, the patrons applaud in admiration. The band is made up of a female tiefling singer, a human male guitarist, and a male gnome on the drums. From the sign hanging from the ceiling, you surmise they go by the name Maiden's Kiss.

As you approach the band, the female tiefling calls out, "You're new! Come sit with us!" The trio moves toward the nearest table to their set.
If you sit with them, see **Area 10**.
If you turn down their offer, see **Area 33**.

10. THE BAND'S INVITATION

You take the last seat at the table with the band. As you pull yourself toward the table, the female tiefling begins to speak again. "The name's Nixia. The big un' is Helaire, and the short un' is Bip. We're the Maiden's Kiss. Funny name it is, innit? Name of our ship as well. Big un' sittin' in the south. We travel around singin' tales of the sea. Who might you be?"

Charlie's Still



After you introduce yourself to Nixia and the crew, you have a choice to make. Do you explain your mission of finding the spy or do you play it cool by saying you are just an adventurer enjoying a night off?

If you explain your mission, see **Area 11**.

If you play it cool, see **Area 34**.

11. SHARING SECRETS

Nixia takes a deep breath after you finish explaining the quest Ser Rodrick gave you. She ponders for a moment, taking sips of ale between deep thoughts. She then begins to speak, "This is a predicament. We been here for three days, and I haven't seen nothin' too crazy. This place is supposed to be tame, you know? Reason why we came. Different than the usual dive bar. Anyway, one odd character does stand out. Elven gent who's been comin' in and orderin' a mug each night. Sits at the bar, finishes it in one or two songs, then leaves. If he comes a fourth, he should be here soon."

After receiving this information, you may roll a DC 12 Insight check to discern whether Nixia is telling the truth.

If you succeed, see **Area 11a**.

If you fail, see **Area 11b**.

11A. INSIGHTFUL SUCCESS

You take in this information and ponder it the same way Nixia did: deep breaths and thoughts with drinks in between. You did not notice any notable signs that would give away a liar. You feel as if you can trust Nixia.

See **Area 12**.

11B. INSIGHTFUL FAILURE

After analyzing Nixia's speech, you realize you may have missed some cues you should otherwise have picked up on. You are unable to discern any information.

See **Area 12**.

12. INFORMATION GATHERED

With this new information, you now have a choice to make. Either act in accordance with Nixia's information or go seek new evidence elsewhere.

If you follow Nixia's word, see **Area 8**.

If you do not trust the tiefling, see **Area 1** for your options.

13. GROUP OF RUFFIANS

You approach the group of thugs. They all have rippling muscles, large mugs of ale, and dress as if they are ready for a fight at any moment. As you approach their table in the alcove by the window, the largest of the lot looks up at you.

He waves his hand at you as if swatting away a pestering fly and mutters, "We're full. Bother another table."

If you pull up a chair anyway, see **Area 14**.

If you walk away, see **Area 1** for more options.

14. DAGGER DELIGHT

You pull up a chair and situate yourself between two of the large thugs at the table. Everyone at the table — including the human who spoke with you first — falls silent. That same character stands up, pulls an iron dagger from his belt, and flips it around.

He points at you and says, "I warned you, newcomer."

He thrusts the dagger into the table, and the gang breaks out in laughter. One of the larger fellows grabs you by the shoulders, stands you up, and moves you to a chair beside the one you can only presume is the leader.

He then calls out again, "My name is Doug, and you are in for a challenge."

Doug orients his arm as if challenging you to an arm-wrestling contest. You see no way out of this situation as all the ruffians stand up around you. Doug is enjoying the spectacle.

Now that you are challenged, you must do your best to defeat Doug. Roll a Strength check for yourself and add any modifiers. Roll one for Doug as well and add +5.

If you win, see **Area 15**.

If you lose, see **Area 16**.

15. SWEET VICTORY

You slam Doug's hand into the wooden table, which causes the roaring crowd to fall completely silent. Doug looks up at you with a grin and says, "Well played! Rounds on me!"

The crowd cheers once more and then take their seats a few seconds later.

Doug pats you on the back and asks, "What brought you over?"

If you choose to explain your quest to Doug, see **Area 17**.

If you make up a lie, see **Area 18**.

16. DEVASTATING LOSS

Doug slams your hand into the wooden table. The back of your hand throbs with pain, and the crowd surrounding you roars in admiration.

Doug quickly exclaims, "I guess you're just not tough enough."

They kick you out of their circle immediately.

When you are ready, see **Area 1** for more options.

17. HONESTY POLICY

You go into details of your plan to find the spy seeking to harm Macandire. While you speak, Doug's smug smirk fades to a worried frown.

Once you finish, he begins to speak, "I know of whom you speak. There is a brutal, savage orc gaining followers within a stronghold just south of Mistwood. Don't be ashamed of me when I say I once lived the life of banditry. It is in the past now. What also must be in the past is Uruk's uprising. Whatever he is plotting, it can't be good. Make haste back to your battlemaster and inform him of what I have told you."

If you trust what Doug has to say, see **Area 19**.

If you do not trust Doug, see **Area 1** for more options.

18. SUBVERSION

You quickly mutter to Doug that you are here in Macandire for a good night out and you wanted to make some new friends who were up to your physical par.

Doug smiles and pats you on the back. He says, "Time to drink the night away!"

In your drunken stupor drinking with the ruffians, you fail to gain any knowledge on the spy. You have failed.

When you are ready, roll a new character or try again.

19. TRUSTWORTHY SOURCE

Even though you have known Doug for only a short period of time, you figure the only chance you have is to take his word. You rush out of Charlie's. As you exit, you immediately slam into a large man. You stumble backward and trip over a bench beside the tavern, and then fall face first on the ground. You snap out of your daze and look up. Ser Rodrick stands before you, a grin on his face.

When you are ready, continue to **Chapter 6**.

20. NOBLE CAUSE

You approach the nobles enjoying their wine in the corner. The lot of them are humans and elves. As you get closer, a female elf turns and asks, "Can I help you?"

If you ask to join them, see **Area 21**.

If you offer to buy them a fine bottle of wine, see **Area 22**.

If your character has a noble background, see **Area 23**.

21. HONEST REQUEST

You ask if they would allow you to join their party for the evening. She quickly scoffs and declines.

If you leave, see **Area 1** for other options.

If you offer to buy them a fine bottle of wine, see **Area 22**.

22. BOTTLE SERVICE

Her ears perk up as her attitude switches from standoffish to welcoming. She welcomes the idea of you buying a bottle and requests the Di Ponio Vineyards Red Blend.

You head over to the bar to get the requested bottle. The bartender, Monica, informs you that the bottle costs 25 gold pieces.

If you buy the bottle, see **Area 24**.

If you cannot afford or simply do not want to buy the bottle, see **Area 1** for more options.

23. NOBLE BACKGROUND

You immediately present your house seal to the seemingly impolite elf. Her tone quickly changes. She welcomes you over to the table where they are all standing and invites you to have a drink with them.

See **Area 27**.

24. THE FINEST GOLD CAN BUY

Your pocket a bit lighter, you stroll back to the nobles with their requested bottle. This time, all of them seem more welcoming. They offer you a spot at the table they are all standing around and pop open the bottle.

The lady whom you first spoke with asks you to make a small toast.

If you make a toast, see **Area 25**.

If you politely decline, see **Area 26**.

25. RAISE A GLASS

This is your time to shine. You take the reins of life and begin to toast.

You exclaim, "To our laughs, may they always be merry. To our goblets, may they always be full. To our pockets, may they always overflow!"

The small crowd of nobles claps softly as they find your toast appealing. They seem to have taken a liking to the last bit.

If you stick around and converse with them, see **Area 27**.

If you drink the glass and leave, see **Area 1** for more options.

26. STAGE FRIGHT

You politely decline a toast. This was never your strong suit. Instead, you take a glass and listen to the woman deliver a strong, powerful speech that causes each noble to raise a glass.

If you stick around and converse with them, see **Area 27**.

If you drink the glass and leave, see **Area 1** for more options.

27. UPPER CLASS CONVERSATIONS

The lady who first spoke to you introduces herself as Yishandre. She then excuses herself, and you notice her walk over to the corner of the bar. Soon after, a human male shakes your hand and introduces himself.

You sit and converse with him for a moment, and then you notice Yishandre return. You talk to the group for the remainder of your glass of wine.

Make a DC 15 Perception check.

If you succeed, see **Area 28**.

If you fail, see **Area 29**.

28. PERCEPTIVE SUCCESS

You have a quick flash of awareness. As Yishandre walked away, you noticed a piece of paper in her hand. When she returned, the paper was gone. You also overhear her mention to another noble, "Tilly is stopping by." Your suspicion begins to grow.

If you ignore your findings, see **Area 29**.

If you take action, see **Area 30**.

29. PERCEPTIVE FAILURE

For a moment, you thought you noticed something out of the ordinary. You find you were mistaken.

See **Area 1** for more options.

30. INSPECTOR OF THE MONTH

You decide to keep all your options on the table and politely excuse yourself to the bar to get another beverage. You move to the area where you saw Yishandre disappear.

You find yourself at the end of the bar where a single barstool is empty.

Make a DC 12 Investigation check.

If you succeed, see **Area 31**.

If you fail, you surmise that you may have been imagining things. See **Area 1** for more options.

31. HIDDEN NOTE

Your investigation proves successful. You start feeling around under the bar that extends outward and find a note attached under it.

The note reads: “You’ll find the supplies in the usual alley in Trade Town. Stop being so quiet when you come here. Make some friends, talk to the band, play the part for gods’ sake! You don’t want to disappoint Uruk ... or me.”
— Yishandre

At this point, you have a clear mission: Confront the spy.
See **Area 8**.

32. NIGHT ALONE

You sit at the bar alone as time passes. The band takes a small break and then continues to play more sea-themed music. Patrons come and go as the livelihood of the night dwindles. Time has passed and nothing out of the ordinary has come to your attention.

In your lonely and lazy investigation, you fail to gain any knowledge on the spy. You have failed.

When you are ready, roll a new character or try again.

33. SOLO MISSION

You politely decline the band’s request to sit with them. They seem disappointed but quickly move off the topic as they wish to enjoy their break.

See **Area 1** for more options

34. PLAY IT COOL

You tell Nixia you are a simple traveler in search of a fun night out. She smiles and tells you that the next song will be dedicated to you. You sit and chat with the band until they go back onstage to perform.

They then play a song about a heroic traveler who goes through an inner journey navigating the cruel adventure of life.

See **Area 1** for more options.

35. THE SPY!

You approach the scruffy-looking man where he sits. When he sees you, he immediately pops up and begins to walk out of the tavern. As he sees you follow, he breaks into a full sprint!

If you follow the spy, see **Area 37**.

If you do not chase him, see **Area 36**.

36. FAIL

Your unwillingness to chase the spy allows him to slip from your sight into the city.

You have failed.

When you are ready, roll a new character or return to **Area 35** and try again.

37. THE CHASE!

You bolt out of Charlie’s after the spy. You see him turn right immediately and scurry down an alley.

This chase requires a series of Dexterity checks to be successful. You must succeed on all of them to successfully catch the spy.

If at any time you fail, roll a new character or try again from the start of this path.

The spy quickly ducks into a nearby alley. As you turn the corner to follow, he throws a large garbage bin at you!

You must succeed on a DC 10 Dexterity check.

You easily sidestep the bin. Your attacker turns a corner and bolts down a trade street. He kicks the pegs from a cabbage cart, and it comes crashing down on top of you. The owner screams, “My cabbages!”

You must succeed on a DC 12 Dexterity check.

You high step the cabbages as they scatter into the street. You begin to wish they would have taught city chases at Farrador Keep.

The spy turns one more corner then stops and brandishes a dagger. He attempts to strike at you!

You must succeed on a DC 14 Dexterity check or take 1d4 slashing damage.

Roll for initiative against the **spy**! The spy has a dagger and uses it to fight you.

If you defeat the spy, keep reading. If you fail, roll a new character.

You deliver the final blow, and the spy falls to the ground. His dagger spins a few feet away from him, and you notice a note fall out of a pouch on his belt.

You walk over and pick up the note.

It reads, “Do not fail me. We are so close to accomplishing everything. These supplies will give us the boost we need. You know how cruel he can be. We need this. I threw a map in your other pouch in case you get lost on the way back this time.” — Uruk

A quick search of the other pouch reveals the bandit compound marked on a map south of Mistwood.

You successfully defeated the spy and found information regarding the hideaway!

To your surprise, you see Ser Rodrick walking down the side street. What is he doing here?

When you are ready, continue to **Chapter 6**.



CHAPTER 4: FRIEND OF THE FINFOLK

THE QUEST

Alfie cheers, “Yes! I’m glad you picked this one. Siyuan is a great man ... fish? Ah! He’s great! Oh, right. He is the leader of the finfolk. Make sure to kneel before him. It is a sign of respect in their culture. He is a great warrior, but he is outnumbered, I presume. Starland Bay is on the border river in southern Farrador. I would head down immediately. It seems they are truly in need of a hero.”

With that, Alfie collects the parchment and leaves you to your adventuring.

When you are ready, continue reading:

Traveling to Starland Bay takes no time at all. You travel past North Tower, beside Cullfield Farm, past the Hunting Gale Woods, and then find yourself at the river settlement of Starland Bay!

As you approach the village, you see a large humanoid surfacing with fins on his calves, arms, and head. He has the head of a fish but the body of a man. He is chiseled to the core; however, he appears to limp toward you as he notices your approach.

As you get within speaking distance, he says, “Welcome, great adventurer. I thank you for coming in my people’s time of need.”

You bow as he begins his speech. He immediately grabs your shoulder and says, “No one kneels for one another here. We are all equals in nature.”

You chuckle as you realize Alfie set you up.



The finfolk continues. “My name is Siyuan. I am the leader of the great finfolk. I’m sure Alfie explained to you already that we rarely ask for assistance. We prefer to fight our own battles. However, myself and many of my good warriors were wounded on a scouting mission just yesterday. The lizardfolk are getting more aggressive. In the past, we agreed to fish different waters and to hunt different grounds. That changed when they attacked a gatherer searching for berries in the forest. The last few warriors I have must stay and protect the village. I need you to travel to the lizardfolks’ den and take them out at their core. Only a few can be left. We got a good amount of them already.”

You take a moment to ponder his request.

Siyuan continues, “I would never call for such violence unless it was necessary. We gave them opportunities to go back to the pact, but they have no interest. Something is different about them. They are acting more savage than usual. I believe some darker force is driving them. Come have a meal in town. It is the least we can do for you.”

You follow Siyuan into the village where you are met with a glorious greeting. All the finfolk surround you and praise you for coming. The children give you multicolored stones to show their appreciation, and the elders admire you for having the “survivalist spirit” within you.

The finfolk cook you a meal of Farradorian River trout and berries. It is quite refreshing. Once the meal is over, Siyuan pulls you off to the side and says, “My last good scout has located the den of the lizardfolk. It isn’t too far from here. You should get going when you are ready. Oh, and take this. Good luck.”

Siyuan hands you a potion of healing.

You recover a *potion of healing*. You also have your mission: Travel to the burrow and take care of the lizardfolk warriors who aim to clear the river lands of the finfolk.

If you are playing this adventure in Story Mode, you may now recruit a companion! Siyuan offers:

- Kethend, a male finfolk ranger
- Risca, a female finfolk druid
- Ashryn, a female finfolk sorcerer

See **Appendix III: Companions** for their statistics.

When you are ready, proceed to the next section.

LIZARDFOLK DEN

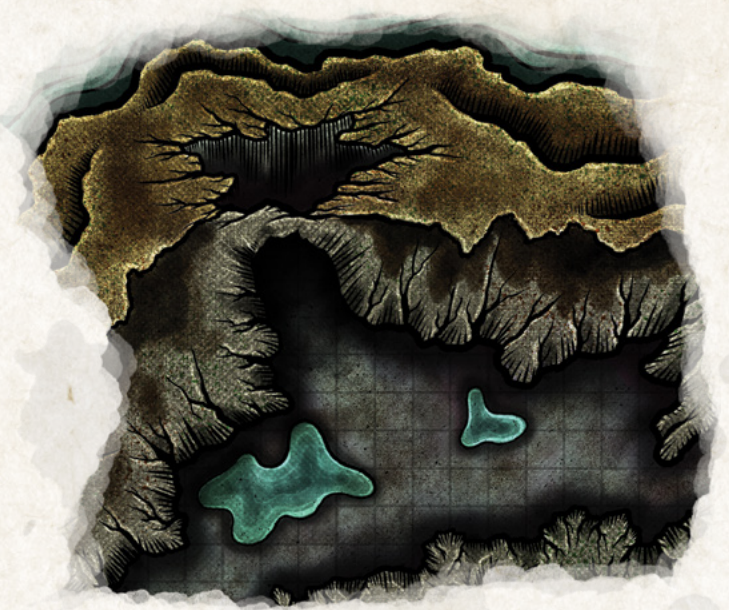
1. ENTRANCE

You have traversed the thick forest south of Starland Bay for nearly an hour. Now, you find what seems to be the location Siyuan described to you. You see a clearing ahead. As your eyes adjust, you see the den’s entrance. All is quiet in this glade.

You have found the entrance to the den of the lizardfolk. Now that you have arrived, you have two options:

If you hide behind a tree and scout the area, see **Area 1a**.

If you proceed into the den, see **Area 2**.



Lizardfolk Lair (Areas 1-2)

1A. SCOUTING

You find a large tree to hide behind as you take in your surroundings. After five minutes of scouting, you see movement in the corner of your eye.

Make a DC 12 Stealth check.

If you succeed, see **Area 1b**.

If you fail, see **Area 1c**.

1B. SUCCESSFUL STEALTH

You gracefully move behind a nearby tree. Now that you have a better vantage point, you see a wolf prowling around the den. It seems not to have noticed you yet.

If you attempt to use stealth to get into the den, roll a DC 12 Stealth check.

On a success, see **Area 2**.

On a failure, see **Area 1c**.

1C. STEALTH FAILURE

You whip your body around to a nearby tree. However, out of urgency, you step on a large branch and cause it to crack loudly. You look up to see the wolf running at you!

Roll for initiative against the **wolf**. If you defeat the wolf, see **Area 2**. If you fail, roll a new character.



2. BELLY OF THE BEAST

You descend the dirt path to a grimy, stench-filled den. On the floor, you easily notice scales and teeth stuck into the earth. The path leads downward to an empty chamber. It leads to the left and right.

Nothing of note is in the den's entrance chamber.
If you go left, see **Area 8**. If you go right, see **Area 3**.
Refer to **Lizardfolk Lair (Areas 1-2)**, pg. 28.

3. TURN THE CORNER

As you approach the nearest chamber, you see a faint glow approaching. It is closer than expected and ... you stop as a lizardfolk warrior turns the corner. He sees you, drops a torch, and shows his teeth as a sign of aggression. He sprints toward you with his club!

Roll for initiative against the **lizardfolk warrior** (see **Appendix I: New Monsters**). It fights to the death. If you successfully defeat the warrior, keep reading. If you fail, roll a new character.

You have defeated the lizardfolk warrior. You find yourself in an empty chamber similar to the one you arrived in.

You may proceed back to **Area 2**.

You may proceed down a corridor to **Area 4**.

You may continue to **Area 5**.



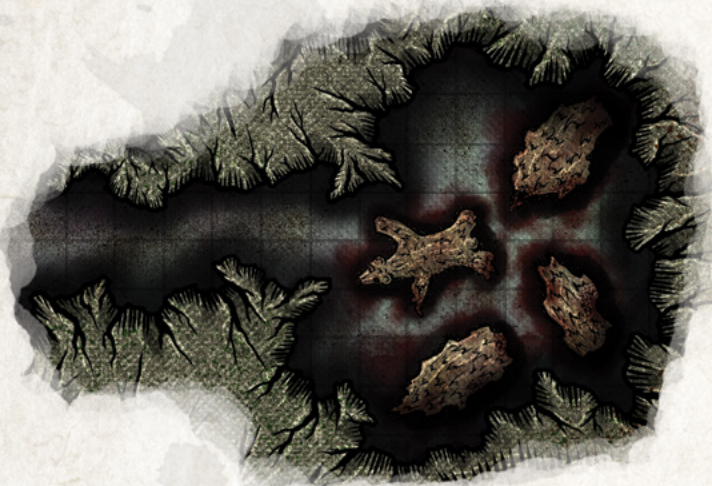
Lizardfolk Lair (Area 3)

4. BEDCHAMBER

You approach what must be the rundown bedchamber of the lizardfolk. You see five wolf pelts on the ground. These must be their beds. A few sacks are scattered about.

Investigating this chamber requires no extra effort. It seems the lizardfolk just moved in. You find some odd trinkets worth nothing by human standards, rusted cups and plates, 5 silver pieces, and 2 gold pieces inside the sacks.

Proceed back to **Area 3** for more options.



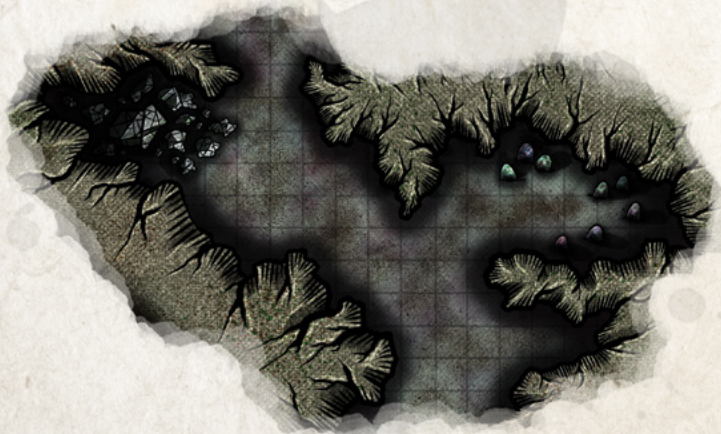
Lizardfolk Lair (Area 4)

5. ROCKFALL

You find a part of the den caved in. It is unclear what caused this rockfall; however, the area beyond is surely not traversable.

If you spend some time pulling away the rocks, roll a DC 12 Investigation check.

If you succeed on the check, see **Area 5a**. If you move on, proceed to **Areas 3** or **6**.



Lizardfolk Lair (Areas 5-6)

5A. EXPECTED SURPRISE

You dig away at the rubble. Something must be hidden within. Mustn't there?

You dig for a couple of minutes and see a glint of silver! Your joy is quickly interrupted by a loud noise behind you. Another lizardfolk approaches!

Roll for initiative against the **lizardfolk warrior** (see **Appendix I: New Monsters**). If you defeat the warrior, continue reading. If you fail, roll a new character.

You have defeated the lizardfolk. You think to yourself, "I'm glad they aren't organized." You turn back to the rubble pile. Inside, you see that the glint of silver has become more apparent.

You are able to find and recover 15 silver pieces and 2 gold pieces! When ready, you may continue to **Areas 3** or **6**.

6. HATCHERY

You find yourself in a large chamber containing what must be lizardfolk eggs. A thick layer of grass is between the eggs and the cold, dirt floor. From the corner of your eye, you see a matron lizardfolk rise! She runs to attack!

Roll for initiative against the **lizardfolk warrior** (see **Appendix I: New Monsters**). If you defeat the lizardfolk warrior, keep reading. If you fail, roll a new character.

You successfully slay what must be the matron of the clutch. You survey the room to find there are eight eggs in total. You have some options:

If you destroy the eggs, see **Area 6a**. If you move on from the chamber, see **Areas 5** or **7**.

Refer to **Lizardfolk Lair Map (Areas 1-2)**, pg. 30.

6A. DESTRUCTION

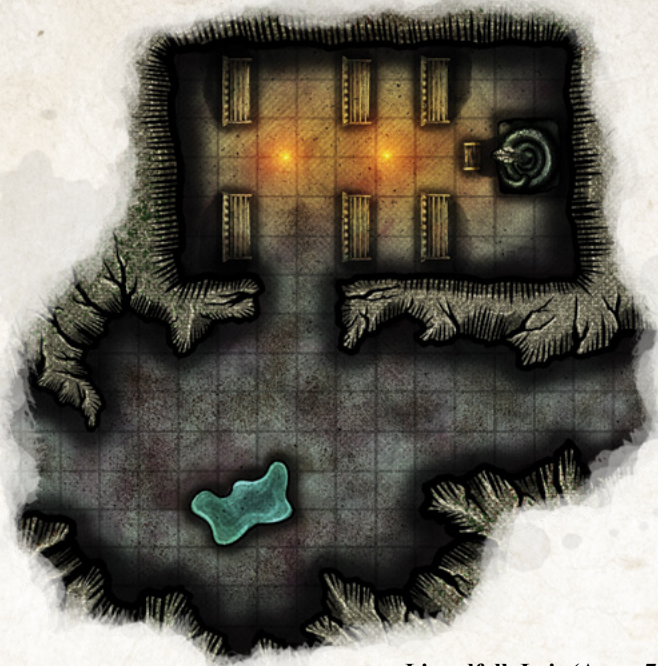
You begin to lay waste to the eggs. They splinter and smash easily. It seems they were recently laid. You feel a strange savage power in their destruction.

When you are ready, proceed to **Areas 5** or **7**.

7. INTERSECTION

You find yourself at another intersection. The path continues forward but also veers off into another side chamber.

If you proceed forward, see **Areas 6** or **9**. If you go into the chamber, see **Area 10**.



Lizardfolk Lair (Areas 7-10)

8. HORRID STENCH

As you proceed into this room, you discern where the stench is coming from. This room is filled with animal carcasses. The smell is almost overwhelming to the point where you need to leave immediately.

Other than bugs and dead animals, nothing of value is in this room. When ready, you may proceed to **Areas 2 or 9**.

Lizardfolk Lair (Area 8)



9. POOL CHAMBER

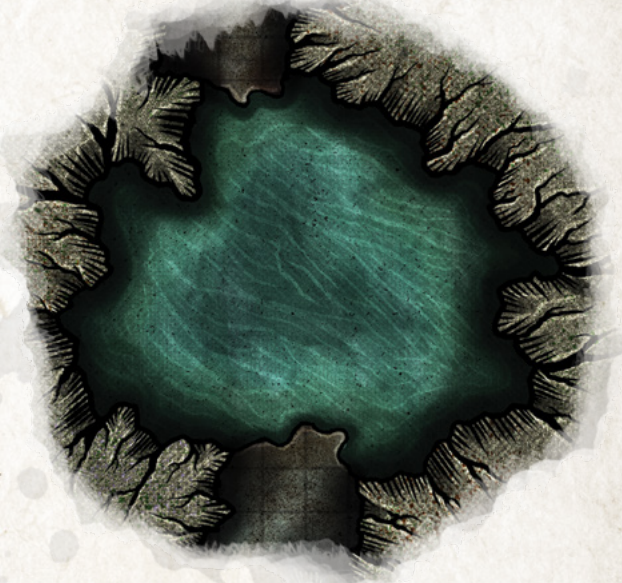
You hear the faint noise of running water. You move forward to find a well-sized pool within this large chamber. It seems to be naturally formed from a stream leading into it. The pathway continues on the other side of the room.

If you choose to investigate the chamber, see **Area 9a**. If you back out of the chamber, see **Areas 7 or 8**.

9A. INVESTIGATING THE POOL

You take some time to search the chamber. There is not much to see on the open floor; however, the pool does pull the strings of intrigue. The sound of babbling water grows louder as you see the pool is fed from the left-hand side. Suddenly, a scaly serpent dashes from the pool!

You are attacked by a **poisonous snake**. Roll for initiative! If you defeat the serpent, continue reading. If you fail, roll a new character.



Lizardfolk Lair (Area 9)

You successfully fight off the snake. Nothing else of interest is in the chamber or pool.

You may continue to **Areas 7 or 8**.

10. ALTAR TO THE UNKNOWN

Refer to Lizardfolk Lair Map (Areas 7-10), pg. 31.

You proceed into a chamber unlike the others. Previously, you have been traversing rough, dirt floors connecting muck walls and ceiling. The chamber you now enter is made of limestone ... similar to the halls of Farrador Keep. Your eyes rise to see an altar straight ahead. Standing at the altar is a lizardfolk warrior and a human dressed in jet black robes.

The human calls out to you, "Come to share in the dedication, I see. It is not every day you get fresh blood from the keep. No matter. Dispose of them."

The **lizardfolk warrior** (see **Appendix I: New Monsters**) lurches to attack! Roll for initiative! If you defeat the warrior, keep reading. If you are defeated, roll a new character.

If you are victorious, the robed human calls out to you once more:

"A small victory, but the darkness is still coming. You will bow to Azaketh and the Unseen. As will all."



The figure disappears immediately after speaking. You notice a small statue atop the altar that is shaped very similarly to a lizardfolk warrior. However, it also carries a staff in addition to a club. This must be the relic of this “Azaketh.”

As instructed by Siyuan, you cleared the den. But this relic must mean something. Perhaps it is the influence of the “darker force” Siyuan described. You throw it in your bag to take back to Siyuan.

You have successfully cleared the lizardfolk den!
Continue to **Chapter 7** when you are ready!

CHAPTER 5: THE LITTLE GUY

THE QUEST

Alfie exclaims, “Ah yes. Going off to fight for the little guy. To be honest, I didn’t expect that one. Well, not much else to say. A representative from Dun Bhuldar will meet you at Lakehaven. They figured it would be more efficient as that is where they saw the orcs enter the mountain. Good luck!”

With that, Alfie folds up the parchment and leaves you to your adventuring.

When you are ready, continue reading in the next section.

LONG AND DUSTY ROAD

You try to count the number of visits you have paid to Lakehaven ... a few at most. It is a small fishing village in the corner of Farrador. Not often a pinnacle of adventure.

The road is dull and uneventful. The road patrol does indeed do a great job of keeping highwaymen and monsters away from travelers.

Finally, you reach the humble town of Lakehaven. Just outside the town, you see a dwarf in elegant robes polishing his reading glasses. Aside from being strangely well-groomed and dressed in fine robes, you also notice the plethora of jewelry he is wearing. Two necklaces, bracelets, and rings covering each finger except his left ring finger. The one of most note is on his right ring finger. It is a golden band with a mountain range insignia engraved into it.

He calls out, “Ah! Hero! Come to save the day! Come, come. Let’s get you inside. Long journey, I presume? Fresh graduate? Very good! I am honored to have you join us.”

He pulls you into a shabby tavern just off the lake. You two sit at a table in the corner secluded from the rest of the patrons.

The dwarf continues, “Right, then! My name is Bhulvar. I am to help you in this grand adventure. How fun? The Bijou dwarves often give coin and aid to this great town. Recently, some of the townsfolk saw some orcs heading into the mountain. I sent a scout down, and they did indeed find a war camp of orcs in the mountain pass not far from here. We identified them as being part of the Clan of the Unseen, radical worshippers of Hades. It is strange that they would get past the blockade covering the road in from Mog Boldar. We thought it best if an experienced adventurer goes up the pass to take a look. They will be aggressive. Very aggressive, since they come from Mog Boldar. They will likely attack on sight. Be vigilant! You will prevail!”

You share a quick meal, and Bhulvar urges you to get on with your quest. He seems happy you are here but also seems rather impatient. You wonder if he cannot wait to get back to his gold palace in Dun Bhuldar.

If you would like more information on Lakehaven, see the next section on **Lakehaven**.

If you would like to begin your adventure, see **Clan of the Unseen**.

If you are playing this adventure in Story Mode, you may now recruit a companion! Bhulvar offers:

- Amnar, a male dwarf fighter
- Daemya, a female dwarf sorcerer
- Beldora, a female dwarf cleric

See **Appendix III: Companions** for their statistics.

LAKEHAVEN

The town of Lakehaven is a small lake village nestled in the northeast corner of Farrador. The villagers live simple and humble lives, often not feeling the need to leave the lake or river.

The town is composed of a few village buildings that surround the lake and docks. These buildings include a town hall, a shrine to the Olympians, a small, shabby tavern, and a general goods store. Quite literally the core four stores needed at the very least. Aside from these buildings, the townsfolk live in ranches. You can find them just north of the town circle and lake.

Lakehaven is known for its fishing and its proud people. They are honored to be residents of this great, hardworking town. The people often come off brash but are truly kind and welcoming ... once you show them you are willing to get your hands dirty. Ironically enough, Lakehaven often falls on hard times. The villagers primarily live off fish and whatever merchants bring to trade for said fish, so not a great deal of wealth is generated. The Bijou dwarves quickly became known for bringing in fresh goods every month or just for simply donating gold to the town so they could pay for more food. This occurs only when Lakehaven is truly desperate; the villagers do not like handouts. Since the Bijou do this deed in place of Macandire, the dwarves are often given tax breaks. A nice tradeoff.



TOWN SHOPS

The few stores in this town are humble at best. The tavern serves breakfast, lunch, and dinner and has a few rooms to offer guests. The general goods store has a variety of gear needed to explore or fish. Lastly, the shrine has a small statue depicting each Olympian for worship.

If you must rest in Lakehaven, you can pay 1 gold piece to stay at the tavern. If you are working on behalf of the Bijou, this is free.

The general goods store has any general, mundane item you can find in your system's rulebook.

When you are ready, see **Clan of the Unseen**.

CLAN OF THE UNSEEN

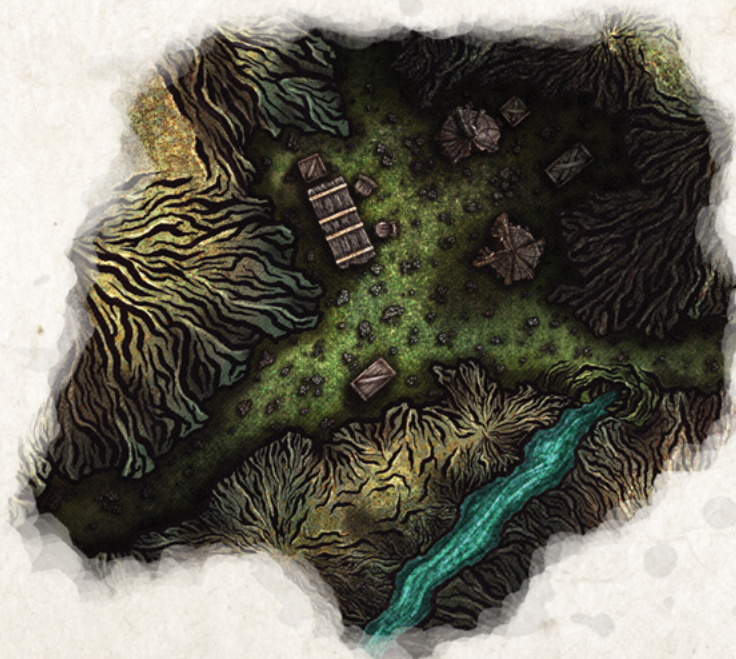
1. ENTRANCE

As you approach the base of the mountains, you see a clear and obvious path creating a pass. Off to the right of the path, a river cuts through the mountains and flows out to the land from whence you came.

You have found where this vile clan of orcs has set up camp. Before you is an obvious path. However, you do have options.

If you go up the path, see **Area 2**.

If you have the ability to breathe underwater, see **Area 1a**.



Clan of the Unseen (Areas 1-1a-2)

1A. RIVER LESS TRAVELED

With the ability to travel underwater, you believe the river is the ideal path. After all, orcs cannot travel this way, so you may have a distinct advantage. You carefully enter the water, making no noise, and begin to travel upstream.

See **Area 8a**.

Refer to **Clan of the Unseen Map (Areas 1-1a-2)**, pg. 34

2. NONE SHALL PASS

You begin the steady incline up to the orc war camp. Not long after, you find yourself in an open section of the pass. You see two tents, a table and two chairs, and an orc sitting at the table. As soon as he notices you, he leaps up, his axe in hand and ready to strike!

Roll for initiative against the **Unseen orc** (see **Appendix I: New Monsters**)! If you defeat the orc, keep reading. If you are defeated, roll a new character.

You have successfully fought off the savage. You notice a strange brand on his green-skinned chest as he falls. It seems to be in the shape of a helmet.

After a quick investigation of the tents and table, you find a scattering a 12 gold pieces and 8 silver pieces.

Two paths lead away from this area.

You may proceed to **Area 3**.

You may proceed to **Area 8**.

Refer to **Clan of the Unseen Map (Areas 1-1a-2)**, pg. 34

3. INTERSECTION

Traversing the mountain pass this far brings you to another decision. You are at a three-way intersection within the pass.

You may proceed to **Areas 2, 4, or 7**.



Clan of the Unseen (Areas 3-4-5)

4. MEDICAL TENT

You come up to another clearing in the pass. One large tent sits in the clearing, a mess of supplies littering the ground around it. As you start to sneak around, an orc exits the front of the tent. He sees you and grins before running to attack!

Roll for initiative against the **Unseen orc medic** (see **Appendix I: New Monsters**). If you successfully defeat the orc, keep reading. If you are defeated, roll a new character. You fight off the camp's medic. At least now if you injure an orc that then escapes, they do not have a way of healing.

Inside the tent you find a variety of bandages and herb oils. From your knowledge gained from Farrador Keep, you do not know how any of these herbs are supposed to heal a battle wound.

However, upon searching the body of the medic, you find a beautiful golden ring inset with a rose quartz. You have recovered a **ring of restoration** (see **Appendix II: New Magic Items**). Also, a strange brand in the shape of a helmet is burned onto the medic's bicep.

When you are ready, see **Areas 3, 5, or 6**.

Refer to **Clan of the Unseen Map (Areas 3-4-5)**, pg. 35

5. ROCKFALL

Boulders block your path ahead. However, you can see some green plant life growing within the rocks.

You can turn around and return to the medical tent at **Area 4** to pick another path.

If you dig and investigate the flora, see **Area 5a**.

Refer to **Clan of the Unseen Map (Areas 3-4-5)**, pg. 35

5A. FIELD RESEARCH

You pull rock after rock back to expose more of the plants you are investigating. You surely would know the species after going to adventuring school in this region. You pull back a rather large boulder, and a giant plume of yellow gas fills the air!

Roll a DC 12 Constitution saving throw. If you succeed, you take no damage but are disoriented for a moment. If you fail, you take 1d8 poison damage.

Now that the gas clears, you recognize this plant as moiran weed. At first it is deadly and gives off a poisonous gas in self-defense; however, if you are able to withstand the gas, it leaves behind a small amount of ichor that cures the effects of poison.

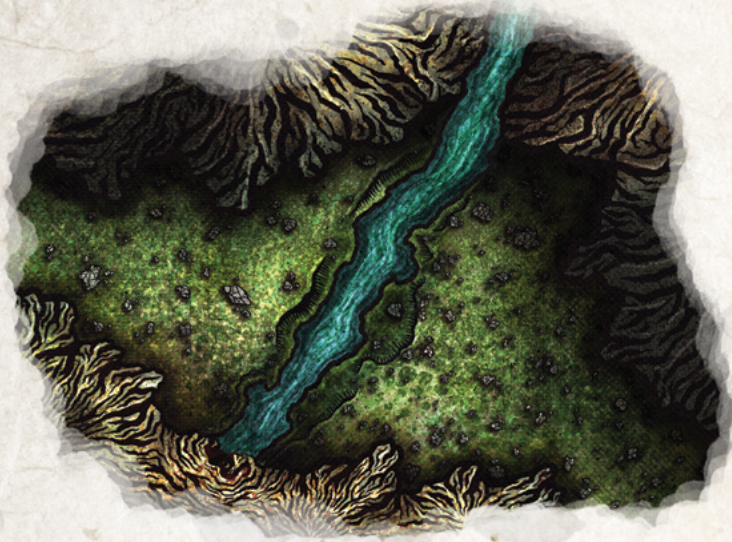
If you have a vial or another type of container, you recover one dose of moiran ichor. You may consume this on your turn to cure any poison or disease effects.

When you are ready, return to the medical tent at **Area 4** and choose a new path to **Areas 3 or 6**.

6. RIVER STREAM

You approach a river that cuts through the mountain pass. The stream is about five feet wide and only a couple of feet deep.

The only way forward is across the river.
 If you cross, see **Area 6a**.
 If you go back the way you came, return to the medical tent at **Area 4** or the intersection at **Area 11**.



Clan of the Unseen (Area 6)

6A. RIVER EXCURSION

You wade into the water. You carefully walk one foot in front of the other. Suddenly, your foot snags on a rock!

Roll a DC 10 Dexterity check to keep your balance. If you pass, keep reading. If you fail, see **Area 6b**.

You gracefully regain your balance and continue across the stream.

When you are ready, continue to **Areas 4 or 11**.

6B. SLIP STREAM

You fall face first into the stream and make a loud splash! You quickly stand and regain your footing in the streambed.

You take 1 point of bludgeoning damage as you smash your knee onto a jagged rock.

If you explored and cleared **Area 7**, see **Areas 4 or 11** to continue.
 If you have not explored **Area 7**, keep reading:

You find yourself out of the stream but hear a rumble from around the corner! You see two massive orcs barreling toward you!

Roll for initiative against 2 **Unseen orcs** (see **Appendix I: New Monsters**). If you successfully defeat the orcs, keep reading. If you are defeated, roll a new character.

You fight off the orcs attempting to ambush you after your fall. On their bodies you find 18 gold pieces and 23 silver pieces. You notice that each has a strange brand in the shape of a helmet burned onto their chests.

You may continue to **Areas 4 or 11**.

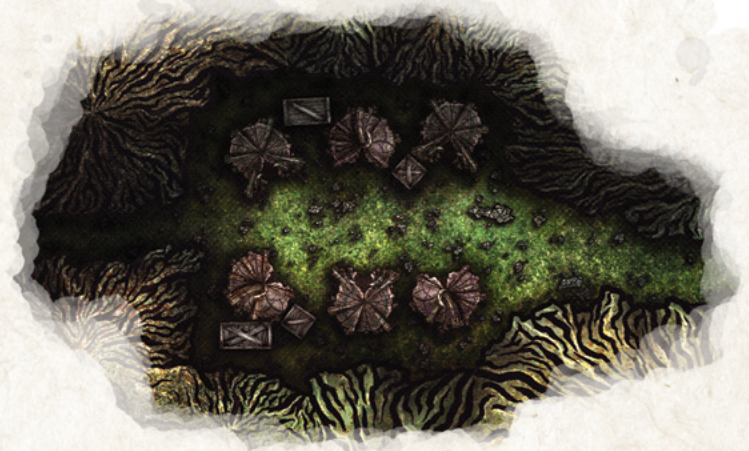
7. WAR CAMP

You find a series of tents in this clearing, likely for the orcs to rest in. Five tents are within view, and all bear a similar animal hide construction. A campfire is in the middle of the circle of tents.

You found the orcs' camp.

If you are exploring this area without falling in the river, see **Area 7a**.

If you fell in the river in **Area 6b**, see **Area 7b**.



Clan of the Unseen (Area 7)

7A. WAR TIME

As you finish your initial scan, two orcs jump out from behind the tents and attack!

Roll for initiative against 2 **Unseen orcs** (see **Appendix I: New Monsters**). If you defeat the orcs, keep reading. If you are defeated, roll a new character.

You fight off the orcs attempting to defeat you. You find 18 gold pieces and 23 silver pieces on their bodies. You notice that each has a strange brand on their chests in the shape of a helmet.

Searching the tents allows you to find an additional 15 gold pieces, 27 silver pieces, and 43 copper pieces. You also find an elegant sword of elven make. You've discovered a **+1 longsword**! The orcs refused to wield it due to its elven creation.

When you are ready, proceed to **Areas 3 or 11** to continue.

7B. PEACE TIME

You realize the orcs who ambushed you at the river must have been resting here. You are free to search without threat.

Searching the tents allows you to find an additional 15 gold pieces, 27 silver pieces, and 43 copper pieces. You also find an elegant sword of elven make. You've discovered a *+1 longsword*! The orcs refused to wield it due to its elven creation.

When you are ready, proceed to **Areas 3 or 11** to continue.

8. MOUNTAIN STREAM

The mountain does not seem hospitable to most creatures. No wonder the orcs chose this area as a base. As you walk through the pass, you notice that the mountain wall opens three feet above the ground in a semicircle. Just enough light escapes into this gap to notice a running river pouring down from whence you came.

This must be the stream you saw when you entered the mountains. The water is traveling at a moderate pace, so it seems like a dangerous mode of transportation.

You may proceed to **Areas 2 or 9**.



Clan of the Unseen (Areas 8-9-10)

8A. STREAM NOW TRAVELED

Not long after you began your voyage, you find a gap in the river tunnel. It seems large enough to pull yourself out; however, the river continues forward.

If you pull yourself out here, see **Area 8b**.

If you continue up the river, see **Area 6a**.

8B. VOYAGE EXIT

You pull yourself out of the stream and feel fresh after a mid-afternoon workout. You shake off as much water as possible and continue your adventure.

Proceed to **Areas 2 or 9**.

9. TRAINING GROUND

You continue straight through the pass. Shortly after the stream, you enter a large clearing. You are immediately caught off guard by two orcs sparring with axes! They turn toward you and let out a ferocious battle cry!

Roll for initiative against 2 **Unseen orcs** (see **Appendix I: New Monsters**). If you are able to defeat the orcs, keep reading. If you are defeated, roll a new character.

You defeat the sparring orcs. You notice axes of all shapes and sizes around this clearing. The path continues at the far end of the opening.

It seems that the orcs primarily spar with their weapons of choice: axes. You can find multiple handaxes, battleaxes, and greataxes.

On the bodies of the orcs are 9 gold pieces and 17 silver pieces. You also notice a strange brand in the shape of a helmet burned onto their chests.

When you are ready, proceed to **Areas 8 or 10**.

Refer to **Clan of the Unseen Map (Areas 8-9-10)**, pg. 37

10. ROCKFALL

The passage meets a dead-end as you come across a rockfall blocking the path. It seems untraversable. However, you notice a green plant growing between the cracks of the rocks.

It is obvious that unless you have an army of giants at your disposal, you won't be traveling past this point. However, you may investigate the plant.

To turn back the way you came, see **Area 9**.

If you investigate the plant, see **Area 10a**.

Refer to **Clan of the Unseen Map (Areas 8-9-10)**, pg. 37

10A. EFFECTIVE INVESTIGATION

You pull back a few smaller rocks to expose the nature of this plant. You immediately identify it as a standard mountain weed. However, as the last rock falls, you notice a leather pouch!

You recover a **bag of holding**. Unfortunately, nothing is in the bag.

11. INTERSECTION

Traversing the mountain pass this far brings you to another decision. You are at a three-way intersection in the pass.

Proceed to **Areas 6, 7, or 12**.

12.



Clan of the Unseen (Areas 11-12)

CHIEFTAIN'S CAMP

This journey comes to its end. You enter the last clearing within the pass. You see multiple large tents set up like the previous areas; however, these all do not seem designed for sleeping. From your studies, you realize this is likely where the battle planning was conducted. As you

enter the area, a large orc in dark gray plate armor exits a tent. Your mind connects him to the chieftain, as he has skulls adorned on his belt. He whirls his axe in a power stance and lets out a vicious battle cry! To battle!

It is time! Roll for initiative against the **Unseen orc chieftain** (see **Appendix I: New Monsters**). If you defeat the chieftain, keep reading. If you are defeated, roll a new character.

With no last-stand monologue, the chieftain falls to the ground. He knows he has been defeated, but he accepts it. He dies an orc's heroic death. With that, you now reign victorious over the Unseen clan!

It is now time to gather all the information you can on the Unseen orc clan.

If you cleared every area leading up to this point, you can take all the time you need to dig around.

If you did not clear all the areas, you may go back and do so. If not, there is a 30% chance that the orcs from the remaining areas find you disturbing their camp and attack. Roll percentile dice three times before reading on.

After searching every inch of the camp, you find yourself with loads of wealth and information.

You recover the battle plans of the Unseen. These scrolls, maps, and letters must be taken back to Lakehaven as soon as you leave this area.

You also recover 78 gold pieces, 189 silver pieces, 302 copper pieces, 8 garnets, a matching set of copper, silver, and golden ewers, a silver bracelet with an emerald inset, and a jade statue of a snake about to strike.

You are also able to identify the chieftain's armor as magical. See **armor of the Unseen** in **Appendix II: New Magic Items**.

When you are ready, see **Chapter 8**.



CHAPTER 6: A LEAD

You dust yourself off and nod to Ser Rodrick.

He approaches and says, “Good. You’ve done it. I knew I could count on you. The anonymous source relayed some more information that we might not be working with a simple group of smugglers. Looks like they were right. I’m glad I came. Let’s head back to Charlie’s. I’ll inform the guards to take care of the spy.”

Ser Rodrick turns and leads you back to Charlie’s Still. When you arrive, he embraces Charlie. They really must be old friends. Charlie brings you to the back office where you can talk in secret. You hand Rodrick the note.

He takes a moment to read and ponder the message.

He says, “I’ve heard this name before ... Uruk. A fierce and ruthless crook who has evaded the realm for years. Seems like his demise was handed to us on a silver platter. You will venture to his hideout and rid the realm of him. Trust me, his bounty has been “destroy on sight” for years now. It also seems as if he is plotting something bigger. See if you can get some information out of him before you take care of him. Oh, and if you can, see if any furnishings in his lair seem out of place. The villagers at Mistwood claim to have been dealing with thieves for months now.”

Rodrick spots a bottle of bourbon sitting in the office. He says, “Well if I’m here ... might as well have a drink! Matter of fact, I’ll stay with you over at Wonderland Inn tonight. It’ll be just like the old days!”

Rodrick grabs the bottle in the office and heads back into the tavern to socialize with the patrons.

After a while of playing the hero, you tuck in for the night. Rodrick pays for a night’s stay at the Wonderland Inn in Macandire’s Trade Town.

You awake the next morning to begin phase two of your quest.

You leveled up to Level 3! Ser Rodrick also rewards you with 50 gold pieces for successfully completing your mission.

If you are playing this adventure in Story Mode, you may now recruit a companion! Ser Rodrick offers:

- Amisra, a female human fighter
- Ronnar, a male human wizard
- Finna, a female human cleric

See **Appendix III: Companions** for their statistics. When you are ready, continue to the next section.

OPTIONAL ADVENTURE

You have reached a point where side quests are offered to you. If you would like, you may take a break from the main story arc and complete a side quest, or three!

See the subsections **Benedict Farms**, **Lakehaven Fishfest**, or the **Knight Jester** for your side quest options.

If you would like to continue with the main storyline, see **Bandit Hideout** and keep reading.

BENEDICT FARMS

A humble farm in the countryside needs your help. It seems that a mysterious merchant sold the farmers a monstrous animal that is beginning to wreak havoc on the farmstead. Travel south to Benedict Farms to aid the citizens of Farrador!

If you accept this quest, see **Chapter 14**.

LAKEHAVEN FISHFEST

The humble town of Lakehaven is hosting their annual fishing tournament! All are welcome to compete. Rumor is there is a special reward this year from the Mages’ College of Macandire!

If you accept this quest, see **Chapter 15**.

THE KNIGHT JESTER

You receive a royal invite from Queen Hestia herself to attend a banquet in Hearthhelm. It is said that some of the most prominent nobles from Farrador to Myth Alar will be in attendance. What is certainly known is that a famous bard named the Knight Jester will be performing! The legendary performance aside, who can deny the queen?

If you accept this quest, see **Chapter 16**.

BANDIT HIDEOUT

You and Rodrick share a nice breakfast at Charlie’s. Before you depart for the bandit camp, he gives you one last piece of advice: “Don’t die.” You nod and leave Macandire.

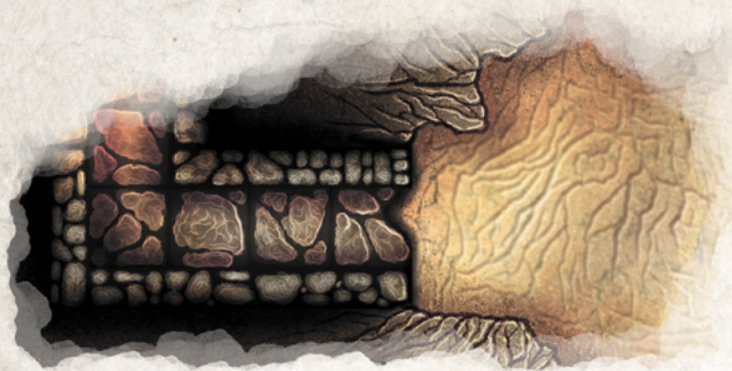
The journey to the hideout feels light and easy. For some reason, you are calm. After handling such a complex social scene, you are ready to get back to true adventuring of fighting the bad guys.

When you are ready, continue reading to begin your adventure.

1. ENTRANCE

Through the brush you come upon a stone building in the forest. The trees and shrubbery run along it as the aging building has merged with nature. The stone is rundown, and you can tell that no serious upkeep has been done in a great while. This must be the bandits’ hideaway.

You have found the hideout! When you are ready to proceed, see **Area 2**.



Bandit Hideout (Area 1)

2. UNEXPECTED WELCOME

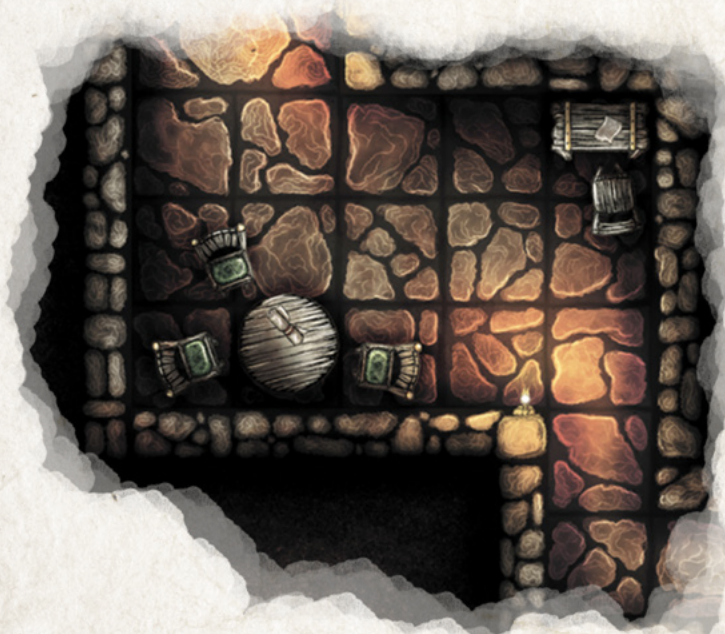
You walk down a hallway about 15 feet then come across a small chamber. Inside this chamber is a desk and chair, live torches in sconces on the walls, and a table with three chairs. Two bandits are in the chairs.

One looks up and lazily says, “Name?”

You are astonished that they did not attack on sight. You have one chance to get this right.

If you respond with your own name, see **Area 3**.

If you respond with a fake name, see **Area 4**.



Bandit Hideout (Area 2)

3. HONESTY POLICY

You quickly reply with your own name. The thug who first spoke stands up and says, “You’re not on the list” and unsheathes his sword!

Roll for initiative against 2 **bandits**! If you defeat them, keep reading. If you are defeated, roll a new character

You easily fight off the goons who were standing guard. On their bodies you find 10 gold pieces, 18 silver pieces, and 32 copper pieces.

On the table you find a roster of visitors for the day. You note the names still to visit are “Koren, Tilly, and Brand-Alin”.

When ready, proceed to **Area 5**.

4. DISHONESTY POLICY

The man who spoke to you grows impatient. He asks once again, “Name?” You see him put one hand on his sword. What do you do?

If you did not speak to the nobles at Charlie’s Still, see **Area 3**.

If you spoke to the nobles, keep reading.

You try to recall any information that can help you. Then it hits you, Yishandre mentioned a name at Charlie’s!

Roll a DC 15 Intelligence check to recall the name.

If you are successful, see **Area 4a**.

If you fail, see **Area 4b**.

4A. INTELLECTUAL SUCCESS

You recall Yishandre mentioned the name Tilly. You respond with that to the bandits.

He speaks back, “Hmmm. Well then. Get on with it. The crates are in the back.”

As you walk by, the man hands you a red bandana. You notice he is wearing his around his neck. You put yours on to match.

You successfully slip past the guards.

When ready, proceed to **Area 5**.

4B. INTELLECTUAL FAILURE

You try your hardest to come up with anything, but nothing comes to mind. The man you are speaking to stands abruptly and draws his sword!

Roll for initiative against 2 **bandits**! If you successfully defeat the bandits, keep reading. If you are defeated, roll a new character

You easily fight off the goons who were standing guard. On their bodies you find 10 gold pieces, 18 silver pieces, and 32 copper pieces.

On the table you find a roster of visitors for the day. You note the names still to visit are “Koren, Tilly, and Brand-Alin.”

When ready, proceed to **Area 5**.

5. INTERSECTION

The hallway leads in a few directions. You have a decision to make.

You may proceed back to **Area 2**.

You may proceed to **Areas 6 or 11**.



Bandit Hideout (Areas 5-6)

6. STORAGE ALCOVE

A small alcove is within this hallway. You find a bookcase and a large storage urn on both sides. Torches light the hallway as well.

Make a DC 15 Investigation check to explore the alcove.

If you succeed, see **Area 6a**.

If you fail, see **Area 6b**.

Refer to **Bandit Hideout Map (Areas 5-6)**, pg. 41

6A. INVESTIGATIVE SUCCESS

On the shelves and in the urns, you find a plethora of unappetizing foods. Cooked and salted meats, day-old bread, and vegetables. Certainly, no food standards are kept here. However, you notice a shine of gold in the bottom of the right-side urn. You reach down and pull out a golden fork!

You have discovered the *trident of forking* (see **Appendix II: New Magic Items**)!

When you are ready, proceed to **Areas 5 or 7**.

6B. INVESTIGATIVE FAILURE

On the shelves and in the urns, you find a plethora of unappetizing foods. Cooked and salted meats, day-old bread, and vegetables. Certainly, no food standards are being kept here.

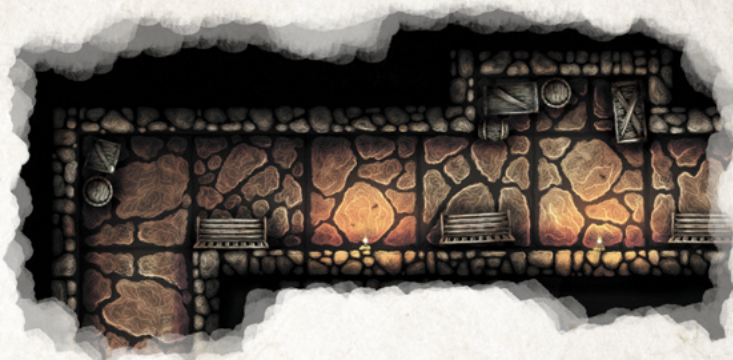
You find nothing of value in this food storage.

When you are ready, proceed to **Areas 5 or 7**.

7. INTERSECTION

You come to a hallway that bends and leads two ways.

Proceed to **Areas 6 or 8**.



Bandit Hideout (Areas 7-8)

8. STRANGE STORAGE

You come across an alcove within the hallway. Two barrels and two rectangular crates are in this nook. One of the crates is labeled “DO NOT OPEN” in red paint.

If you investigate the barrels and crates not labeled “DO NOT OPEN,” see **Area 8a**.

If you investigate the crate labeled “DO NOT OPEN,” see **Area 8b**.

Refer to **Bandit Hideout Map (Areas 7-8)**, pg. 41

8A. DO OPEN

You pop open the barrels and crate to find dust. Pure dust. You sit for a moment in disappointment. Then, in an instant, an imp-like creature flies out of the crate and attacks!

Roll for initiative against a **dust mephit**! If you defeat the mephit, keep reading. If you are defeated, roll a new character.

Now that the dust settles, you notice an iron key at the bottom of the crate. You pick it up. You have recovered the *compound key*.

If you have not done so already, you can see **Area 8b** if you would like to open the crate labeled “DO NOT OPEN.”

If not, proceed to **Areas 7 or 9**.

8B. DO NOT OPEN

You pop open the crate to find piles of parchment, quills, and ink, as well as a random mix of strange supplies. You find a giant’s toe, mountain lilies, tree branches, shadow dust, fire salts, a small green gem, and other supplies you have never seen before. You are not sure whether these are used for alchemy or spellcasting.

None of these supplies will specifically prove useful now; however, if you can get them out of the hideaway, you could make a fair amount of gold. See **Strange Supplies** in **Appendix IV: Treasure** if you sell them.

Nothing else of value is in this crate.

If you have not done so already, you can see **Area 8a** if you would like to open the barrels and crate with no label.
If not, proceed to **Areas 7 or 9**.

9. INTERSECTION

You come to a hallway that bends and leads two ways.

Proceed to **Areas 8 or 10**.



Bandit Hideout (Areas 9-10-10A)

10. BANDIT BARRACKS

If you have the red bandana from the guard bandits, see **Area 10a**.
If you do not, continue reading.

You enter a room with six beds, each with a matching footlocker. Your attention is immediately pulled to the three bandits turning toward you.

Roll for initiative against the 3 **bandits**! If you defeat the bandits, keep reading. If you are defeated, roll a new character.

You fight off the remaining bandit and take in the scene. You are obviously in their barracks. There are six beds and a matching footlocker. There are also two chests: one in the northeast corner and one in the northwest corner.

If you search the footlockers, you find that they are all unlocked. See **Appendix VI: Footlockers** for the contents. Roll six times on that table. The chests are both locked. If you have the *compound key*, see **Area 10b**.

You may instead continue out of the chamber. Proceed to **Areas 9 or 11**.
Refer to Bandit Hideout Map (Areas 9-10-10A), pg. 42

10A. RED MAY PASS

You enter a room with six beds, each with a matching footlocker. Your attention is immediately pulled to the bandits lounging around. They all glance up then immediately ignore you as they notice your red bandana.

Your red bandana has kept your identity secret. You have some options.
You may blindside attack the bandits. You gain one round to freely attack one of them if you wish to do so. Once you take that turn, roll for initiative against 3 **bandits**. If you defeat the bandits, see **Area 10** for your options.

You may instead continue out of the chamber. Proceed to **Areas 9 or 11**.
Refer to Bandit Hideout Map (Areas 9-10-10A), pg. 42

10B. LOOSE CHANGE

You unlock the chests and find treasure inside! It is all yours for the taking!

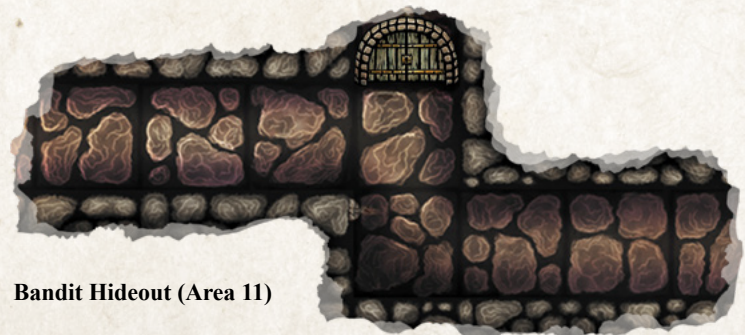
You recover 38 gold pieces, 97 silver pieces, 76 copper pieces, a silver ring with a red garnet set into it, a mix of green and blue uncut gems, a *potion of healing*, and a *cloak of protection*.

You may continue out of the chamber. Proceed to **Areas 9 or 11**.

11. LOCKED DOOR

You approach a large double door. As you go to open it, you notice it is locked.

If you have the *compound key*, proceed to **Area 12**.
This door cannot be opened with a lockpick.



Bandit Hideout (Area 11)

12. CHAMBER OF KINGS

You enter an elegant bedchamber for a bandit stronghold. Furs cover the floor, the bed is an expensive design, and paintings cover nearly every inch of the walls. Your eyes are pulled to the orc sitting at a desk scribbling notes on parchment.

He looks up and says, “Sit.”

If you sit on the bed, see **Area 12a**.

If you attack him on sight, see **Area 12b**.



Bandit Hideout (Area 12)

12A. HEART TO HEART

Uruk stops writing, turns his chair, and begins to speak.

“I am not the villain you want me to be. Somehow, you’ve made it this far, which leads me to believe that you have at least an ounce of common sense. The powers that puppet-master this world don’t want you to know how little control you have over your own life. You may think the decisions you make are your own, but they are not. Someone else is making them for you, and you can’t see it. I’ll give you the opportunity to have that control. Forge your own true path. What we are building is a world where no one person dictates the lives of others. I know this interests you, yes?”

If you disregard what Uruk says, see **Area 12c**.

If you continue to listen, see **Area 12d**.

12B. ATTACK ON SIGHT

Unwilling to give Uruk the time of day, you leap to attack. He is ready as he brandishes his large battleaxe!

Roll for initiative against **Uruk the Unrelenting** (see **Appendix I: New Monsters**). If you defeat him, keep reading. If you are defeated, roll a new character.

Uruk falls with a deep grunt. He looks up at you and says, “You have no idea what you have done.” He draws his last breath, and you are victorious.

You defeated Uruk! You start by searching the desk at which he was writing and find a mound of notes and letters. However, you find one that may help you in your quest: a letter signed by a person named Eranar. You pocket this to take back to Ser Rodrick.

Investigating the room proves quite fruitful. The pelts are worth a large sum, as are the paintings. However, you will likely have to make a couple of trips to and from the compound to collect everything. Once transported, see **Uruk’s Belongings** in **Appendix IV: Treasure**.

When you are ready, see **Area 13**.

12C. ATTACK ON SECOND SIGHT

Seeing the madness in his words, you choose to not follow the mad orc. He is enraged and stands with his axe in hand!

See **Area 12b** for the outcome.

12D. HEARING OUT THE ORC

You continue listening to Uruk speak.

“Through research and divine intervention, we can forge a better world. Even a forest that is burned to ash can be reborn more majestic and beautiful than before. Grab hold of your life. Tell the puppet master you no longer wish to play their game. Join me. Join Eranar. We will show you the way.”

If you join Uruk, see **Area 15**.

If you deny his request, see **Area 12c**.

13. STRANGE IMPULSE

As you exit the bedchamber, you notice a fine tapestry depicting a great red dragon on your left. It seems out of place in this hallway.

Make a DC 15 Perception check.

If you succeed, see **Area 13a**.

If you fail, see **Area 13b**.



13A. PERCEPTIVE SUCCESS

You notice a loose brick behind the tapestry. Your instinct to push it into place kicks in. As you do so, the giant slab of limestone bricks swings open to reveal a room.

You find yourself in a storage room the size of Uruk's chambers. It contains urns, crates, and barrels filled with random belongings. You see clothing, portraits, fine kitchenware, and much more.

Then it hits you: These must be the stolen belongings of the townsfolk.

Restoring these belongings reaps a great reward. See **Restored Belongings** in **Chapter 9** once they are transported out.

If you passed the bandits with the red bandana, see **Area 14**.

If you fought your way through the compound, proceed to **Chapter 9**.



Bandit Hideout (Area 13)

13B. PERCEPTIVE FAILURE

Your instincts must have been wrong. Nothing besides the tapestry is here.

If you passed the bandits with the red bandana, see **Area 14**.
If you fought your way through the compound, proceed to **Chapter 9**.

14. ADVENTURER IN DISGUISE

You realize you have Uruk's spilled blood on your clothing. The guards out front will surely notice unless you disguise yourself.

You also notice a fine, jet-black robe with a three-headed dog stitched into it. This could work well to cover the blood if you need a disguise.

If you have your own disguise, proceed to **Chapter 9** as the guards are not paying enough attention to care.
If you use the jet-black robe, see **Area 14a**.

14A. PERFORMANCE OF A LIFETIME

You attempt to quickly walk out of the hideout without making a scene. The man you first spoke to does a doubletake and calls out, "Where'd ya get the robes?"

If you make up a lie, see **Area 14b**.
If you make a break for it, see **Area 14e**.

14B. DON'T BE SUSPICIOUS

Roll a DC 12 Deception, Performance, or Persuasion check to make up a lie that Uruk gifted them to you.
If you succeed, see **Area 14c**.
If you fail, see **Area 14d**.

14C. A CONVINCING LIE

The guard replies, "I see. A little baggy on you." He goes back to playing cards.

Internally, you give a deep sigh of relief.
When you are ready, proceed to **Chapter 9**.

14D. NEEDS MORE WORK

The guards exchange glances and waste no time in springing up to attack!

Roll for initiative against the 2 **bandits**. If you successfully defeat the bandits, keep reading. If you are defeated, roll a new character.
You easily fight off the goons who were standing guard. On their bodies you find 10 gold pieces, 18 silver pieces, and 32 copper pieces.
When you are ready, proceed to **Chapter 9**.

14E. HIGHTAIL IT FROM THE HIDEOUT

You break into a sprint from the hideout. As you run through the door, you feel a tug on your ankle. The guard snatches at you!

Roll a DC 12 Athletics or Acrobatics check to escape his grasp.
If you succeed, see **Area 14f**.
If you fail, see **Area 14g**.

14F. ATHLETIC SUCCESS

You have no trouble hopping right out of the guard's grasp. You break into a full-out sprint away from the compound. With your head start, there is no chance the thugs can catch you.

You successfully escape the bandit hideout!
When you are ready, proceed to **Chapter 9**.

14G. ATHLETIC FAILURE

You try your best to maneuver out of the guard's grasp; however, you are stuck! You must fight them off.

Roll for initiative against the 2 **bandits**. If you defeat the bandits, keep reading. If you are defeated, roll a new character.
You defeat the guards after a less-than-ideal escape scenario. On their bodies you find 10 gold pieces, 18 silver pieces, and 32 copper pieces.
When you are ready, see **Chapter 9**.

15. WRONG CHOICE

Uruk grins as you leave your heroic life behind you. He stands and motions for you to walk out the door as he invites you to dinner with him. You get up to walk out of the chamber.

Instantly, you feel a sharp, unrelenting pain in your back. You notice his battleaxe three inches deep. Your consciousness fades as you fall to the ground. You pass out and move on to the next life.

You failed. Roll a new character or try again.

CHAPTER 7: BLIGHT OF AZAKETH

You eventually find your way back to camp where you find Siyuan gazing deeply into a campfire. As you draw close to him, he speaks.

“Welcome back. The flames told me you were successful. We can thank the spirits for smiling upon us today. What do you have there?” He motions toward the relic.

You hand him the strange relic of Azateen ... no, Meraketh ...

He continues, “A relic of Azaketh. The lizardfolk truly fell to their savage ways. This is a god of savagery and unrelenting pain. It seems they were corrupted by the false spirits once again.”

You also inform him of the strange human within the shrine.

“Hmm. That I know nothing of. Well, now I am especially glad you are here. It seems as if your journey is not yet over, brave hero. I recall a temple dedicated to this god Azaketh not far from here. If we are to dig deeper into this mystery, it is best you travel there. I know I am asking a great deal of you, but I will be more than happy to reward you for this task. Our warriors have not yet recovered, and I can tell you are itching to make a legacy for yourself.”

With that, Siyuan rewards you 50 gold pieces for clearing the lizardfolk den. You also level up to Level 3!

If you are playing this adventure in Story Mode, you may now recruit a companion! Siyuan offers:

- Kethend, a male finfolk ranger
- Risca, a female finfolk druid
- Ashryn, a female finfolk sorcerer

See **Appendix III: Companions** for their statistics. When you are ready, continue reading.

RUINS OF AZAKETH

Once again you depart Siyuan and the finfolk to go on a crucial quest. This time, you must find more information on the cloaked figure at the Ruins of Azaketh. You remind yourself to be vigilant. That robed figure wanted you dead for some reason.

1. ENTRANCE

Your journey through the forest has been quite uneventful. Aside from a random woodland critter or acorn falling from a tree, there were no disruptions. You eventually come across the ancient ruins you are seeking. This is made abundantly clear by the wreckage of the temple structure ahead. You see two giant statues standing taller than 15 feet high representing twin snakes. In the middle of them, the path continues forward into what you now know to be the Ruins of Azaketh.

To continue into the ruins, see **Area 2**.



Ruins of Azaketh (Areas 1-2-3)

2. INTERSECTION

You pass through the twin snakes, and a cold shudder runs down your spine. There is certainly an aura of unease afoot. You continue down the path but remain vigilant. Soon after entering, you reach an intersection. The road diverges left and right. However, it also drops off in front of you 50 feet into a gorge. On the other side of the gorge, the ground extends back up 50 feet to your current altitude. Atop that area seems to be a crumbling temple. There is no apparent way to reach the temple from your current location.

If you would like to continue north, see **Area 4**.

If you would like to continue south, see **Area 11**.

If you would like to explore the gorge, see **Area 3**.

Refer to Ruins of Azaketh Map (Areas 1-2-3), pg. 46

3. GORGE

Down below you see a pleasant tree and grass landscape with a river running through it. From the point you are at now, the bottom of the gorge is approximately 50 feet down. Aside from the land and river, you do not see anything out of the ordinary.

Descending to the gorge requires the proper equipment. If you have 50 feet of rope and a grappling hook, you can successfully climb down with no check required. If not, the cliff seems too difficult to traverse.

If you descend the gorge with the proper equipment, see **Area 3a**.

If you try to descend the gorge without any equipment, you slip and fall, taking 5d6 falling damage. See **Area 3d**.

If you continue to another area, refer to **Area 2** for your options.

Refer to **Ruins of Azaketh Map (Area 13)**, pg. 51

3A. QUICK DESCENT

You scale down into the ravine. As you land at the bottom, you find yourself in a calming atmosphere. You hear the babbling of the water a few feet away, you touch the healthy, green grass growing from the earth, and you see a butterfly flutter its wings as it flies off on an adventure. This all comes to a halt as a crocodile lurches from the water!

Roll for initiative against a **crocodile**! If you defeat the crocodile, keep reading. If you fail, roll a new character. If this is a return trip into the gorge, no crocodile attacks.

You defeated the croc! If you walk around the ravine, see **Area 3b**.

If you scale the wall to the temple, see **Area 3c**.

3B. PEACEFUL WALK

You take a nice relaxing stroll around the ravine after your encounter with the reptilian beast. You soon come across a gorgeous willow tree. An armored skeleton lies against its base, a sword and shield at its side.

You approach the skeleton to find that it indeed does not rise back to life. The armor and sword are rusted, yet the shield remains in peak condition. You notice a note next to the body. It reads, "May this delay your hero's death."

You recover a **+1 shield**!

You stroll around the ravine and find nothing else of interest.

You may scale the wall back to the intersection (**Area 2**) or climb the wall in a different spot. You may choose between **Areas 4, 6, 8, 10, or 11**.

3C. TEMPLE CENTER

You scale the gorge wall to center of the temple you spotted at the beginning of the path. You get to the top and attempt to step in. An invisible force instantly throws you backward. You try again but to no avail. Something is stopping you from proceeding any farther.

You may scale down into the gorge. See **Area 3a**.

3D. FREEFALLING

You fall to the bottom of the gorge and smash every bone in your body on the way down. If it weren't for the near-death experience, the view would be quite peaceful. A crocodile lunges out of the water and shatters that peace!

Roll for initiative against the **crocodile**! If you defeat the reptile, keep reading. If you fail, roll a new character.

You defeat the croc! If you would like to walk around the ravine, see **Area 3b**.

If you would like to scale the wall to the center of the temple, see **Area 3c**.

4. RUIN AND DIRT

The path opens to a wide area. The ruin here is quite apparent, as there seems to be nothing left here that has any semblance of structural integrity. At one time, the edges of this area were enclosed by the massive stone temple's walls; however, it deteriorated to nothing but rubble. Debris is scattered about the area.

It seems there is not much of interest in this section of the temple.

If you would like to investigate, see **Area 4a**.

You may also proceed to **Area 5** or back to a previous location.



Ruins of Azaketh (Area 4)

4A. DIRT AND RUIN

Investigating the ruin proves quite counterproductive. As you search, a giant snake strikes out from the wreckage!

Roll for initiative against a **giant poisonous snake**! If you defeat the serpent, keep reading. If you fail, roll a new character.

You successfully fight off the deadly serpent. Wrapped around its scaly skin is a bronze bracelet. You may remove it to sell if you would like.

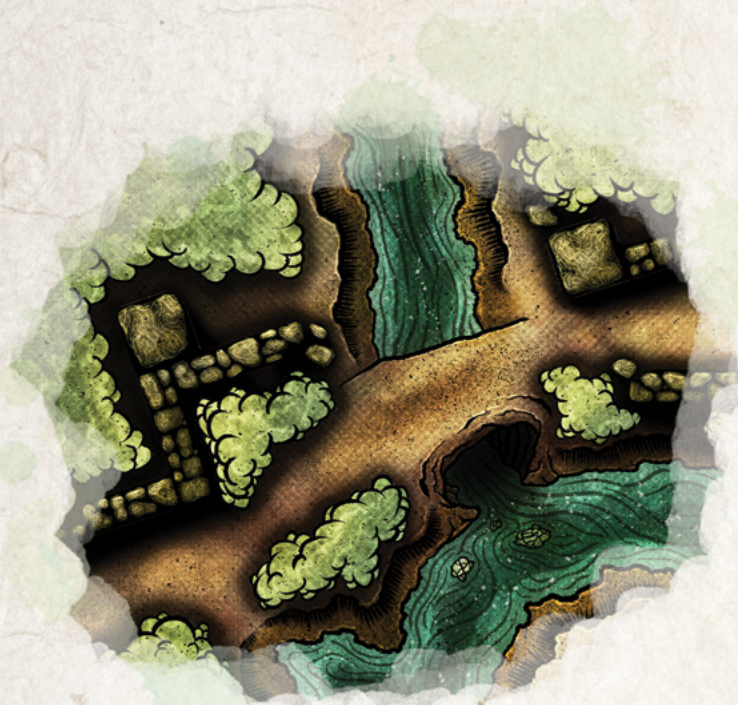
There is nothing else of value within this ruin. You may proceed to **Area 5** or back to a previous location.

5. ROPE BRIDGE

As you continue down the path, you come across a rope bridge. On your left, you see a waterfall cascading down to a small river that runs under the bridge and then down into the gorge. Wooden planks between the ropes on both sides hold the bridge together.

It seems as if this bridge is the only way across.

If you cross, see **Area 5a**.



Ruins of Azaketh (Area 5)

5A. UNSTABLE WALK

You take a few steps and realize this bridge has not been part of any recent renovation. It is not very stable to cross.

If you are wearing anything lighter than heavy armor, you may cross the bridge once without any issue. If you try to cross the bridge again, see **Area 5b**. Once you cross safely, see **Areas 4 or 6**.

If you are wearing heavy armor, see **Area 5b**.

5B. SPLIT IN THE ROPE

Another step proves possibly fatal. A wooden plank and rope snap as you take a step. You fall, smashing your buttocks into the wood. You grasp the rope and hang on for dear life.

Make a DC 12 Athletics or Acrobatics check to pull yourself up. If you succeed, you may move across the bridge and enter **Areas 4 or 6**. If you fail, you take 5d6 falling damage. See **Area 3d**. This happens each time you attempt to cross from here on out.

6. INTERSECTION

You come across an intersection. The path extends to the left, middle, and right. One path leads to what you saw when you entered: the temple standing tall above the gorge.

If you proceed east, see **Area 7**.

If you walk south, see **Area 8**.

If you venture to the center of the ruins, see **Area 13**.



Ruins of Azaketh (Areas 6-7)

7. SAVAGE STADIUM

The path continues forward but begins to angle slightly downward. If you weren't on edge, you might not have noticed. After a couple more steps, you come across a large oval amphitheater. Rows of benches extend all around the stadium. You can quickly count more than 20 levels of rows. You discern that this is a colosseum with a fighting pit in the center. You think you see something lying on the dirt floor of the pit.

Make a DC 12 Perception check. If you succeed, see **Area 7a**. If you fail, continue reading.

If you continue down the stairs to reach the floor of the fighting pit, see **Area 7b**.

If you investigate the stadium and the rows of seating, see **Area 7d**.

You can also continue back to **Area 6** if you so desire.

Refer to Ruins of Azaketh Map (Areas 6-7), pg. 48

7A. DIAMOND IN THE ROUGH

As you scan the arena, you notice an odd figurine in the dirt down below. You cannot quite make out what it is, but it seems valuable.

Aside from the rundown seating and debris scattered around the pit, this object seems to be the only thing of any value.

See **Area 7** to continue.

7B. INTO THE PIT

You walk down the remaining stairs and hop over the four-foot-high wall that separates the bottom of the dirt pit from the audience. The fighting arena is about 200 feet wide. Now that you are on the bottom, you can see the object anchored into the ground with more clarity. It seems to be in the shape of a lizard's head. It is very similar to the lizardfolk you just fought back at the den.

You take a step toward the object. From the corner of your eye, you see a large bird with two legs sprinting toward you, chomping its large axe-shaped beak!

Roll for initiative against an **axe beak**! If you win the fight, keep reading. If you fail, roll a new character.

You successfully fight off the winged beast! You see no other threat within the pit.

If you continue to the object, see **Area 7c**.

7C. KEY FINDING

You approach the figure and find that it is indeed the head of a lizardfolk made from jade. It is about four inches tall. You pull it out of the dirt expecting a body to follow; however, you find that it is not attached to anything.

You have recovered the relic head. Continue back to **Area 6** when you are ready.

7D. INVESTIGATION DONE RIGHT

You walk the perimeter of the pit searching for some clue as to why this area is empty. However, you find that is not true. Hidden behind some debris is a large bird with a beak shaped like an axe. It does not notice your presence.

A winged beast lies below. If you have a ranged attack, you can attack it once before it is allowed a turn. If you attack, keep reading. If you have another way of dispelling the monster, you may do so!

Roll for initiative against an **axe beak**! If you successfully defeat the monster, keep reading. If you fail, roll a new character.

You defeat the big bird. You may continue down to the arena or out of the area.

If you continue to the fighting pit floor, see **Area 7c**.

If you leave, see **Area 6**.



Ruins of Azaketh (Areas 8-9)

8. INTERSECTION

You come across another split in the path. You see a small building not quite yet in ruin where the path branches off. The path curves ahead of you.

If you go into the structure, see **Area 9**.

You can also continue along the path to **Areas 6** or **10**.

9. SMALL SHRINE

You turn into an offshoot shrine to the savage god Azaketh. It is a small chamber that houses only a small altar with the lizardfolk idol atop it. Your attention is quickly stolen as you look right and see a human male and a lizardfolk male. The human says, "You're not supposed to be here."

Roll for initiative against a **cultist** and a **lizardfolk warrior** (see **Appendix I: New Monsters**)! If you defeat the pair, keep reading. If you fail, roll a new character.

You defeat the two cultists. You notice four bedrolls in this chamber, a table and two chairs, and four packs on top of three of the bedrolls.

If you search the room, see **Area 9a**.

If you leave, see **Area 8** for another option.

9A. INVESTIGATION

You search through the room and find 12 gold pieces and 26 silver pieces. You also find a *scroll of cure wounds* of second level in one of the packs. Two large mugs of water are on the table.

The item of most interest would be a torso of some scaly creature in jade figurine form. The torso seems to be about eight inches in diameter.

You have recovered the relic torso.

When you are ready, see **Area 8** for more options.

Refer to **Ruins of Azaketh Map (Areas 8-9)**, pg. 49

10. BONFIRE AND RUIN

The smell of burning wood fills your nose as you approach a circular set of ruins just off the path. More stone ruins are scattered about; however, you notice two robed figures standing over a bonfire pit. As you notice them, they turn quickly and prepare to attack!

Roll for initiative against 2 **cultists**! If you succeed and defeat cultists, keep reading. If you fail, roll a new character.

You fight off more members of the Cult of Azaketh. Upon searching the bodies, you find 8 gold pieces and 16 silver pieces.

You gaze into the fire and see a gem sitting beneath the branches and kindling. It is hard to tell what type of gem it is.

If you can extinguish the flame, see **Area 10a**.

If not, continue to **Areas 8** or **11**.



Ruins of Azaketh (Area 10)

10A. EXTINGUISH THE FLAME

You successfully extinguish the flame. You see a fiery red gem within the pile of soot and coals. The gem is so bright that it almost seems as if it is producing light. It is not hot to the touch. It certainly seems of some value.

You have recovered the relic heart.
When you are ready, continue to **Areas 8 or 11**.

11. INTERSECTION

You come across an intersection. The path continues in a few ways.

You may continue to **Areas 2, 10, or 12**.



Ruins of Azaketh (Areas 11-12)

12. INTO THE DEN

You approach a rugged-looking chamber within this temple fortress. Structural ruins are broken into pieces in many parts of this area. You see two large black cats resting on top of this debris. They pounce quickly as you enter!

Roll for initiative against 2 **panthers**! If you defeat the felines, keep reading. If you fail, roll a new character.

You have defeated the panthers! A search of this area shows that there is not much of value except rotting meat of unknown animals and grass brought in for comfort. However, you check the debris in which the panthers sat and find a jade figurine of two legs.

You have recovered the relic legs.

Continue back to **Area 11** for more options.

Refer to Ruins of Azaketh Map (Areas 11-12), pg. 50

13. TEMPLE OF AZAKETH

You cross another rope bridge; however, this one leads in toward the center temple. You step off the bridge and find a pedestal on your righthand side before the area opens to the circular plateau rising above the gorge.

The temple here is supported by four massive stone beams that hold up a large roof. Under it is an altar with nothing on it. In front sits a single wooden kneeler.

You have finally reached the center of the Temple of Azaketh, the main temple itself.

If you proceed forward, see **Area 13a**.

If you investigate the stone pedestal, see **Area 13b**.

You can also return to **Area 6**.

13A. UNSEEN FORCE

You take three steps beyond the bridge and immediately slam into an invisible wall. It certainly did not feel good, but you do not feel any weaker. There is some sort of magical barrier not allowing you to enter.

Even if you check around, this force stops you from going anywhere near the center temple.

If you investigate the stone pedestal, see **Area 13b**.

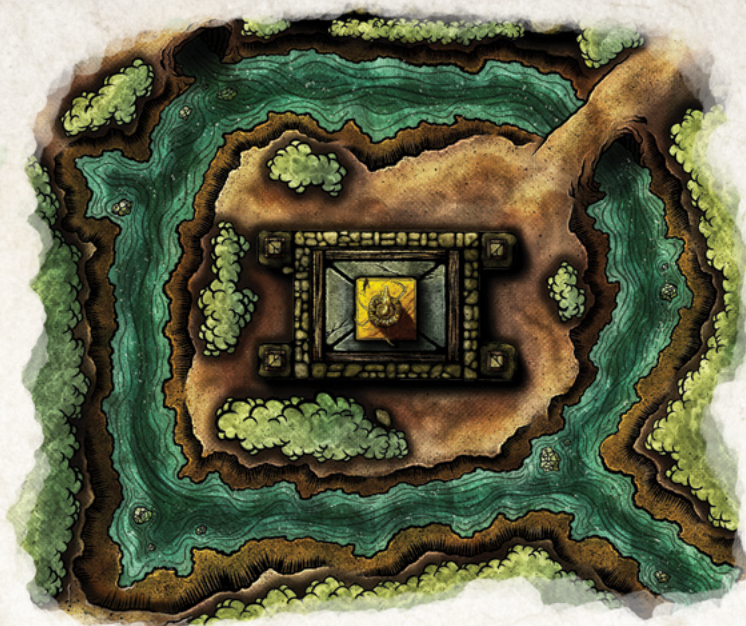
If you leave, proceed back to **Area 6**.

13B. STONE PEDESTAL

You take a closer look at the stone pedestal before you. It is a small column about three feet high and a foot in diameter. The top is flat except for a few small indents. It seems that there is an imprint of two webbed feet on the top.

If you have recovered each relic piece, you may assemble them and place the relic on the pedestal. If you do so, see **Area 13c**.

If you do not have the pieces of the relic, proceed back to **Area 6**.



Ruins of Azaketh (Area 13)

13C. RELIC REBORN

As you notice the webbed feet indent in the pedestal, you pull out the four pieces of the figurine you found during your adventure in the ruins. As you put the pieces back together, you notice that they magically fuse. The head

and legs attach to the torso, and the fiery red gem inserts itself into the torso as the heartbeat of the relic. You place the relic on the pedestal, and you can see clearly into the center temple as if a forcefield had dropped.

The massive columns still support the roof; however, the altar is different. A mess of sacrificial objects are atop it. A robed human male stands behind the altar. He seems calm as you notice his presence.

He calls out, "The day of reckoning soon comes to pass. Your feeble attempt to stop Azaketh and the Unseen will prove futile. I'll make this swift."

Roll for initiative against **Gornir the Savage** (see **Appendix I: New Monsters**). If you succeed and defeat Gornir, keep reading. If you fail, roll a new character.

You successfully defeat the leader of the Cult of Azaketh! You approach his body and find that he is the same person who was in the lizardfolk den not long ago.

A search of the center temple allows you to find a great deal of Gornir's loot. You recover 28 gold pieces, two red uncut gems, a silver necklace with an emerald pendant, and *gloves of savagery* (see **Appendix II: New Magic Items**).

You also recover a scroll sealed with the mark of a three-headed dog. You figure it best to read this with Siyuan upon your return.

When you are ready, you may return to Starland Bay by proceeding to **Chapter 10!**



CHAPTER 8: RETURN OF THE SHADOWBLADES

BATTLE PLANS

You find yourself back at the shabby tavern where you started. When you enter, Bhulvar's eyes widen, and he spits out his drink in shock.

He shouts, "You're back! My, my, my! It seems the keep sent the right soldier! That took no time at all ... and what do you have here? Battle plans? Ooh. This is indeed a great success."

Bhulvar takes a moment to look over the map and documents you brought him.

He says, "Look here ... the map. Seems they were indeed planning an attack on Lakehaven. I'm glad you were here to stop that. They would have been done for. The troubling part of this is not that, however. It is the documents that follow. It seems the Shadowblades are on the rise once again."

You look at Bhulvar, confused. The Shadowblades? You've not heard of this faction before.

"Well, I'm surprised they don't teach you as much of our history at Farrador Keep. The Shadowblades are a faction of dwarves that betrayed us. The one instance where they tried to overthrow us, they were beaten back as if they were schoolchildren. Their leader Bran and his followers are said to still skulk around the mountains plotting their revenge. By these notes, that is true. They joined with the Clan of the Unseen to do so. They do worship the same god, you know."

You look at him, once again confused.

"Hades, of course! Nicknamed the Unseen for his deceptive and nefarious demeanor. The Shadowblades made their own little nickname to worship him. I think it's tacky, but I digress. Being a high-ranking member of the Bijou, I have some secret information from the realm. Our scouts found a mountain fortress south of Dun Bhuldar. The Shadowblades are likely held up there."

Bhulvar marks your map with the location.

"Rest here for the night ... on the house. Set out tomorrow and defeat whatever rats scurry within the mountain."

A group of dwarves worshipping Hades. That's a first. You head to bed to get some shut eye before a big day tomorrow.

In the morning you rise to find breakfast already set for you. You eat a meal with Bhulvar, and the chatter consists of him naming all the gemstones he owns and the few he would like to. It is as exhausting as fighting orcs.

You quickly set out after you are done, eating simply just to get away from him.

Before you depart, Bhulvar awards you 50 gold pieces for your victory against the dwarves. You also level up to Level 3!

If you are playing this adventure in Story Mode, you may now recruit a companion! Bhulvar offers:

- Amnar, a male dwarf fighter
- Daemyra, a female dwarf sorcerer
- Beldora, a female dwarf cleric

See **Appendix III: Companions** for their statistics.

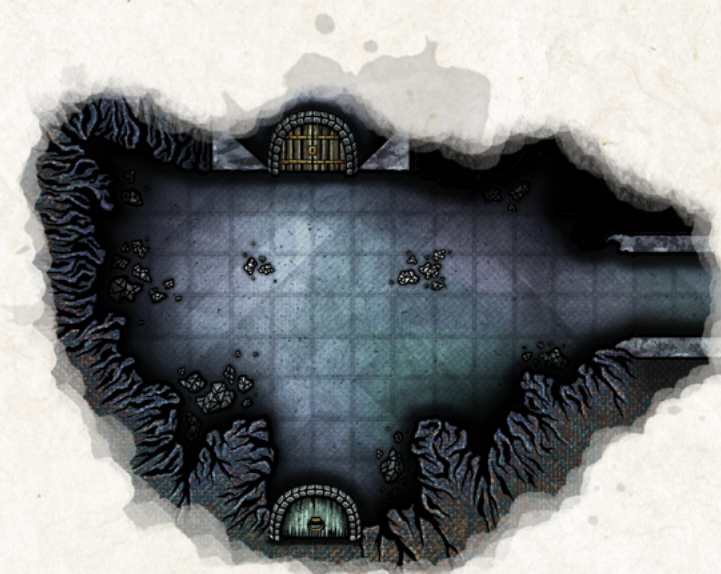
When you are ready, continue to the next section to continue the adventure!

SHADOWBLADE MOUNTAIN

1. MOUNTAIN OF SHADOWS

The compass seems to have led you in the right destination. You have arrived at Shadowblade Mountain. The climb up the rugged path was grim and tiresome, almost as if a shadow were cast over the entire mountain. However, the path up eventually brought you to massive double doors made from a jet-black stone. The right door is slightly askew ... it seems to be cracked open just enough to push and enter.

You have arrived at Shadowblade Mountain. Proceed to **Area 2**.



Shadowblade Mountain (Areas 1-2)

2. UNWELCOMING ENTRANCE

You push on the massive 10-foot-tall door. It swings slowly open and then halts. The light from the outside streams in to reveal a craggy, rocky entrance chamber. Straight ahead is another set of double doors with each door standing 10 feet tall. On your right, you see a path that continues farther into the mountain.

The entrance hall seems less than inviting. You feel a crisp coolness in the air as if you are at the summit of the mountain. Nothing of value seems to be inside the chamber. All that is left are options.

If you investigate the double doors, see **Area 2a**.

If you continue down the path to the right, see **Area 3**.

Refer to **Shadowblade Mountain Map (Areas 1-2)**, pg. 52

2A. DOUBLE DOORS

The door in this chamber is like the door that led into the mountain. However, a keyhole is located about three feet up from the bottom. You push on the door, but it doesn't budge.

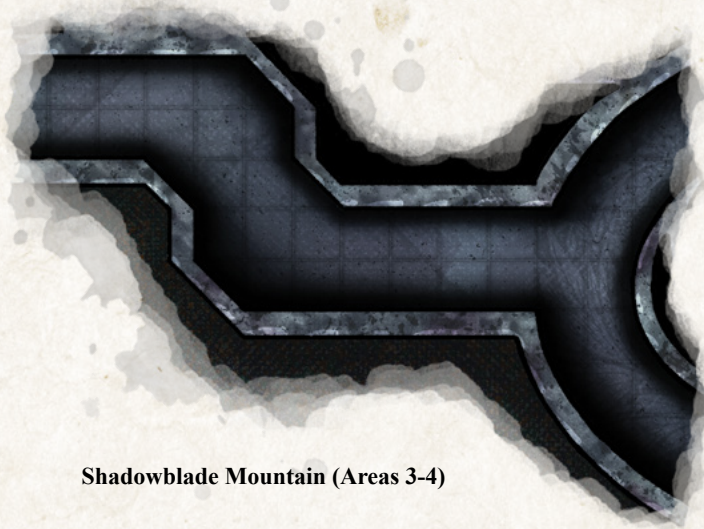
It seems a key is required to advance any farther. Any attempt at lockpicking results in a failure as the lock mechanism seems to be of an impenetrable dwarven design.

See **Area 2**.

3. HALLWAY

You depart the craggy entrance chamber and continue down the hallway. Halfway down, you notice that the hallway shifts from untamed rock to perfectly shaped dwarven architecture. The floors, walls, and ceiling all seem to be perfectly smooth black granite. Only a master architect could have designed these halls.

When you are ready, proceed to **Area 4**.



Shadowblade Mountain (Areas 3-4)

4. SPLIT DECISION

The hallway splits into two corridors: left and right. They both continue for 15 feet then bend around ... perhaps making a circle.

You have a decision to make.

You may proceed left to **Area 5**.

You may proceed right to **Area 6**.

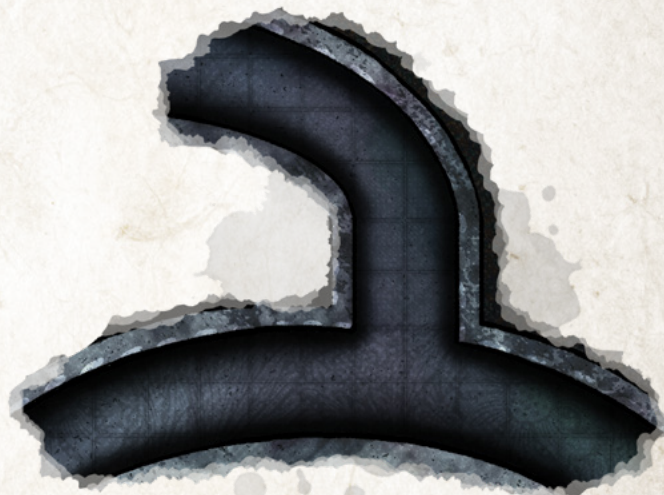
Refer to **Shadowblade Mountain Map (Areas 3-4)**, pg. 53

5. BREAKOUT PATH

You travel down the winding corridor for a moment to where another path juts out. This seems to take you deeper into the mountain rather than continuing down the circular path.

If you follow the breakout path, see **Area 8**.

If you continue down the winding path you are now on, see **Area 6**.



Shadowblade Mountain (Area 5)

6. COMING FULL CIRCLE

The path finally leads you to the end of this circular design, or was it an oval? You are unsure. What you do know is that you have come to a door.

The door seems to lead into the middle of the circle formed by this hallway.

If you enter the door, see **Area 7**.

Or you can continue around the circle to **Areas 4 or 5**.



Shadowblade Mountain (Areas 6-7)

7. THE JAILOR

There is no resistance as you open the door. You find yourself in another hallway; jail cells are on the left and right of the path. You are not quite able to make out what is inside as a dwarf wielding a spiked chain barks at you in Dwarvish. You notice his hound also leaps up to attack!

Roll for initiative against the **Shadowblade jailor** and a **Shadowblade hound** (see **Appendix I: New Monsters** for both)! If you successfully defeat them, keep reading. If you are defeated, roll a new character.

You successfully defeat the jailor and his hound. A quick investigation of his circular room at the end of the corridor proves fruitful. In his chambers you find his bed, a dresser for clothing, and a table with one chair. A bear pelt is on the ground, presumably for his hound.

You recover 23 gold pieces and 42 silver pieces. You also find a set of keys on a metal ring. You have recovered the jailor's keys.

If you would like to search in depth, roll a DC 15 Investigation check.

If you are successful, see **Area 7g**.

If you fail, see **Area 7h**.

If you investigate the jail cells, see any of the closed rooms (**Areas 7a–7f**).

If you leave and continue investigating the dungeon, see **Area 6**.

Refer to **Shadowblade Mountain Map (Areas 6–7)**, pg. 53

7A. AGA THE KIND

You unlock and push open the gate. Immediately, a small kobold pops up in excitement. She nearly scares you half to death as you did not notice her before you opened the gate. She says, "Oh, thank you! Thank you!" in broken Common.

Kobolds are generally aggressive toward humans. You know this. That is how your adventure began. However, this one seems to be attempting to befriend you.

If you hear what she has to say, see **Area 7i**.

If you attack, see **Area 7j**.

7B. EMPTY CELL

The cell before you is empty.

See another jail cell or **Area 7** for more options.

7C. FEEDING FRENZY

You unlock and push open the gate. Light exposes a horrid sight in this cell: three skeletons all with meat still hanging from their bones. This is likely the feeding area for the jailor's hound.

Nothing of value is in this cell.

See another jail cell or **Area 7** for more options.

7D. JHARIN THE MAD

You peer into this cell and see a dwarf dressed in rags and tethered in chains. As he notices your presence, he offers a delusional smile. He mutters to himself, "Seeing things again, Jharin! Haha! Seeing things ..."

If you attempt to convince Jharin to come with you, keep reading.

If you leave Jharin in the cell, see another cell or **Area 7** for more options.

You speak to Jharin as if he is an old friend. As you attempt to convince him to come with you, he grins and shakes his head. He mutters an incoherent string of words in Dwarvish.

It seems that Jharin has no interest in speaking to you. He does not believe you exist.

When you are ready, see another jail cell or **Area 7** for more options.

7E. SOMETHING STRANGE

This cell appears empty; however, you are sure your eye caught a shiny glint.

Roll a DC 12 Perception check.

If you are successful, see **Area 7k**.

If you fail, see another jail cell or **Area 7** for more options.

7F. EMPTY CELL

The cell before you is empty.

See another jail cell or **Area 7** for more options.

7G. INVESTIGATIVE SUCCESS

A more thorough investigation of the jailor's room proves worth the time spent. You find a secret compartment inside his desk. Within the desk you find a whistle gleaming as if a speck of dust had never rest on it.

You have recovered the *jailor's call* (see **Appendix II: New Magic Items**).

When you are ready, see **Area 7** for more options.

7H. INVESTIGATIVE FAILURE

A deep search of the chambers allows you to find the bag in which the jailor kept his hound's droppings. It smells horrible.

When you are ready, see **Area 7** for more options.

7I. NEW ALLY

Her smile grows larger as you do not strike her. She says, “Thank you for freeing me! I am yours. In your debt? Debut? Debt! In your debt! My name is Aga! Follow you, I will! To the death!”

Aga wishes to join you on your adventure.

If you accept, you now control **Aga** (see **Appendix III: Companions** for her statistics).

If you decline, she sneers at you and dashes out of the mountain fortress, never to be seen again.

Aga counts against the “two companion rule.”

When you are ready, see another jail cell or **Area 7** for more options.

7J. ATTACK ON SIGHT

From your previous encounter with kobolds, your trust is immediately broken. You attack!

Roll for initiative against the kobold **Aga** (see **Appendix III: Companions** for her statistics). If you defeat the kobold, keep reading. If you are defeated, roll a new character.

You strike down the kobold. Nothing of value is in her cell.

See another jail cell or **Area 7** for more options.

7K. PERCEPTIVE SUCCESS

You are certain you saw something of interest in this seemingly empty jail cell. You unlock the door and swing it open. On the far end of the cell, you find a tarp covering an object against the wall. You throw the tarp off to find a small chest overflowing with gold pieces!

You have found the jailor’s secret stash. You recover 34 gold pieces and 23 silver pieces. You also find seven fire red gems that must be valuable.

When you are ready, see another jail cell or **Area 7** for more options.

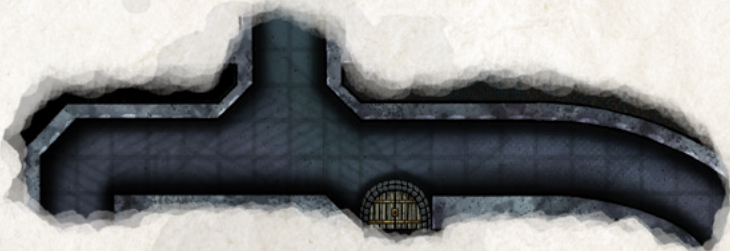
8. DOOR AND INTERSECTION

The path you continue to follow curves around a bend and then straightens out. On your left, a door leads into a chamber. A few feet beyond that, the hallway branches off to the right. At the end of the hallway ahead, the path spreads out into another room.

If you enter the door on your left, see **Area 9**.

If you enter the chamber at the end of the hallway, see **Area 10**.

If you take a right down the new hall, see **Area 11**.



Shadowblade Mountain (Area 8)

9. SHADOWBLADE BARRACKS

You enter a barracks for the Shadowblade soldiers. Beds cover nearly every inch of this chamber. It is hard to even walk as there is so little open floor space. As you carefully take a step in, a dwarf rises from a bed!

Roll a DC 12 Stealth check to duck under a bed.

If you are successful, keep reading.

If you fail, see **Area 9a**.

You successfully duck under the nearest bed without a sound. The dwarf stands up, lets out a grunt as he stretches, and walks past you out the door.

You are now in the barracks alone.

If you would like to search the room, see **Area 9b**.

If you would like to leave, see **Area 8** for more options.



Shadowblade Mountain (Area 9)

9A. COVERT FAILURE

You leap to hide under a bed and smack your leg against the wooden bedframe. The loud thwack! alerts the dwarf to your presence!

Roll for initiative against the **Shadowblade dwarf** (see **Appendix I: New Monsters**)! If you defeat the dwarf, keep reading. If you are defeated, roll a new character.

You have defeated the foot soldier. When you are ready, see **Area 9b**.

9B. SEARCH

Now that you are alone within the barracks, you are able to search around. Aside from dirty clothes and odd trinkets, there is nothing much of value.

You recover a total of 5 gold pieces and 32 silver pieces. It seems the dwarves are not paid very well.

When you are ready, see **Area 8** for more options.

10. BAR AND TAVERN

You turn the corner to find yourself in a tavern! A few sets of tables and chairs are scattered around a bar. A heavyset dwarf is behind the bar. He is currently serving another dwarf sitting on a barstool. As you enter, he greets you, "Interest yah in a pint?"

Neither dwarf seems aggressive as you enter.

If you hid from the dwarf in **Area 9**, he is also here. So, that would mean two dwarves sitting at the bar. If combat breaks out, add another **Shadowblade dwarf**.

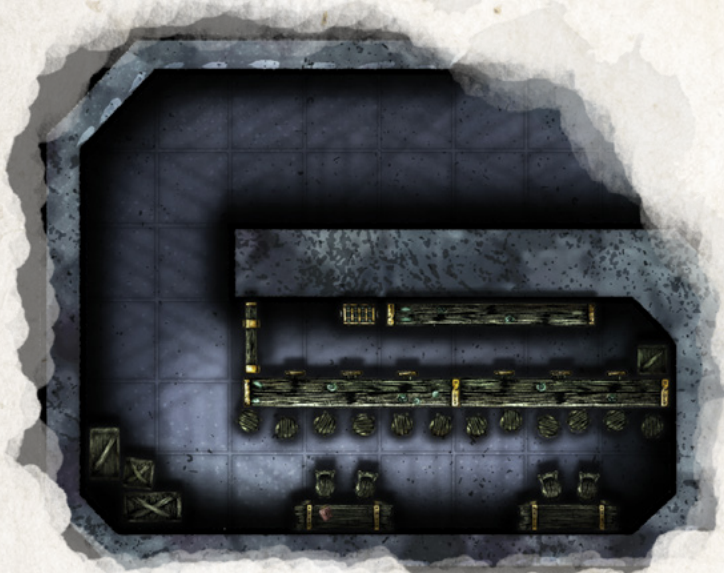
If you take a seat, see **Area 10a**.

If you leave the room, see **Area 10b**.

If you attack, roll for initiative against the **Shadowblade bartender** and a **Shadowblade dwarf** (see **Appendix I: New Monsters** for both). If you defeat the dwarves, keep reading. If you are defeated, roll a new character.

You swiftly take down the dwarves. A search of the bar reveals nothing of value other than poorly made ale and some aging wine.

When you are ready, see **Area 8** for more options.



Shadowblade Mountain (Area 10)

10A. INTERESTED IN A PINT

You give a slight nod and sit at a barstool. The bartender moves over to you with a mug full of ale. He says, "Mercenary, eh? Many of yah come in. A bit brutish if you ask me, but no place to judge. Heh!"

If you hear him out and sip the ale, see **Area 10c**.

If you attack, roll initiative and see **Area 10**.

10B. UNINTERESTED IN A PINT

You quickly turn and walk out, hoping they do not attack. The bartender shouts, "Get 'em!"

Roll for initiative against the **Shadowblade bartender** and a **Shadowblade dwarf** (see **Appendix I: New Monsters** for both). If you defeat the dwarves, keep reading. If you are defeated, roll a new character.

You swiftly take down the dwarves. A search of the bar reveals nothing of value other than poorly made ale and some aging wine.

When you are ready, see **Area 8** for more options.

10C. AGED ALE

You sip the ale. It has certainly aged ... and not in the good way. The bartender says, "Long travel, eh? Not much of a talker? Understood, friend. Enjoy the drink!" The bartender walks back to join the other dwarves.

You start to feel dizzy. Roll a DC 15 Constitution saving throw. If you succeed, keep reading. If you fail, see **Area 10d**.

You feel dizzy. Your eyes flutter shut, then open, then shut, then open. You finally come to again. The ale was poisoned! You wake up just in time as the dwarves pull their axes out to attack!

Roll for initiative against the **Shadowblade bartender** and a **Shadowblade dwarf** (see **Appendix I: New Monsters** for both). If you defeat the dwarves, keep reading. If you are defeated, roll a new character.

You swiftly take down the dwarves. A search of the bar reveals nothing of value other than poorly made ale and some aging wine. You do notice an empty *potion of poison*. They must have tried to poison you.

When you are ready, see **Area 8** for more options.

10D. CRITICAL FAILURE

After you put down the mug of ale, you feel your consciousness slip away. You slap yourself in the face to come to. It is to no avail. Your mind is spinning and turning as you fall unconscious.

The dwarves successfully poisoned you. You failed. Roll a new character or try again.

11. SPLIT DECISION

Continuing down the path leads you to a door on your left. The hallway continues forward and turns to the right after about 15 more feet.

If you would like to enter the door, see **Area 12**.

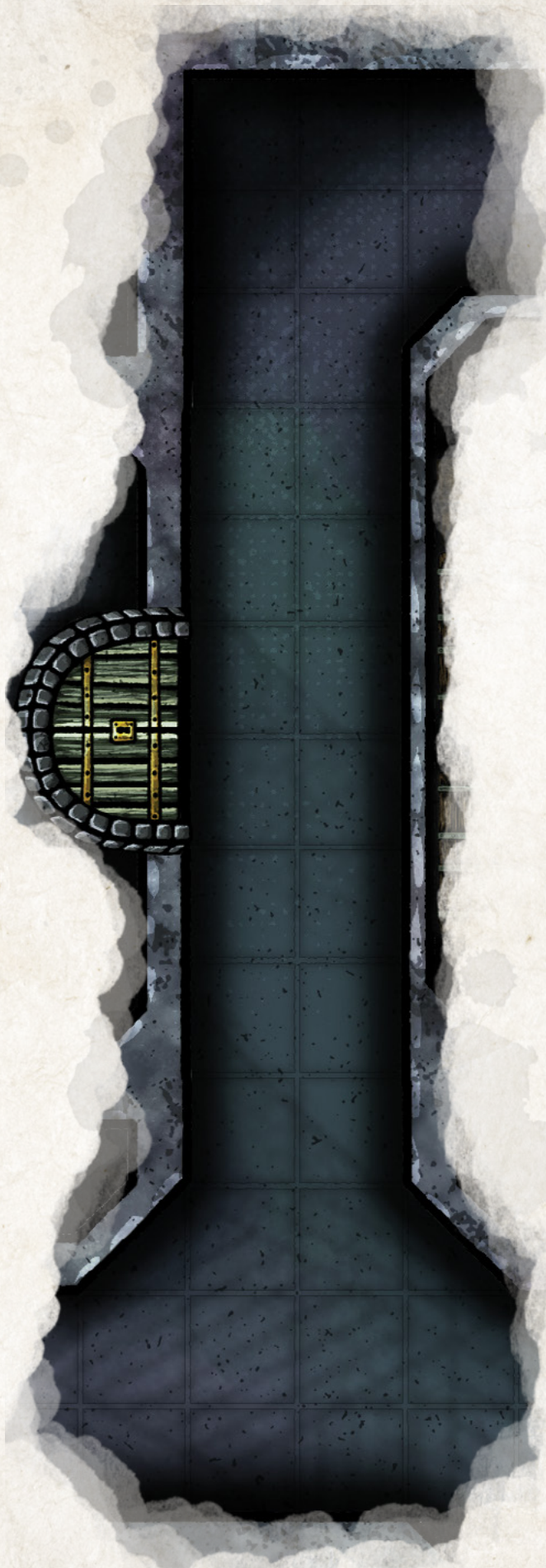
If you would like to keep going down the hallway, see **Area 13**.

Refer to **Shadowblade Mountain Map (Area 11)**, pg. 57

12. WARMMASTER'S CHAMBERS

This chamber seems to be a classic bedroom. You see the bed, an end table, a dresser, and a table with two chairs. As you enter, a dwarf dressed in dark iron plate armor jumps out of one of the chairs and shouts, "Intruder!"

Roll for initiative against the **Shadowblade warmaster** (see **Appendix I: New Monsters**). If you defeat the dwarf, keep reading. If you are defeated, roll a new character.



Shadowblade Mountain (Area 11)

You successfully defeat the warmaster of the Shadowblade clan. From your studies at Farrador Keep, you can tell he is the warmaster by his platinum bracelet inlaid with an emerald gem.

You find a few different maps inside his chamber. There are maps of Farrador, Mog Boldar, Myth Alar, and Celestion. These are nothing out of the ordinary that you would not find at Farrador Keep's library.

You also recover the *warmaster's bracers* (see **Appendix II: New Magic Items**).

The chamber is light on treasure for being such a high-ranking official's room. Roll a DC 15 Investigation check.

If you are successful, see **Area 12a**.

If you fail, see **Area 12b**.



Shadowblade Mountain (Area 12)

12A. INVESTIGATIVE SUCCESS

You take a look under the bed and find a small lockbox overflowing with gold coins!

The lockbox lid is open as the coins obviously do not all fit inside. You recover 48 gold pieces and 23 silver pieces. When you are ready, see **Area 11** for more options.

12B. INVESTIGATIVE FAILURE

Either times are tough or the warmaster takes no salary. You are unable to find any more treasure.

When you are ready, see **Area 11** for more options.

13. INTERSECTION

The hallway you are currently traveling in continues straight; however, a door to your right is cracked open.

If you go into the door, see **Area 14**.

If you continue down the hallway, see **Area 15**.



Shadowblade Mountain (Areas 13 and 15)

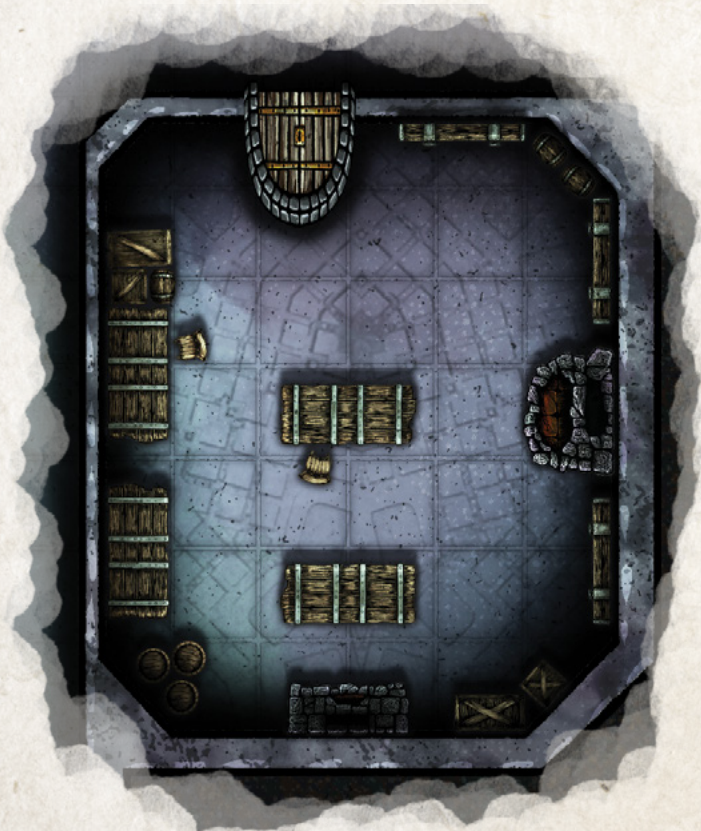
14. KITCHEN

You push the door open to find a kitchen. Long preparation tables occupy the west walls, and ovens and a stove are on the east wall. Directly in front of you is a makeshift pantry with a variety of different foods set on racks built into the wall. A chef is cutting loaves of bread. He sees you enter, nods, and goes about his business.

If you exit the kitchen, see **Area 13**.

If you speak to the chef, see **Area 14a**.

If you attack the chef, you defeat him swiftly as he is a simple commoner and has no combat training.



Shadowblade Mountain (Area 14)

14A. SHADOWBLADE CHEF

From the aggression you have been shown so far, you are shocked to see the chef acting so nonchalant. He notices you have not left and calls out, "Hungry?" He offers you a piece of bread.

If you take the bread, see **Area 14b**.

If you refuse, see **Area 14c**.

14B. BREAKING BREAD

You give a nod as he walks over and hands you a piece of warm bread. You take a bite, and a warm sensation comes over your body. It is odd to have a warm meal during an adventure. He smiles and says, "We all do what we have to do to survive in this cruel world. Demeter guide you." He turns back to the preparation table and continues to work.

The chef infused what little magic he has into the bread. You are now under the effect of the *bless* spell for one hour.

When you are ready, see **Area 13** for more options.

14C. BROKEN TRUST

You shake your head, declining his offer. He gives a warm smile and says, "No worries, friend. We all come to our own judgments at our own pace. Demeter guide you." He turns back to the preparation table and continues to work.

The chef seems to be no threat to you.

If you attack him, you defeat him swiftly as he is a simple commoner and has no combat training.

When you are ready, see **Area 13** for more options.

15. INTERSECTION

The hallway continues straight for another 20 feet and stops at an iron door. Before then, it spawns off to the left down a new hallway.

If you continue straight to the iron door, see **Area 16**.

If you turn left, see **Area 17**.

Refer to Shadowblade Mountain Map (Areas 13 and 15), pg. 58

16. FORGE OF FURY

As you open the door, you are immediately hit with a blast of excruciating heat. You look inside to find a circular platform rising above a river of molten lava. You think you have found Hell, but it's only the forge. A forge, anvil, smelter, and other equipment reside on the right side of the platform. The left side of the room doubles as a bedroom. A steel bed and a dresser are built into the rock.

A female dwarf wielding dual axes immediately rushes at you!

Roll for initiative against the **Shadowblade forgemaster** (see **Appendix I: New Monsters**). If you successfully defeat the forgemaster, keep reading. If you are defeated, roll a new character.

You successfully defeat the forgemaster. You are drenched in sweat and near exhaustion after the battle in the scorching conditions.

A quick search of the forge reveals different mundane weapons. If there is a weapon you would like to equip your character with, you can find it here.

There are also a series of armors. You can find human-sized plate armor and dwarf-sized plate, splint, chainmail, and breastplate.

You also find the fabled *belt of dwarvenkind*.

Along with the weapons and armor, you recover 56 gold pieces, 45 silver pieces, and 67 copper pieces.

When you are ready, see **Area 15** for more options.



Shadowblade Mountain (Area 17)

18. SERVANTS' CHAMBERS

You enter a chamber with six beds and a corresponding trunk at the foot of each. A long table with eight chairs around it is at the end of the room. Six dwarves in common clothes sit around the table and gawk at you as you enter.

You have stumbled upon the servants' quarters. Before you can take an action, one calls out to you.

"An audience with the king, eh? Come then."

The dwarf rises and waits for your response.

If you accept his offer and follow him, see **Area 22**.

If you decline his offer, you may exit the chamber. See **Area 17** for more options.



Shadowblade Mountain (Area 16)

17. SPLIT DECISION

The hallway ends at a door straight ahead. There is also a door on the left wall before you reach the end of the corridor.

If you enter the door on you left, see **Area 18**.

If you enter the door at the end of the corridor, see **Area 19**.



Shadowblade Mountain (Area 18)

19. KING'S QUARTERS

You enter a grand bedchamber. A massive bed rests in the middle of the wall opposite you. There is a large dresser, a table with a single chair, and a bookshelf beside it. Everything is finely dusted and of elegant design.

This bedchamber is obviously fit for a king. The quality of everything within is of superior condition. There is a list longer than you could denote of the valuables within this chamber. Ornate flatware, jewelry, cushions ... you see where this is going. If you find a way to transport the goods out of the mountain, see **King's Possessions** in **Appendix IV: Treasure**.

You also notice a door on the slanted wall to the southwest. If you proceed through the door, see **Area 20**.



Shadowblade Mountain (Area 19)

20. CLOSET OF KINGS

You enter the king's closet. The wardrobe is outfitted with clothing for any situation. Common clothes, dresswear, ceremonial robes, and more. All dwarf-sized, of course. There are also shoes, belts, and scented oils.

Inspecting the closet reveals a door behind a rack of clothes. Who would put a door inside a closet? Where could it lead?

If you proceed through the door, see **Area 21**.



Shadowblade Mountain (Area 20)

21. AUDIENCE WITH THE KING

You now enter a grand ceremonial hall. As you scan the interior, you surmise this is the throne room. Massive pillars line the way to a set of three steps that lead up to two thrones, each humble in design. A single dwarf in a relaxed pose sits on one of the thrones.

As you approach, the King Bran says, "Welcome, ally."

You are momentarily taken back. Would an ally be attacked at nearly every step of the way to this hall? The king then continues ...

"You are an intruder. My people have treated you as such; however, there is no more room for bloodshed in these halls. The dwarves who contracted your professional services are vile and selfish. Their charity may seem like a blessing to Farrador, but they are a plague. They serve a darker master. Darker than Hades ... who after all is our god. The god of death. The god of balance. The Bijou do not seek balance, only to tip the scales in their direction for good. You have been hoodwinked into believing their reign in Dun Bhuldar is good and just. Do not be ashamed. They have all of Farrador in their grasp. It is a great deal to leave what you know. What you were bred to believe. If you would be so kind, see my ring here? A golden band with a mountain range insignia. It is my family's crest. My brother Bhulvar wiped me and our little sister from any record he could get his hands on. Luckily, I am still here to oppose his wrath. I cannot say the same for our sister Trellia. I hear you and Bhulvar have become quite close. I presume you noticed his ring as well. I wish I had more proof for you. I'll leave you to make your decision."



Shadowblade Mountain (Area 21)

This news is certainly shocking. Is it possible that the Shadowblade clan is not the biggest threat to Farrador? You have a choice to make.

If you refuse to believe the king, see **Area 21a**.

If you accept his words at face value, see **Area 23**.

If you wish to make an Insight check on the king, see **Area 24**.

21A. THIS IS WAR

You refuse the king's offer. His smile immediately turns to a frown. It does not seem that he is angry ... more disappointed.

He stands up from his throne and extends his hand. A greataxe appears from thin air, and he says, "Wrong choice."

Roll for initiative against **Bran, the Shadowblade King** (see **Appendix I: New Monsters**). If you defeat him, keep reading. If you are defeated, roll a new character.

You have done it. You have ended the feud between Bijou and Shadowblade.

You inspect the king's body and find a scroll tucked into his belt. The letter is a request for a meeting as soon as possible. It is signed by someone named Eranar. Perhaps Bhulvar will know who this Eranar is.

You have completed the Shadowblade Mountain arc.

When you are ready, see **Chapter 11**.

22. WORK AROUND

You give the dwarf a coy nod. He walks past you and out of the chamber. He proceeds down the corridor to the door you saw before entering. He leads you into a grand bedroom fit for a king. He then opens a door set in the far corner of the room and leads you into the closet to a secret door in the back behind a rack of clothing.

You enter a grand ceremonial hall. As you scan the interior, you surmise this is the throne room. Massive pillars line the way to a set of three steps that lead to two thrones, each one humble in design. A single dwarf in a relaxed pose sits on one of the thrones.

As you approach, King Bran says, "Welcome, ally."

The servant who escorted you immediately kneels before his king. He gives you a look as if you should follow his lead.

The king interjects, "Do not kneel for me. Not until my offer is given. You are an intruder. My people have treated you as such; however, there is no more room for bloodshed in these halls. The dwarves who contracted your professional services are vile and selfish. Their charity may seem like a boon to Farrador, but they are a plague. They serve a darker master. Darker than Hades ... who after all is our god. The god of death. The god of balance. The Bijou do not seek balance, only to tip the scales in their direction for good. You have been hoodwinked into believing their reign in Dun Bhuldar is good and just. Do not be ashamed. They have all of Farrador in their grasp. It is a great deal to leave what you know. What you were bred to believe. If you would be so kind, see my ring here? A golden band with a mountain range insignia. It is my family's crest. My brother Bhulvar wiped me and our little sister from any record he could get his hands on. Luckily, I am still here to oppose his wrath. I cannot say the same for our sister Trellia. I hear you and Bhulvar have become quite close. I presume you noticed his ring as well. I wish I had more proof for you. I'll leave you to make your decision."

This news is certainly shocking. Is it possible that the Shadowblade clan is not the biggest threat to Farrador? You have a choice to make.

If you refuse to believe the king, see **Area 21a**.

If you accept his words at face value, see **Area 23**.

If you wish to make an Insight check on the king, see **Area 24**.

23. A NEW PATH

What the king tells you resonates with you. Whether you know he is telling the truth or have a bad feeling about the Bijou, you agree to join him. This certainly sets you out on an alternate path.

When you are ready, see **Chapter 13**.



24. INSIGHT CHECK

Roll a DC 12 Insight check on the king.
If you are successful, see **Area 24a**.
If you fail, see **Area 24b**.

24A. INSIGHTFUL SUCCESS

Paying attention to every micro interaction from the king during his speech, you presume he is either the greatest liar to ever exist or that what he is saying has a shred of truth.

Now you simply have more information to work with.
When you are ready, see **Area 22** for more options.

24B. INSIGHTFUL FAILURE

You fail to properly analyze the king's speech patterns.
You gain no additional knowledge.

When you are ready, see **Area 22** for more options.

CHAPTER 9: INTO THE LAIR

You return to Farrador Keep to meet Ser Rodrick about your adventure in Uruk's hideout.

You enter the Hall of Adventure once again. You see Ser Rodrick pacing as he waits for you to return. He sees you and quickly walks over.

"So what have you found? Is it done?"

You inform Rodrick that you have taken care of Uruk. He will no longer pose any threat to Farrador. You then give Rodrick the letter you found. He unravels it and paces as he reads.

"Right. I figured this monster would show his face once more. I was hoping he wasn't behind this. This letter, as I am sure you can see, is signed by a man named Eranar. He has been a plague to Farrador since he stepped foot in these very halls. I entered with him, you know. I would be dishonest if I told you he and I didn't get into some trouble and have some good times together. As we grew closer to being graduates, he closed himself off from everyone. Said he needed to get high marks to go to Macandire Mage's College. Well, he did just that. A year after joining the school, he was expelled for dangerous and irresponsible magical experimentation. Since then, no one has seen him. I assumed he fled Farrador to practice his dark arts in secret. Turns out he was right under our noses the whole time. By his letter he is holed up in Stormview. Be careful, hero. Who knows what has become of him. His experimentation was focused on extending human life in cruel and unnatural ways. To gain life, one must be sacrificed, and he knew that very well. Murdered his sister in his efforts. Please, if I may ask one more favor on behalf of the realm: Destroy him."

Simple enough. Enter the lair of the master wizard and defeat him. All in a day's work.

Ser Rodrick awards you 100 gold pieces and a *potion of greater healing* for your second victory. You also level up to Level 4!

If you are playing this adventure in Story Mode, you may now recruit a companion! Ser Rodrick offers:

- Amisra, a female human fighter
- Ronnar, a male human wizard
- Finna, a female human cleric

See **Appendix III: Companions** for their statistics.

RESTORED BELONGINGS

If you recovered the stolen belongings in the hideout, Rodrick aids in the recovery of them. He tasks two soldiers and a wagon to retrieve them for the village folk. He rewards you with an additional 100 gold pieces!

Continue to the next section to proceed with your adventure.

OPTIONAL ADVENTURE

Before you face Eranar, you may consider exploring some side quests. After all, they may grant you powers that will aid you in the fight against the dark sorcerer.

If you would like to consider a side quest, or a few, read the following subsections.

If you would like to proceed to Stormview Manor to face Eranar, see **Chapter 12** for the grand finale.

FOREST GLADE OF ATHENA

You have been summoned by the great ranger Gadryt! He has called you in particular to travel to his cottage for a very special quest regarding an abandoned shrine to the goddess Athena. What dangers lie within the glade?

If you accept this quest, see **Chapter 17**.

CRYPT OF KING DALREN

Reports of the undead rising have surfaced from the Divine District in Macandire! Is this a cry from a confused commoner or a portent of darker forces? Find out by exploring the Crypt of King Dalren!

If you accept this quest, see **Chapter 18**.

EAST WATCH

The long abandoned East Watch guard tower is active once more! Commoners of Mistwood have seen "creatures of the night" moving in and out of the tower. Travel to the classic town of Mistwood to save the citizens of the realm from what lurks to the east!

If you accept this quest, see **Chapter 19**.

CHAPTER 10: BIGGER FISH

You return once again to Starland Bay to find Siyuan kneeling before the fire. Right on cue, he speaks as you approach.

“Tell me what you have seen, and I will tell you what the spirits have told me.”

You begin to recount your exploration within the Ruins of Azaketh. It seems the cult of Azaketh was provoking the lizardfolk as a means to an end in the worship of their savage god. You also remove the three-headed dog seal on the scroll you found from Gornir.

It reads: “Gornir, it is all coming together. My plans are in motion to truly begin conquering this land. Their sacrifice gives us the power we need to begin a new era of humanity for the father. He will rise. We must be present when he does to guide him. But first, we must take this putrid land as our own. He must have sanctuary within this cruel world. Azaketh will be proud of you. All the souls being sent to the father through savage means will feed him and Azaketh together. Guided by the mother. Blessed by the father. We will prevail.”

Heavy stuff. Extension of mortal life, world domination, savage genocide ... what is next with this guy?

Siyuan continues, “For the longest time, I did not understand the spirits, but now I do. The events set in motion long ago have led us to this very moment, even if you were just a young soon-to-be-hero running around Farrador. I can see your victory as you continue to explore into the unknown. You may rest with us tonight. Then you shall choose your own destiny.”

You have your mission. Defeat Eranar before his plans can be completed. You rest for the night at Starland Bay with the finfolk before setting out on your last adventure.

Siyuan rewards you with 100 gold pieces and a *potion of greater healing* for your efforts. You also level up to Level 4!

If you are playing this adventure in Story Mode, you may now recruit a companion! Siyuan offers:

- Kethend, a male finfolk ranger
- Risca, a female finfolk druid
- Ashryn, a female finfolk sorcerer

See **Appendix III: Companions** for their statistics.

Continue to the next section to proceed with your adventure.

OPTIONAL ADVENTURE

Before you face Eranar, however, you may consider some side quests. After all, they may grant you powers that will aid you in the fight against the dark sorcerer.

If you would like to consider a side quest, or a few, read the following subsections.

If you would like to proceed to Stormview Manor to face Eranar, see **Chapter 12** for the grand finale.

FOREST GLADE OF ATHENA

You have been summoned by the great ranger Gadryt! He has called you in particular to travel to his cottage for a very special quest regarding an abandoned shrine to the goddess Athena. What dangers lie within the glade?

If you accept this quest, see **Chapter 17**.

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If you accept this quest, see **Chapter 18**.

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The long abandoned East Watch guard tower is active once more! Commoners of Mistwood have seen “creatures of the night” moving in and out of the tower. Travel to the classic town of Mistwood to save the citizens of the realm from what lurks to the east!

If you accept this quest, see **Chapter 19**.

CHAPTER 11: CULMINATION

You return to Lakehaven to find Bhulvar impatiently pacing around the dock. As you approach, he looks over to you and releases a sigh of relief.

He says, “Well, good heavens you did it! I hope you did not have too much trouble. Sneaky, those Shadowblades are. Glad they won’t be a problem anymore. Makes life a lot easier on me. What do you have there?”

You hand Bhulvar the note from the mysterious Eranar.

“Goodness, it never ends. I’ve heard this name before. Something about being expelled from the mage’s college for practicing dark arts. Far beyond the bounds of necromancy. Seems like he’s holed up in Stormview Manor just north of here. I can’t help but assume he has been orchestrating this entire chain of events. The last thing I shall ask you, great hero, is to go there and slay him. Make it quick and painless.”

You have your mission. Venture to Stormview Manor and defeat this evil wizard Eranar.

Bhulvar rewards you with 100 gold pieces and a *potion of greater healing* for your efforts. You also level up to Level 4!

If you are playing this adventure in Story Mode, you may now recruit a companion! Bhulvar offers:

- Amnar, a male dwarf fighter
- Daemyla, a female dwarf sorcerer
- Beldora, a female dwarf cleric

See **Appendix III: Companions** for their statistics.

Continue to the next section to proceed with your adventure.

OPTIONAL ADVENTURE

Before you face Eranar, you may consider exploring some side quests. After all, they may grant you powers that will aid you in the fight against the dark sorcerer.

If you would like to consider a side quest, or a few, read the following subsections.

If you would like to proceed to Stormview Manor to face Eranar, see **Chapter 12** for the grand finale.

FOREST GLADE OF ATHENA

You have been summoned by the great ranger Gadryt! He has called you in particular to travel to his cottage for a very special quest regarding an abandoned shrine to the goddess Athena. What dangers lie within the glade?

If you accept this quest, see **Chapter 17**.

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If you accept this quest, see **Chapter 18**.

EAST WATCH

The long abandoned East Watch guard tower is active once more! Commoners of Mistwood have seen “creatures of the night” moving in and out of the tower. Travel to the classic town of Mistwood to save the citizens of the realm from what lurks to the east!

If you accept this quest, see **Chapter 19**.

CHAPTER 12: GRAND FINALE

HERO'S JOURNEY

One last time you depart to save the realm. If Eranar has been practicing dark magic in secret for this many years, you wonder what he has up his sleeve. Regardless of what power he holds, you have gotten yourself to this point today. That is more than enough to prove yourself worthy of facing such an opponent.

You head east to where Stormview Manor is marked on your map. You must depart from the normal and safe roads to a back path through the forest. Stormview Manor has not been occupied for many, many years ... well, at least that's what you all thought. After traveling through the thicket, you see a massive manor in a large clearing. You have arrived.

When you are ready to approach the manor, keep reading.

STORMVIEW MANOR

1. BEGINNING OF THE END

As you approach the manor, darkness looms. The bright, sunny sky of summer in Farrador is cast away by dark storm clouds. When you are within a few feet of the front gate, a slight trickle begins. A few more feet and the wind picks up, causing the squeaking gate to swing back and forth as you pass. The trickle quickly turns into a downpour as you officially find yourself at Stormview Manor.

Ahead of you, up the path, is the front door. The front yard has not been maintained for a very, very long time. The grass is yellow, and vines cover the windows and brick walls. Rubble broken off from the house lies before the structure.

The yard wraps around the house and into what must be a backyard. You have a decision to make.

If you enter the front door, see **Area 2**.

If you walk around to the backyard, see **Area 9c**.



2. ENTRANCE HALL

You step forward into the entrance hall where there are two alcoves. One contains a statue of a male human standing strong as he brandishes a large battleaxe. In the other, you see a graceful female human holding a spellbook while she proudly displays a magnificent staff.

You take one step into this chamber, and a voice booms from the female statue, “Any who enter bear the burden of knowledge.”

Immediately afterward, another voice rings from the male statue, “Any who enter bear the burden of strife.”

Both then speak in unison, “Any who enter bear the burden of the Unseen.”

Both voices fall silent. You hear only the patter of rain from outside.

The hall continues into the manor and connects to the front door.

If you exit through the front door, see **Area 1**.

If you proceed into the manor, see **Area 3**.

If you inspect the statues, see **Area 2a**.



Stormview Manor (Areas 1-2-3)

2A. WIZARD AND WARRIOR

Further inspection reveals that one statue represents a great warrior and the other a wizard. Each has a nameplate at its feet. You wipe the dust from the plate to reveal that the name of the male is Godrick Stormview while the name of the female is Ravindra Stormview. A locket is around the neck of the statue of Ravindra.

If you are able and wish to cast *detect magic*, see **Area 2b**.

If you remove the locket, see **Area 2c**.

If not, proceed to **Areas 1 or 3**.

2B. DETECTED MAGIC

You cast your spell of detection to find that each statue is enchanted with a magic mouth spell. While not a high level of magic, someone with a purpose installed these messages here.

When you are ready, proceed to **Areas 1 or 3**.

2C. LOCKED LOCKET

You remove the locket from Ravindra’s statue. You attempt to open it to see what is inside, but you cannot. Whatever is binding this together is stronger than you or any tool you possess.

When you are ready, proceed to **Areas 1 or 3**.

3. GRAND STAIR

You step onto an ornate rug when you enter the main foyer. A beautiful, grand staircase rises to the second floor of the mansion. The chamber also has four doors leading deeper into manor. Torches in sconces burn brightly and illuminate the dilapidated entrance hall. Dust covers nearly every inch of the floor, wall, and stair in this cold, unwelcoming hall.

Before you take another step, the rug instantaneously rises and attempts to collapse on you!

Roll for initiative against the **lesser rug of smothering** (see **Appendix I: New Monsters**). If you defeat the rug, keep reading. If you are defeated, roll a new character.

You defeat the rug. Maybe your greatest accomplishment to date. You may continue deeper into the belly of whatever beast lies within.

You have a choice between the staircase ascending to the second level or the many doors.

If you ascend to the second floor, see **Area 18**.

If you enter the western door, see **Area 4**.

If you enter the northwestern door, see **Area 13**.

If you enter the northeastern door, see **Area 14**.

If you enter the eastern door, see **Area 12**.

Refer to **Stormview Manor Map (Areas 1-2-3)**, pg. 67

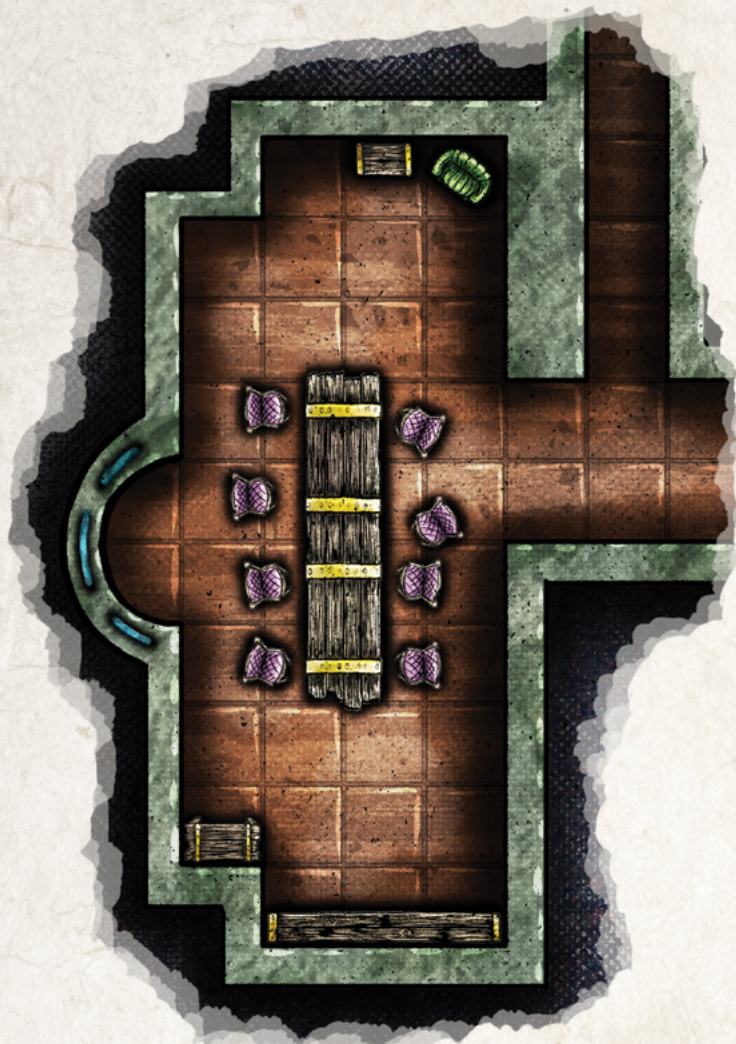
4. INTERSECTION

You stand in an intersection within the hallway. You have some options.

If you proceed east down the hallway to the door, see **Area 3**.

If you proceed into the room off the path, see **Area 5**.

If you go down the hallway to the back of the mansion, see **Area 6**.



Stormview Manor (Areas 4-5)

5. DINING HALL

A dining hall comes into view, complete with a long dining table and 12 chairs wrapped around it. Directly ahead, you see a curved window looking out to the stormy sky and rundown yard. On each end of the room are cabinets housing plates, silverware, and goblets.

Like the other areas, it seems not to have been used in many years.

A quick investigation of the dining hall reveals that it indeed has gone unused. However, the head chair at the northern end of the table is free of dust. There is also a placemat, a plate with a fresh meal, a goblet full of water, and silverware to cut into your meat and potatoes. A note is next to it.

The note reads, “A gift from the mother. Allowed by the father.”

If you eat the meal, see **Area 5a**.

If you leave the dining hall with an empty stomach, see **Area 4** for more options.

Refer to Stormview Manor Map (Areas 4-5), pg. 68

5A. ACCEPTED OFFERING

You sit at the chair and begin to eat your meal. At first you are wary and take small bites followed by long rests to determine if it is safe. You indeed find that no one has tampered with the food.

It seems the mother has a soft spot.

When you are ready, see **Area 4** for more options.

You have recovered *stormview note #1*.

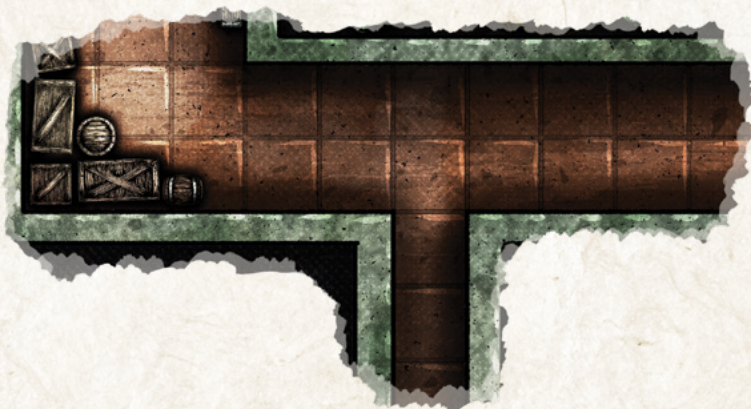
6. INTERSECTION

You come across an intersection within the manor. You have some options.

If you proceed down the hallway toward the front of the manor, see **Area 4**.

If you enter the room just at the end of the hallway, see **Area 7**.

If you continue down toward the middle of the corridor, see **Area 8**.



Stormview Manor (Area 6)

7. HERBOLOGY

You enter a room in complete disarray. Ruined books cover the floor, random plant life grows in the cracks and crevices, bookshelves host plants and tomes, and vials are randomly strewn about.

In all the clutter, you notice a desk with a single chair looking out a window at the northern end of the chamber. A note is on top of the desk.

This is, or once was, a herbology chamber. The books are mostly ruined but you can make out the premise of most of them. Half-finished potions are scattered around; obviously, alchemy was also practiced here based on the rundown alchemist's table in the corner of the room.

If you investigate the room, roll a DC 15 Investigation check.

If you are successful, see **Area 7a**.

If you fail, see **Area 7b**.

If you wish to exit, see **Area 6** for more options.



Stormview Manor (Area 7)

7A. INVESTIGATIVE SUCCESS

You look closer through the mess inside this room. After a couple of minutes of searching, you find nothing much of value. Whatever knowledge was once stored here no longer serves any purpose.

However, you do notice that one of the plants is incredibly noxious and toxic. You easily avoid it as you are keen in your search.

Lastly, you inspect the note on the table. It reads, “Vines from the mother. Withered from the father.”

You have recovered *stormview note #2*.
When you are ready, see **Area 6** for more options.

7B. INVESTIGATIVE FAILURE

You look deeper into the mess inside this chamber. There must be something of value in here. You take a couple minutes to look around; however, midway through your search, you trip over a vine hidden under some ruined tomes! A plant residing within the chamber lets out a noxious gas!

Roll a DC 15 Constitution saving throw.
If you fail, take 3d6 poison damage, or half as much on a success.
Even though you made this blunder, you are still able to inspect the note on the desk.

The note reads, “Vines from the mother. Withered from the father.”

You have recovered *stormview note #2*.
When you are ready, see **Area 6** for more options.

8. BACKDOOR

This is the backdoor of the manor. On each side, a window in the wall looks out on the garden. The garden has a stunning three-headed dog fountain with water flowing from each of its heads. From the downpour, you are unable to discern much else.

The hallway also continues to the east and west.

If you exit to outside, see **Area 9**.
If you go down the hall to the west, see **Area 6**.
If you go down the hallway to the east, see **Area 10**.



Stormview Manor (Area 8)

8A. ALTERNATE PATH

You walk through the backdoor of the manor and find yourself in a long hallway. It extends east and west to an intersection and a chamber.

If you go down the hall to the west, see **Area 6**.
If you go down the hallway to the east, see **Area 10**.
Refer to Stormview Manor Map (Area 8), pg. 69

9. GUARDIAN OF THE GARDEN

You exit the manor and find yourself in a garden. The garden does not match the rundown aesthetic of the manor or the yard surrounding it. There should be no life. No color. However, you find the opposite.

Colorful flowers of different types make up perfectly maintained flowerbeds, a pristine flowing fountain of a three-headed dog runs smoothly, and as you stand within the garden, the storm clouds clear to reveal the midafternoon sun.

You find a note on the side of the fountain.

It reads, “Kept by the mother. Overseen by the father.”

Just as you feel safe within this refuge, five twig creatures pop out of the ground and attack!



If your character has no religious background, see **Area 8** for more options.

9A. RELIGIOUS SUCCESS

After a moment of inspection, it hits you. The dog is Cerberus, the guardian of the gates of the underworld.

When you are ready, see **Area 8** for more options.

9B. RELIGIOUS FAILURE

It seems whatever this figure represents is outside your scope of knowledge. Either you failed Farrador Keep or Farrador Keep failed you.

When you are ready, see **Area 8** for more options.

9C. ALTERNATE PATH

You walk around the manor and find yourself in a garden. The garden does not match the rundown aesthetic of the manor or the yard surrounding it. There should be no life. No color. However, you find the opposite.

Colorful flowers of different types make up perfectly maintained flowerbeds, a pristine flowing fountain of a three-headed dog runs smoothly, and as you stand within the garden, a bolt of lightning strikes the ground in front of you!

Roll a DC 12 Dexterity saving throw.
You take 2d8 lightning damage, or half as much on a success.
If you survive the blast, keep reading.

Aside from that initial shock, you take a look around the garden. You find a note lying on the side of the fountain. It reads, "Kept by the mother. Overseen by the father."

As you read the note, the storm clouds disappear and the midafternoon sun reveals itself.

Just as you feel safe within this refuge, five twig creatures pop out of the ground and attack!

Roll for initiative against the 4 **brushwood terrors** (see **Appendix I: New Monsters**)! If you defeat the creatures, keep reading. If you are defeated, roll a new character.

You vigorously fight off the tiny monstrosities. You look around to see that the garden is no longer in its perfect original form.

You have recovered *stormview note #3*.
Even though the garden was disturbed from battle and the lightning strike, it is odd how well-kept it is compared to the rest of the house.
If your character has a religious background, make a DC 12 Religion check to discern the nature of the fountain.
If you succeed, see **Area 9a**.

Roll for initiative against the 4 **brushwood terrors** (see **Appendix I: New Monsters**)! If you defeat the creatures, keep reading. If you are defeated, roll a new character.

You vigorously fight off the tiny monstrosities. You look around to see that the garden is no longer in its perfect original form.

You have recovered *stormview note #3*.
Even though the garden was disturbed from battle, it is odd how well-kept it is compared to the rest of the house.
If your character has a religious background, make a DC 12 Religion check to discern the nature of the fountain.
If you succeed, see **Area 9a**.
If you fail, see **Area 9b**.



Stormview Manor (Area 9)

If you fail, see **Area 9b**.
If your character has no religious background, see **Area 8a** for more options.



Stormview Manor (Area 10)

10. INTERSECTION

You come across an intersection connecting the hallways to a chamber farther down. You have some options.

If you proceed down the hallway to the back of the manor, see **Area 8**.
If you investigate the room off the main hall, see **Area 11**.
If you explore back toward the front of the manor, see **Area 12**.

11. UNTIDY OFFICE

You step into the first-floor office space of Stormview Manor and notice what absolute chaos it is in. A few bookshelves hold ruined books. The contents are indecipherable. A desk with a single chair sits before the window, with a view that looks out on a downpour. Parchments clutter the top of the desk.

Nothing of value is in this office. However, when you brush some of the parchments off the desk, an intact tome is revealed. It is titled, “Ballads of a Boisterous Bard.”

If you wish to read the ballads, see **Area 11a**.
If you wish to put the book down and exit the area, see **Area 10** for more options.

11A. SOMBER BALLADS

You turn the pages of the only intact book in the chamber. You notice that the ballads do not match the lively title. All the songs and poems have a very gloomy tone.

However, you certainly find a lively encounter as you flip to the next page! A small explosion is set off from within the book as you turn the page!

You trigger a magical glyph within the text!
Roll a DC 15 Dexterity saving throw. You take 2d8 fire damage on a failed saving throw, or half as much on a successful one.
If you survive, keep reading.

The blast of fire knocks you backward! You take a moment on the ground to compose yourself and put out any small flame that the glyph might have started. As you rise to your feet, you see that very tome lying open next to you.

The text on the page reads, “Disputed by the mother. Gifted by the father.”

You have recovered *stormview note #4*.
When you are ready, see **Area 10** for more options.

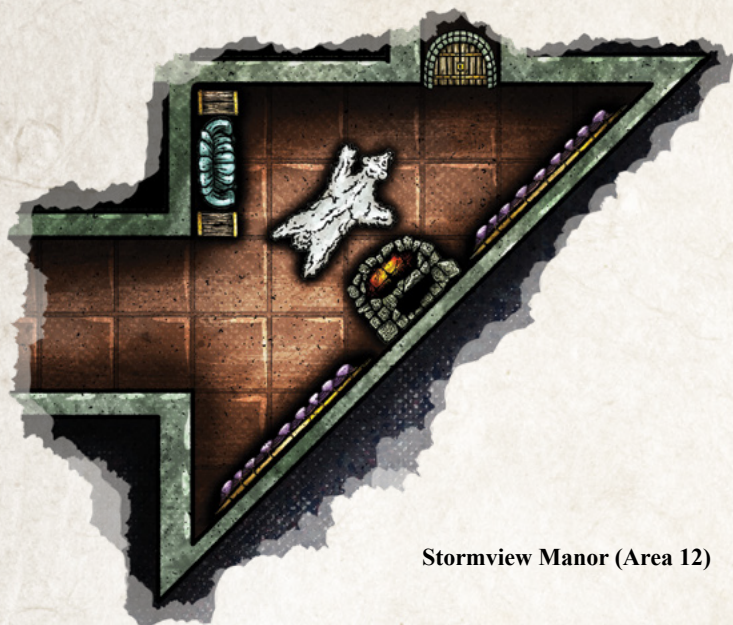


Stormview Manor (Area 11)

12. LOUNGE ROOM

You enter a room designed for lounging. One large couch and a matching single-seat couch are set up around a blazing hearth. A bearskin rug as well as tools and wood for stoking the fire are in front of the hearth. Gorgeous paintings hang around the perimeter of the room.

Compared to the rest of the mansion, this room seems welcoming.
If you investigate the hearth, see **Area 12a**.
If you inspect the paintings, see **Area 12b**.



Stormview Manor (Area 12)

12A. BLAZING HEARTH

Strange that the hearth would be glowing its fiery red; however, with the storm raging outside, it is fairly calming. You step up to the hearth to get a better look. You notice tongs, a stoker, and a broom. All tools used for the fire. There are also two bundles of firewood sitting on the brick fireplace.

You peer deeper into the dancing flames. Suddenly, a face appears! It shouts, "Rise, Kota!"

Your fight or flight instincts are set off as the fur on the floor behind you animates into a bear!

Roll for initiative against the **brown bear**! Note that the animated form of the bear does not carry the true strength of the organic form. It does not benefit from multiattack. If you successfully defeat the bear, keep reading. If you are defeated, roll a new character.

You successfully slay the bear. All that remains is a blazing hearth and your fortitude.

If you inspect the paintings, see **Area 12b**.

If you would like to exit and proceed to another area of the manor, see **Areas 3 or 10**.

12B. FAMILIAR PAINTINGS

You step toward the perimeter of the room to inspect the four portraits on the walls. The first is of a mine overrun by kobolds. The second is a dark den deep within a forest with some reptilian creature guarding it. The third is an orc army running down from a mountain. The fourth is a merry tavern with the patrons enjoying a night out.

However, as you move from side to side on each portrait, they change. The first changes from the mine to a very familiar manor being buffeted by a storm. The second goes from a dark den to a ruined temple. The third alters from orcs in a mountain to a dwarven fortress in a mountain. Lastly, the fourth changes from a tavern to a bandit fortress deep within the thicket of a forest.

All these sights are familiar, even if you have never seen them. They feel so connected ... so real. Almost as if you have experienced them. If not all, some ... certainly.

As you pace back, you notice a note nailed into the wall in the middle of the four paintings. It reads, "Guided by the mother. Directed by the father."

Someone has been watching.

You have recovered *stormview note #5*.

When you are ready, see **Areas 3 or 10** for more options.

13. NORTHWEST DOOR

You trudge deeper into the heart of the manor. You enter a long hallway that stretches east to west. To the east and west, the hallways turns north into the mansion.

You may proceed to **Areas 3, 14, 15, 16, or 17**.



Stormview Manor (Areas 13-14)

14. NORTHEAST DOOR

You trudge deeper into the heart of the manor. You enter a long hallway that stretches east to west. To the east and west, the hallways turn north into the mansion.

You may proceed to **Areas 3, 13, 15, 16, or 17**.

Refer to **Stormview Manor Map (Areas 13-14)**, pg. 72

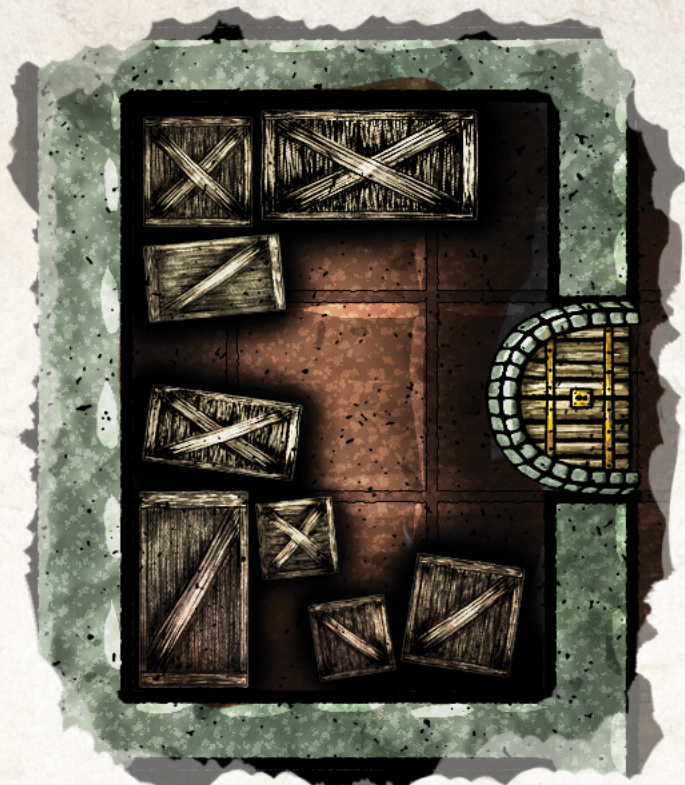
15. BROOM CLOSET

You open the door to a standard broom closet. Inside is any object or tool you could need to freshen up a manor. Ironically, the cleaning equipment is no longer clean from age.

If you would like to investigate the closet, roll a DC 12 Investigation check.

If you are successful, see **Area 15a**.

If you fail, see **Area 15b**.



Stormview Manor (Area 15)



Stormview Manor (Area 16)

15A. INVESTIGATIVE SUCCESS

After many moments of searching, you presume that if there was something of value to find, you would have found it.

You find nothing of value within the broom closet.
When you are ready, see **Areas 13, 14, 16, or 17**.

15B. INVESTIGATIVE FAILURE

After a moment of searching through the old equipment, you realize you may be wasting precious time.

You find nothing of value within the broom closet.
When you are ready, see **Areas 13, 14, 16, or 17**.

16. KITCHEN NIGHTMARE

This long chamber holds all the equipment necessary to run an exceptionally professional kitchen. You find an oven, preparation tables, a hearth with a pot and cauldron off to the side, and more utensils than you can count. Although the setup is here, you find it has not been used in a great while. The only item with apparent value is a cookbook by legendary chef Ramsey Gordon lying in a mound of dust.

The kitchen seems to be long out of use. However, even the worst of conditions can have hidden treasures.
Roll a DC 15 Investigation check.
If you are successful, see **Area 16a**.
If you fail, see **Area 16c**.

16A. INVESTIGATIVE SUCCESS

You inspect every cabinet, sack, barrel, and shelf in sight. Eventually, you find yourself looking through a high shelf you cannot quite reach. You pull a chair over to allow yourself to see what is on the shelf. Your heart leaps with joy as you discover a *potion*!

You discover a *potion of healing*. At least you assume that is what it is. Roll a DC 15 Arcana check ... just to be safe.
If you are successful, see **Area 16b**.
If you fail, see **Area 16d**.

16B. ARCANE SUCCESS

You inspect the contents of the *potion* you recover. Your initial thoughts are that it is a *potion of healing*; however, you recall your lessons from Farrador Keep. You thought Professor Bellrose instructed you well ... and you are correct! This is actually a *potion of poison*!

You are glad you took the moment to recall your lessons. You have recovered a *potion of poison*. It seems the chef was up to no good ...
If your character drank this *potion* believing it to be a *potion of healing*, they quickly find that it is a *potion of poison* and suffer the effects.
When you are ready, see **Areas 13, 14, 15, or 17**.

16C. INVESTIGATIVE FAILURE

While investigating the kitchen, you realize how hungry you are and become easily distracted. You find nothing of value here.

When you are ready, see **Areas 13, 14, 15, or 17**.

16D. ARCANE FAILURE

Professor Bellrose taught you well during your years at Farrador Keep. You are sure this is a *potion of healing*!

You recover the *potion of healing*. When your character drinks the *potion*, refer to **Area 16b** for the results.
When you are ready, see **Areas 13, 14, 15, or 17**.

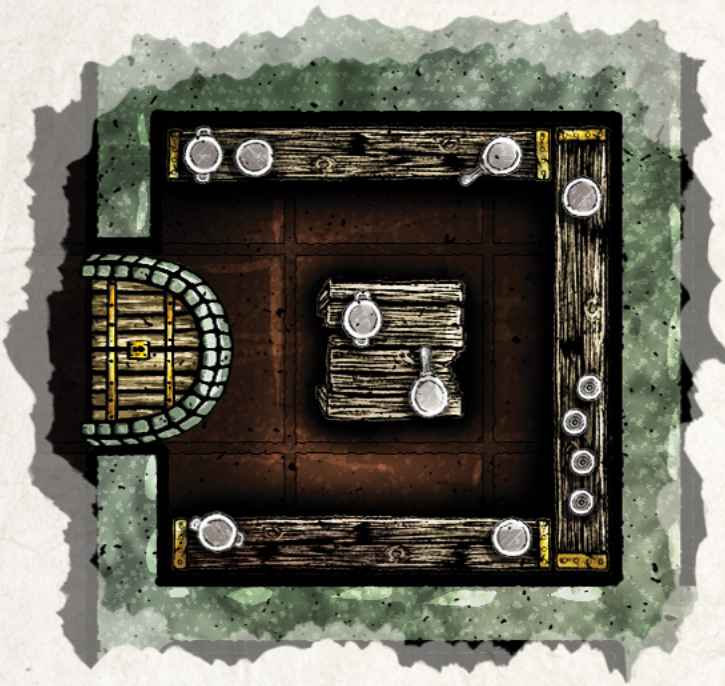
17. EXTRA STORAGE

You find extra kitchen equipment inside this closet. Bowls, plates, silverware, chairs, and even some old bags of grain are piled up here.

If you would like to investigate the closet, roll a DC 12 Investigation check.

If you are successful, see **Area 17a**.

If you fail, see **Area 17b**.



Stormview Manor (Area 17)

17a. INVESTIGATIVE SUCCESS

You have a strange feeling something is hiding here. You pull every object off the shelves and look in every crack and crevice. Eventually, you turn to the bags of grain. You open the string top and peer into it. You see nothing.

Still hoping for a return on this time investment, you reach into a bag. As you bring your hand back up to move on, your fingers graze something solid! You dig the object out to find a beautiful brooch hidden in the bag!

You have recovered a *brooch of shielding*.

When you are ready, see **Areas 13, 14, 15, or 16**.

17b. INVESTIGATIVE FAILURE

A few moments pass, and you have done nothing but make a larger mess. Rather than continuing down this path, you throw in the towel and move on.

When you are ready, see **Areas 13, 14, 15, or 16**.

18. SECOND FLOOR

You ascend the stairs to the second level of the manor. Unless there is an attic, this is it. Your final destination. Straight ahead is a double door; you are unsure where it leads. The corridor also extends east and west.

If you proceed through the double doors, see **Area 19**.

If you travel west, see **Area 20**.

If you proceed east, see **Area 23**.

If you return to the first level, see **Area 3** for more options.



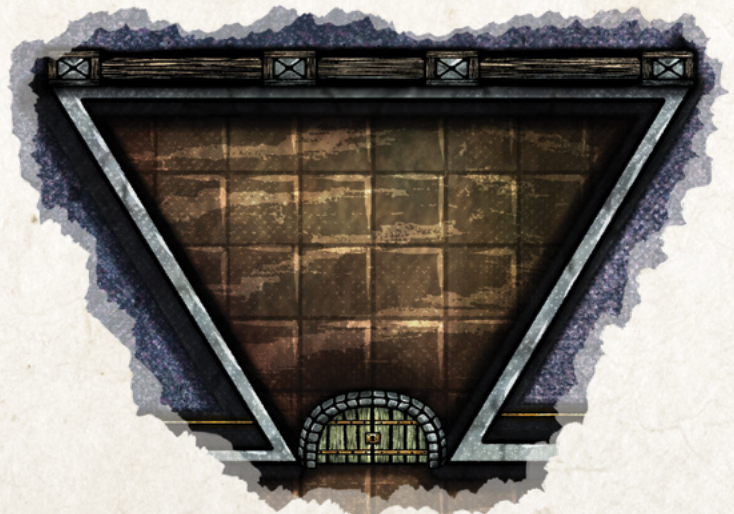
Stormview Manor (Area 18)

19. PAUSE AND PONDER

You step through the double doors onto a balcony. The storm continues to rage all around you; however, you are untouched by the downpour because of an awning extending above you. The storm is almost calming from this vantage point.

You can see out to the land beyond the manor. The fenced-in yard is soon met by a thick forest. Other than the pleasant view, nothing of value is on the balcony other than a chance to ponder one's life.

When you are ready, see **Area 18** for more options.



Stormview Manor (Area 19)

20. INTERSECTION

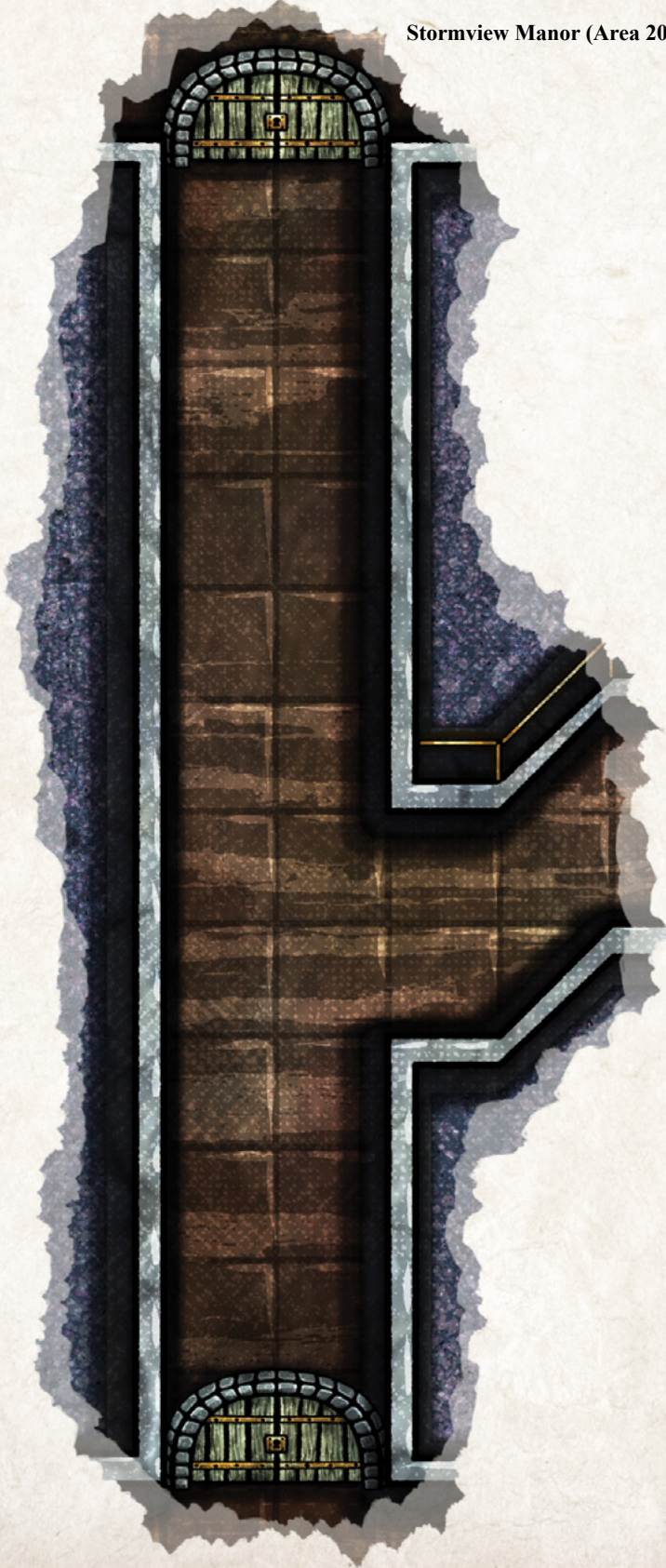
The main hall connects to a corridor that runs north and south, with a room at each end.

If you proceed north, see **Area 21**.

If you advance south, see **Area 22**.

If you return to the stair area, see **Area 18**.

Stormview Manor (Area 20)



21. WINGED SURPRISE

You enter a guest chamber within Stormview Manor. There is a single queen bed, a nightstand, two dressers, and a table with two chairs. The bedroom seems to be relatively normal except for an open, empty cage hanging from the ceiling.

As you investigate further, you notice that some nesting appears to have been done. Your eyes widen as a lizard-like bird flies out from a corner to attack!

Roll for initiative against the **cockatrice**! If you defeat the creature, keep reading. If you are defeated, reroll a new character.

You slay the strange bird! Only a wicked individual could house such a creature as a pet.

You look around the room to find that any valuables kept within the chamber have been removed. However, you do find a single note resting within the cage. It reads, "Condemned by the mother. Caged by the father."

You have recovered *stormview note #6*.

Nothing else of value is in this chamber.

When you are ready, see **Area 20** for more options.



Stormview Manor (Area 21)

22. HAUNTED HOUSE

You step forward into a guest bedroom. There is a single queen bed, a nightstand, two dressers, and a table with two chairs. All seems normal aside from the deathly chill you feel when you enter. This room must be 40 degrees colder than the rest of the mansion.

Immediately as you take a step in, an ethereal being appears in front of you. Is it a ghost? An illusion?

It speaks, "Pay the price and leave. Return the locket or never leave."

If you possess the locket from **Area 2**, you may offer it to the being and keep reading.

If you do not have the locket, see **Area 22a**.

You remove the locket from a belt pouch and present it to the being. Although the spirit seems to be of a ghostly nature, it extends a hand and takes the locket. Earlier, you could not find a way to open it; however, this thing simply opens it with no trouble. You catch a glimpse of what is inside. You see two portraits. They look familiar to the statues of Godrick and Ravindra Stormview.

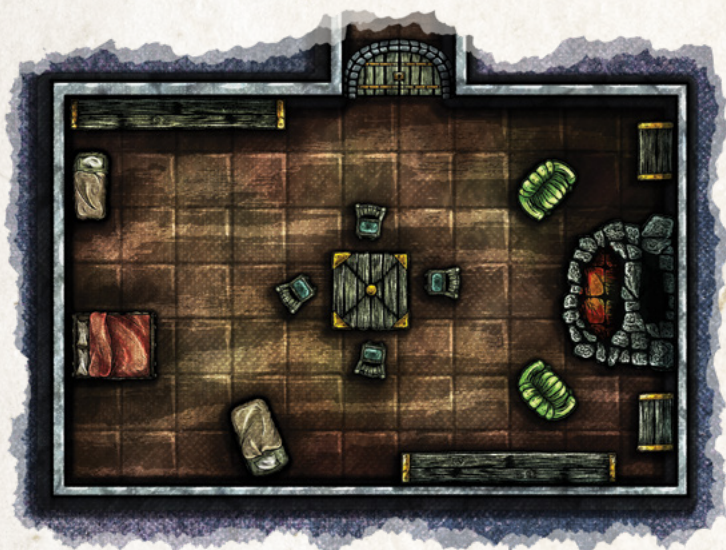
The being looks at you, nods, and says, “Dispel the intruder” and dissipates with the locket. The only thing that remains in its place is a note.

The note reads, “Pitied by the mother. Collected by the father.”

You have recovered *stormview note #7*.

A search of this room reveals nothing of value. It seems any valuables were removed.

When you are ready, see **Area 20** for more options.



Stormview Manor (Area 22)

22A. GHOULISH DELIGHT

The otherworldly being immediately knows you do not possess what it requires. It lets out a ghoulish shriek and attacks!

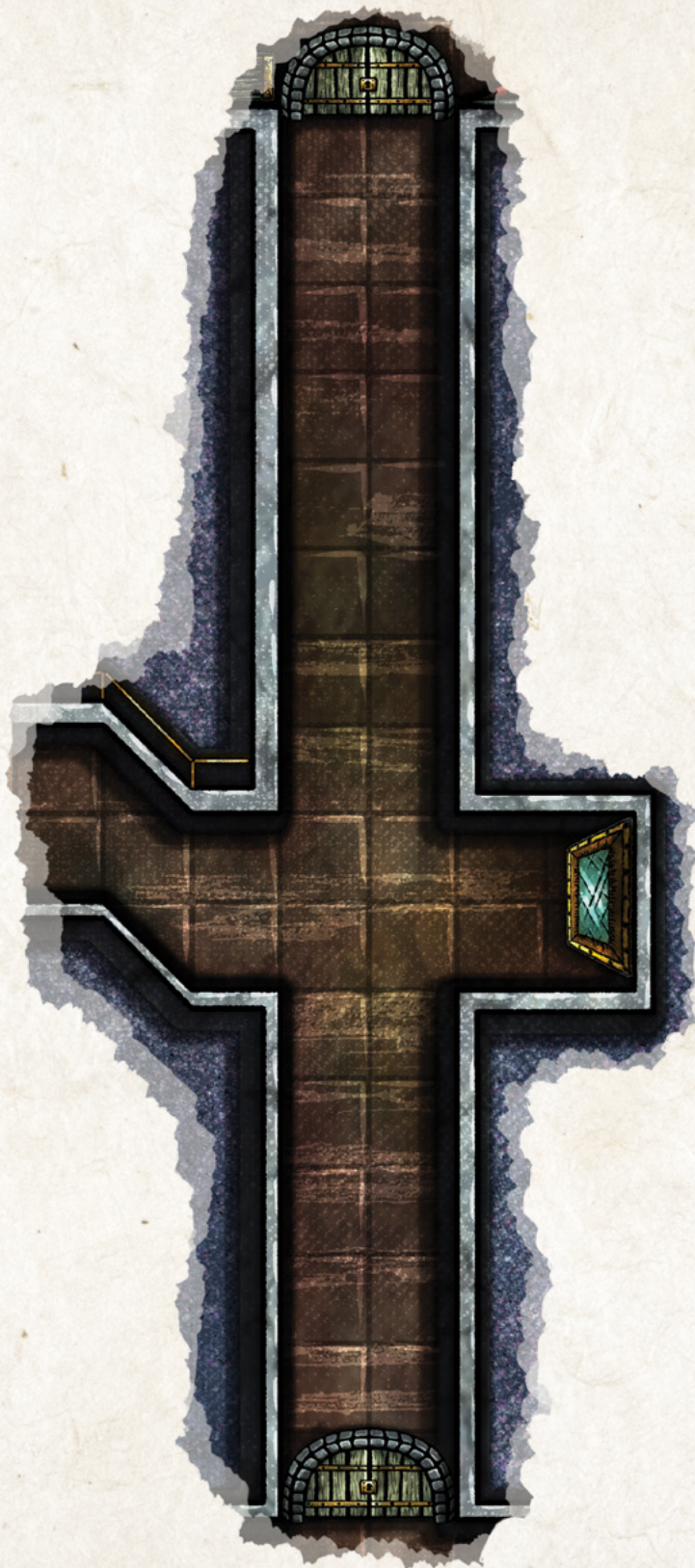
Roll for initiative against the **specter**! If you successfully defeat the spirit, keep reading. If you are defeated, roll a new character.

You slay the being! It dissipates into thin air, leaving behind only a pile of ethereal residue and a note on top.

The note reads, “Pitied by the mother. Collected by the father.”

You have recovered *stormview note #7*.

When you are ready, see **Area 20** for more options.



Stormview Manor (Area 23)

23. INTERSECTION

You come to another intersection within the manor. The hallway extends north and south and leads to two new rooms. An alcove is a few feet to the east.

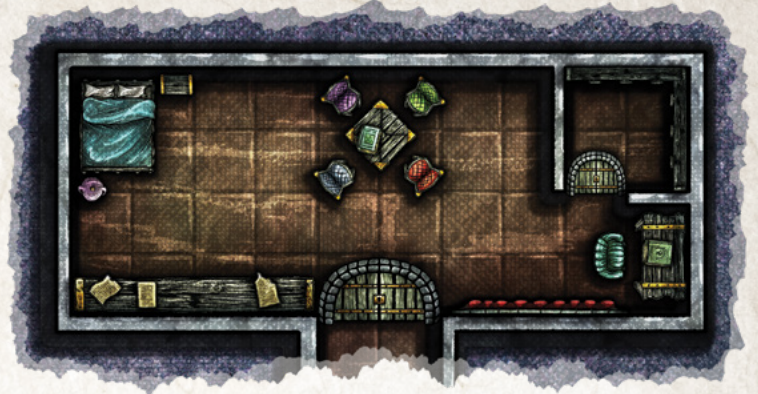
If you inspect the alcove, see **Area 23a**.

If you go to the north chamber, see **Area 24**.

If you proceed south, see **Area 25**.

If you return to the area of the hallway near the staircase, see **Area 18**.

Refer to **Stormview Manor Map (Area 23)**, pg. 76



Stormview Manor (Area 24)

23A. EGO IMAGERY

You step into the alcove to find an end table with an offering bowl on top. A portrait above the bowl showcases a human wizard with a maniacal grin. He stands above a large region of earth as if he were a titan looking down upon his creation. From what you know, you assume this to be the evil wizard Eranar.

Only a man of great ego could place an offering bowl within his own residence.

If you place a gold piece in the bowl, see **Area 23b**.

If you move on from this scene, see **Area 23** for more options.

23B. HUMBLE OFFERING

You place a gold coin in the offering bowl. A moment passes and nothing happens. Your donation to Eranar has gone unnoticed.

When you are ready, see **Area 23** for more options.

24. GRACIOUS GIFT

You open the door to a beautiful master bedroom. Unlike the rest of Stormview, this chamber is spotless. A large king-sized bed sits in the center with two end tables on each side. A tall dresser with a matching mirror resides opposite a table with a single chair. A door is in the far-right corner of the room.

A single potion with a note attached is on the bed.

The note reads, “A gift from the mother. Unknown to the father.”

You have recovered *stormview note #8*.

If you would like to investigate the closet, see **Area 24a**.

The potion in question is identified as a *potion of greater healing*. If you would like to confirm this theory, roll a DC 12 Arcana check.

If you are successful, see **Area 24b**.

If you fail, see **Area 24c**.

24A. MASTER CLOSET

You find a series of wizard’s robes inside the closet. These are in normal colors such as black, brown, green, and red, but you also find more eccentric colors such as periwinkle, seafoam green, and magenta.

Unless you would like to change the style of your character, nothing of value is in this closet.

See **Area 23** for more options.

24B. ARCANESUCCESS

You easily identify this potion as indeed being a potion of greater healing. Strange this would be left for you ...

You recover a *potion of greater healing*. That seems to be all of value within this bedroom.

When you are ready, see **Area 23** for more options.

24C. ARCANEFailure

You are sure that this is indeed a potion of greater healing. How could you lead yourself wrong?

You recover a *potion of greater healing*. That seems to be all of value within this bedroom.

25. GRAND FINALE

Refer to **Stormview Manor Map (Area 25)**, pg. 78

You walk south down the hallway and are met by a wooden door. A message is etched into the wooden door:

Place the notes on the table. You must honor mother and father.

You notice a small end table to the right in the corridor.

If you have all eight notes found within Stormview manor, place them on the table and keep reading.

If you have not recovered all eight notes, you may proceed back into the manor and investigate further.



Stormview Manor (Area 25)

Even if you spend time investigating and attempting to open the door, it does not budge. It seems the only way to enter is by playing the game.

You place all eight notes on the end table. As you do, the door in front of you swings open, and a voice calls out, "Enter."

You step foot into the final room of Stormview Manor. Here you find a bedchamber in complete disarray. Scorch marks cover the walls and floor, furniture is broken into hundreds of pieces, and a human man stands opposite you with a crazed look upon his face.

He says, "You have done well. Too well. I have been following your progress, and might I say, I did not expect this from you. Through anything thrown your way, you have prevailed. To that I congratulate you. Perhaps mother and father will show mercy on even the strongest of the lost. However, now it is time to be found. I would like to offer you one last opportunity to either leave me or join, but I will not do that. Both of our lives culminate in this moment. I know we are meant to be each other's downfall. Guided by the mother. Blessed by the father. I will prevail!"



With that, Eranar attacks! Roll for initiative against **Eranar the Vile** (see **Appendix I: New Monsters**). If you defeat Eranar, keep reading. If you are defeated, roll a new character.

Eranar stumbles back and falls to one knee. He is panting, and his eyes are wide open. He knows this is the end.

He looks up at you and says, “You have done nothing. One day the nefarious will rise. One day father will be reborn.”

With that, Eranar takes his final breath. You have done it. You have successfully defeated Eranar the Vile!

After a moment of elation, you collect yourself and your thoughts. While dispelling the world of an evil sorcerer is a great feat alone, the treasure can often be just as rewarding.

It is obvious Eranar used this chamber to practice his magic. Dark, untamed magic from the looks of it. A desk is piled with parchments denoting new incantations. Even though you are not an archmage, you know necromancy when you see it. Eranar was still attempting to perfect a way to unnaturally live longer. He was even doing research on how to become a lich.

When you are ready, proceed to **Area 25a**.

25A. A WORTHY REWARD

You open the closet to find a great deal of wealth. It seems Eranar was hoarding all his treasure in this very place.

You discover:

- 348 gold pieces, 234 silver pieces, and 487 copper pieces
- Two uncut diamonds
- Three large aquamarines
- Two ornate silver ewers
- A small statue of Cerberus
- A gold necklace with an emerald pendant
- An ivory drinking horn with ancient runes inscribed in it
- **+2 longsword**
- **+2 leather armor**
- **Potion of invisibility**
- **Periapt of health**
- **Ring of necrotic resistance**

Your character also advances to level 5!

You have done it! When you are ready, see **Chapter 20**!

CHAPTER 13: GUILLOTINE (THE FINAL CHAPTER)

WELCOME TO WAR

The time has finally come. The Bijou have shown their true colors. The leaders are nothing more than scum and villainy. Any who still follow them must be brought to justice for the safety of the realm.

Before you begin the war, you level up to Level 4!

If you are playing this adventure in Story Mode, you may now recruit a companion! Bran offers:

- Belin, a male dwarf fighter

See **Appendix III: Companions** for his statistics.

If you recruited followers from Bhulvar, they continue to fight with you. They are as spiteful of his deception as you are.

When you are ready, continue reading.

Shortly after your arrival, the siege begins. Since the Bijou did not accept the surrender, you have no choice. Soldiers from Macandire and Farrador Keep have been sent to aid you in the battle. You remain with Bran for a few hours. When the gates are finally penetrated, you and the other soldiers stream in.

Even though you do not have much experience in Dun Bhuldar, you are able to navigate swiftly and efficiently. Many soldiers from Macandire are escorting civilians safely away from the treacherous Bijou while the Shadowblades begin to take back the mountain.

You fight alongside Bran for a few minutes before a ranger slips back from behind enemy lines with a status report.

The dwarven ranger reports, "I've swept the city, my king. The council rulers have been found and captured in their homes. Didn't even fight back ... cowards. I spotted Bhulvar and some of his men fleeing to the Hall of Eternals."

Bran smiles, gives a triumphant battle cry, which is met with an echo from the soldiers. He turns to you.

Out of view of his soldiers, Bran's face turns from heroic and happy to melancholy in an instant. He says, "He may be a monster, but he's still my brother. I cannot do what needs to be done. In place of a guillotine, I have you. Close this last chapter of your journey as the greatest hero Farrador has ever seen."

With that, you head off to defeat the Bijou once and for all.

Continue to the next section.

HALL OF ETERNALS

1. ENTRANCE STAIR

Sprinting through the city taking small fights as they come eventually leads you to a grand stair. You recall this area to be the Hall of Eternals, a place where the king's throne room and banquet hall are located.

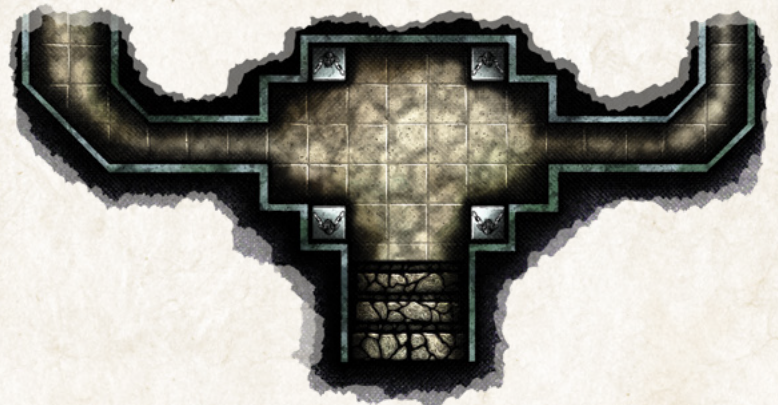
You ascend the stairs. There must be 50 steps up to the hall. As you get about halfway up, a dwarf fires a crossbow at you!

Roll for initiative against the **Bijou warrior** (see **Appendix I: New Monsters**). If you are successful fighting the warrior, keep reading. If you are defeated, roll a new character.

You recover 14 gold pieces and 54 silver pieces from the dwarf.

You take down the guard atop the stairs. That is likely not the last.

When you are ready, proceed to **Area 2**.



Hall of the Eternals (Areas 1-2-3-4)

2. SACRED STATUES

You climb the stairs to find a wide entrance hall. You see a different statue in each of the four corners of the room. A male dwarven warrior is in the northeast. A female dwarven warrior is in the southeast. A male dwarven mage is in the southwest. A female dwarven noble is in the northwest.

As you step into the hall, you hear a loud shattering of stone! One of the statues has come to life! The female dwarven warrior barrels toward you!

Roll for initiative against the **animated statue** (see **Appendix I: New Monsters**). If you defeat the statue, keep reading. If you are defeated, roll a new character.

Down falls the animated statue. Certainly a close fight, but you were victorious, nonetheless.

If you proceed west, see **Area 3**.

If you proceed east, see **Area 4**.

Refer to Hall of the Eternals Map (Areas 1-2-3-4), pg. 80

3. CONTINUATION

The pathway continues forward and curves around a bend. You can see it extend down a couple of hundred feet before it bends again. Along the way are doorways leading off. This pathway also connects to the entrance hall.

If you proceed to the entrance hall, see **Area 2**.

If you proceed down the hallway, see **Area 5**.

Refer to Hall of the Eternals Map (Areas 1-2-3-4), pg. 80

4. CONTINUATION

The pathway continues forward and curves around a bend. You can see it extend down a couple of hundred feet and then bend again. Along the way is a doorway. This pathway also connects back to the entrance hall.

If you proceed to the entrance hall, see **Area 2**.

If you proceed down the hallway, see **Area 10**.

Refer to Hall of the Eternals Map (Areas 1-2-3-4), pg. 80

5. INTERSECTION

A door connects to another area off the hallway. It seems to be unlocked.

If you proceed back to the entrance hall, see **Area 3**.

If you proceed down the hallway, see **Area 6**.

If you enter the door, see **Area 11**.

Refer to Hall of the Eternals Map (Areas 5-6), pg. 81

6. WEST STATUE

An alcove off the hallway houses a statue of another dwarven lord. This one seems familiar; you recognize it as Bhulvar, king of the Bijou dwarves. Before, you respected this lord; however, the sight of him now repulses you.

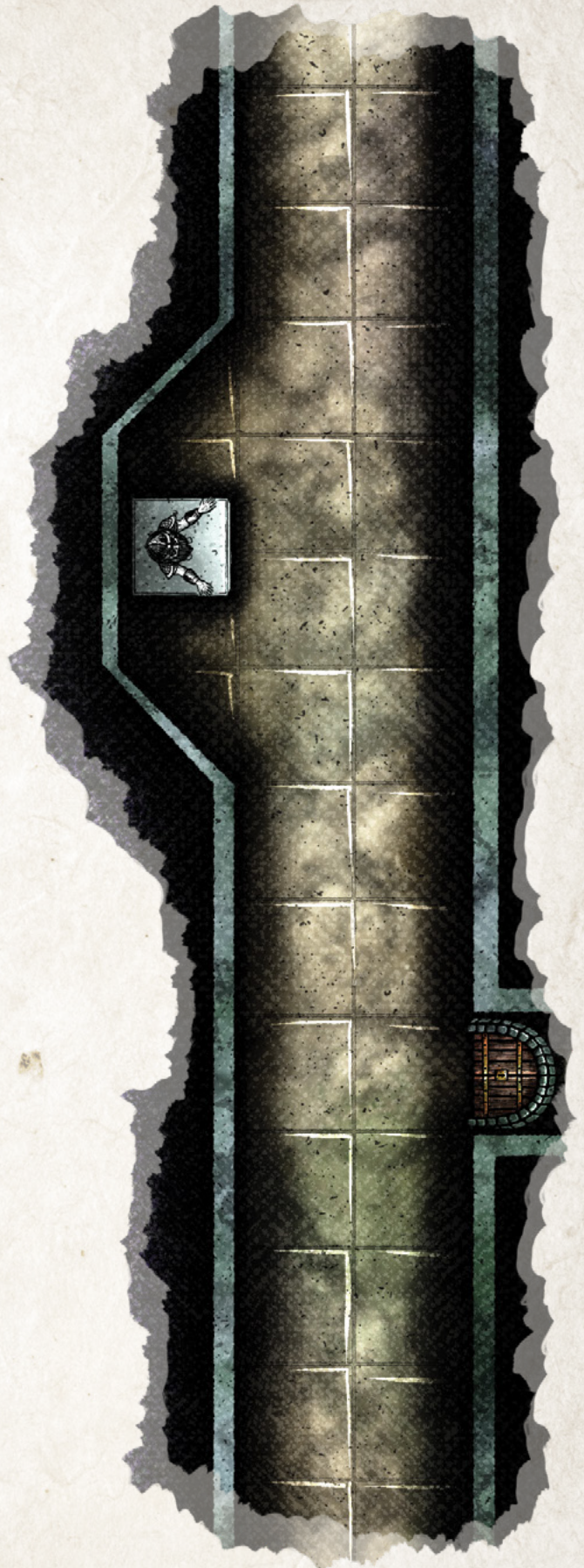
If you would like to inspect the statue, make a DC 15 Investigation check.

If you are successful, see **Area 6a**.

If you fail, see **Area 6b**.

If you would like to move on, see **Area 5** or **7**.

Refer to Hall of the Eternals Map (Areas 5-6), pg. 81



Hall of the Eternals (Areas 5-6)

6A. INVESTIGATIVE SUCCESS

You inspect every inch of the statue and the area around it. Cautiously this time. Last time you were around one of these, it attacked.

Other than the excellent craftsmanship, you find nothing of interest here.

When you are ready, proceed to **Areas 5** or **7**.

6B. INVESTIGATIVE FAILURE

You are so repulsed by this pretender that you cannot focus while inspecting the statue. You find nothing of interest.

When you are ready, proceed to **Areas 5** or **7**.

7. INTERSECTION

You come to an intersection that connects the two corridors to two separate areas. Before you can take in the area, you are ambushed by two dwarves!

Roll for initiative against 2 **Bijou warriors** (see **Appendix I: New Monsters**). If you defeat the dwarves, keep reading. If you are defeated, roll a new character.

You recover 44 gold pieces and 65 silver pieces from the dwarves.

You take down the warriors with ease. No challenge is too great for you.

To the north, you see a grand double door. Painted on that door is a mural depicting many, many dwarven lords and ladies standing atop a mountain looking down on Farrador. They seem to depict themselves as gods and goddess.

The area to the south is an open doorway that leads to the great hall used for dining.

If you proceed down the western corridor, see **Area 6**.

If you proceed to the eastern corridor, see **Area 8**.

If you proceed south to the great hall, see **Area 13**.

If you proceed north to the double doors, see **Area 17**.



Hall of the Eternals (Area 7)

8. EAST STATUE

While walking down the hallway, you feel compelled to peer to the side. You find an alcove off the corridor. You are taken aback as you realize you nearly walked right past it without noticing it. Oddly, there seems to be some type of object about four feet high concealed by a large black drape. You pull it back to reveal a statue of another dwarven lord. You realize it is a statue of Bran!

Such an oddity must conceal a secret. Roll a DC 15 Investigation check. If you are successful, see **Area 8a**.

If you fail, see **Area 8b**.

If you wish to move on, see **Areas 7** or **10** for more options.

Refer to Hall of the Eternals Map (Areas 8 and 10), pg. 83

8A. INVESTIGATIVE SUCCESS

You take a moment to ponder why this statue is here. The Bijou dwarves have occupied Dun Bhuldar for more than 100 years. They surely would have taken it down by now.

You notice a discolored brick that seems loose behind the statue's base. You carefully tap your foot on the brick. As you do, a stone door shifts on one wall opposite the statue. You have discovered a secret chamber!

If you proceed to the secret chamber, see **Area 9**.

If you exit, see **Area 8** for more options.

8B. INVESTIGATIVE FAILURE

You are so shocked at the presence of Bran that you cannot focus on the inspection. Too many questions are swirling around in your head. You find nothing of value.

When you are ready, see **Areas 7** or **10** for more options.

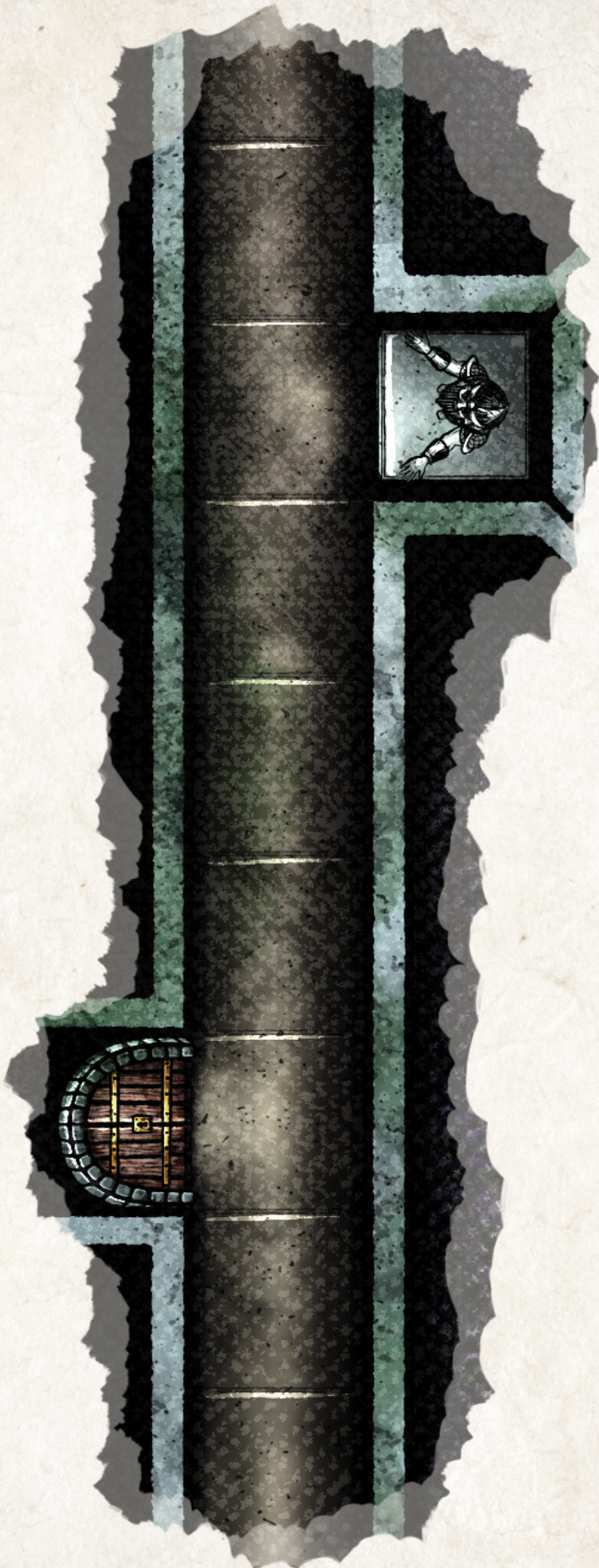
9. UNEXPECTED SURPRISE

You pass through the secret door to find this chamber in disarray. Bookcases are broken in pieces, chair pegs are broken off and scattered around, practice dummies are scorched and eroded, and the walls are covered in strange liquids and oozes. Some sort of arcane practice happened here.

You inspect the room and find that some sort of magical studies indeed were taking place here. Countless notes are written in some ancient, arcane language you do not understand, and the damage all around backs up that theory as well.

However, you do find a journal on a table in the corner. Most of the pages are singed or ruined, but it is possible to make out some text.

The following passages are legible:



Hall of the Eternals (Areas 8 and 10)

I have just arrived at this dwarven fortress. I'm glad my benefactor has such an affluent taste. The council is too cowardly to begin any humanoid testing. They'll warm up to it, I'm sure. For now, they have me stuck in this strange room in what they call the Hall of Eternals. A bit egotistical even for me.

Guided by the mother. Blessed by the father. -E

I expected to be moved out of this hall by now. I'm tucked away in this secret room like an unwanted dog. They even had me put an enchantment over the statue outside to conceal the area. No common person will find me. ... I guess that is good.

Guided by the mother. Blessed by the father. -E

Long time since I have written. Most of my practice is done at Stormview. I can perform any test there. Any I want. The Bijou are indeed nefarious, but they have something of a moral compass. I will break that down.

Guided by the mother. Blessed by the father. -E

I convinced the Bijou to set some smokescreens. A pack of wild dogs ... well, orcs ... will attack Lakehaven. No one will suspect a thing; after all, they donated to those peasants on many occasions. No, the Shadowblades will take the fall. Then Farrador will pay for what they have done.

Guided by the mother. Blessed by the father. -E

A weasel adventurer from the keep rid us of the orcs. No matter. We believe they took the Shadowblade bait. While the blades are incompetent, they are still great warriors. They will destroy whatever threat the commoner poses.

The testing on humanoids has gone well. However, many felt excess agony. A great success.

Guided by the mother. Blessed by the father. -E

With that, the entries end. However, tucked into the back of the journal is a *scroll of counterspell*.

Nothing else of value is in this chamber.

When you are ready, see **Area 8** for more options.



Hall of the Eternals (Area 9)

10. INTERSECTION

You come across a door in the hallway. You are unsure of where it leads, but it is unlocked.

If you proceed north, see **Area 8**.

If you proceed back toward the entrance chamber, see **Area 4**.

If you pass through the door, see **Area 15**.

Refer to **Hall of the Eternals Map (Areas 8 and 10)**, pg. 83

11. KITCHENS

You find a classic kitchen inside this chamber. It is complete with cooking stations, ovens, a hearth, utensils, and more. It is spotless, with not even a single speck of dust to be found. Your heart drops as you hear a pot crash to the ground! You look up to see a very embarrassed dwarf holding a battleaxe. He quickly regains his composure and charges to attack!

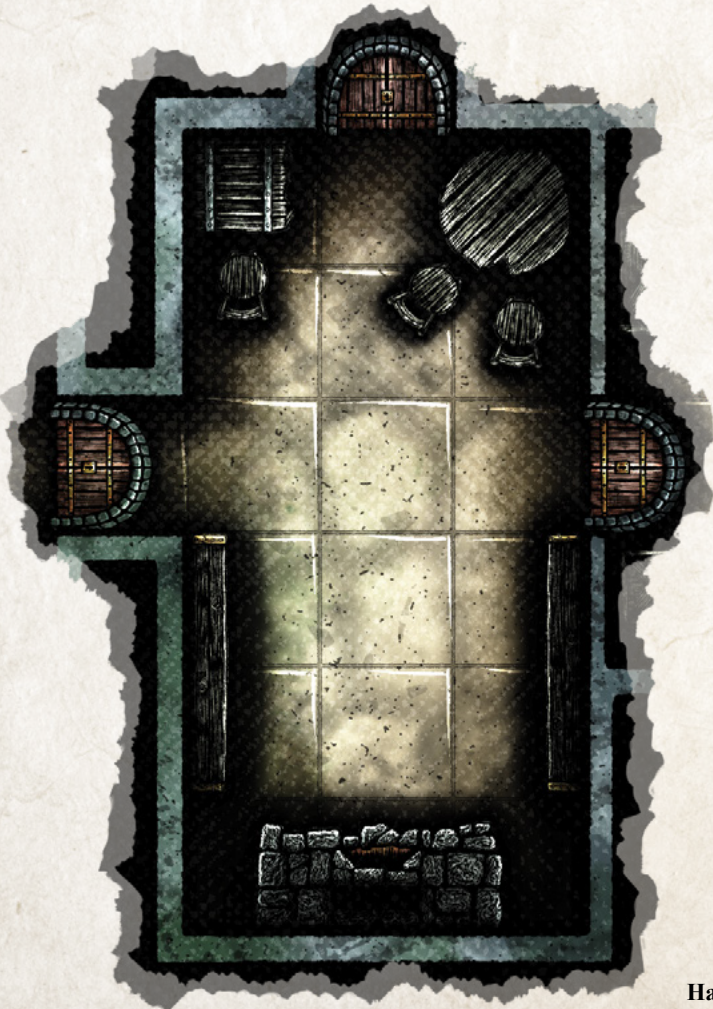
Roll for initiative against the **Bijou warrior** (see **Appendix I: New Monsters**). If you defeat the dwarf, keep reading. If you are defeated, roll a new character.

You recover 20 gold pieces and 34 silver pieces from the dwarf. Nothing else of much interest is in the kitchen aside from the exit doors.

If you proceed west toward the hallway, see **Area 5**.

If you proceed through the north door, see **Area 12**.

If you enter the door on the eastern wall, see **Area 16**.

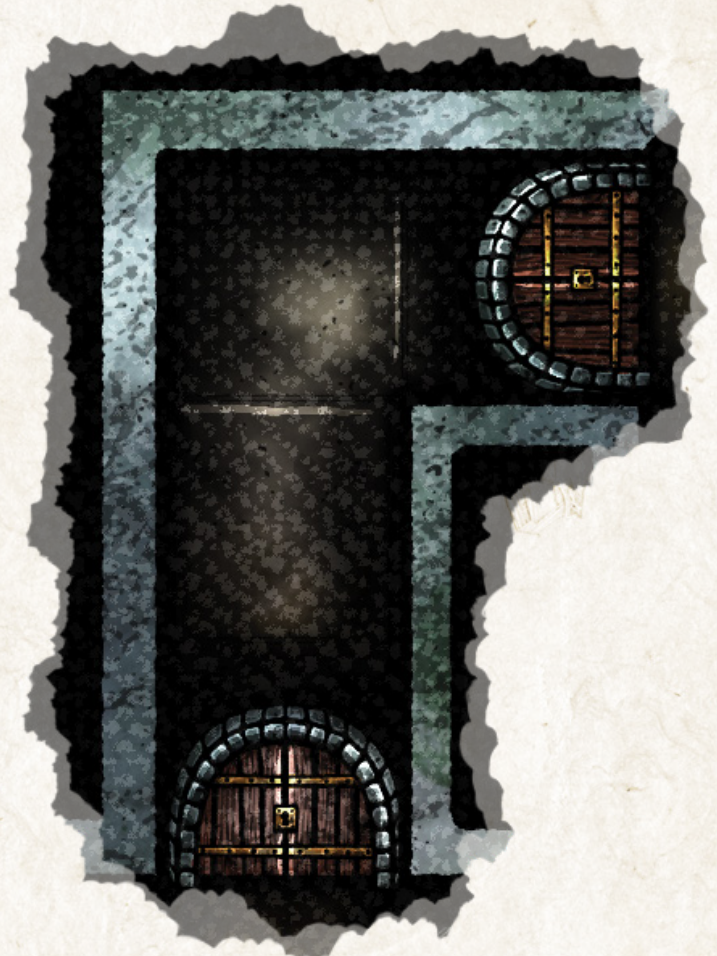


Hall of the Eternals (Area 11)

12. CONNECTION

You find yourself in a small corridor that connects two rooms.

You may proceed to **Areas 11 or 13**.



Hall of the Eternals (Area 12)

13. GREAT HALL

You enter a grand banquet hall that was certainly spared no expense. Every inch of the floor and walls is a gorgeous white marble, the tables and chairs seem to be made from some foreign wood, and each place setting seems to be worth many, many gold pieces. The walls surrounding the hall are painted with grand murals of dwarves doing heroic deeds.

Your awe is cut short by a dwarf popping out from behind a chair to fire a crossbow!

Roll for initiative against the **Bijou warrior** (see **Appendix I: New Monsters**). If you defeat the dwarf, keep reading. If you are defeated, roll a new character.

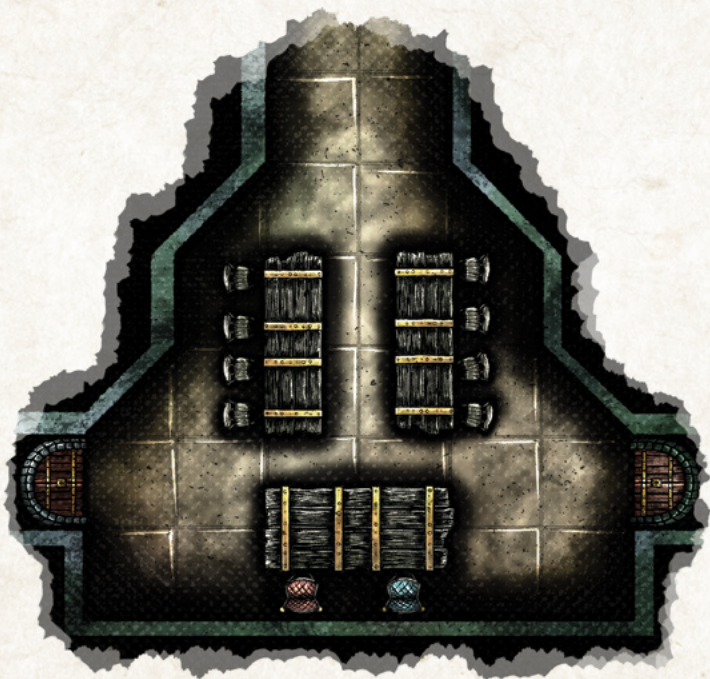
You cut down the dwarf with ease. While you search around the room, you feel tempted to take the place settings as they seem very expensive; however, it is likely best to wait to speak to Bran about it first.

You recover 23 gold pieces and 42 silver pieces from the dwarf. Aside from the gorgeous silverware, nothing else of value is in this chamber.

You may proceed north to **Area 7**.

If you enter the western door, see **Area 12**.

If you enter the eastern door, see **Area 14**.



Hall of the Eternals (Area 13)

14. CONNECTION

You find yourself in a small corridor that connects two rooms.

You may proceed to **Areas 13** or **15**.

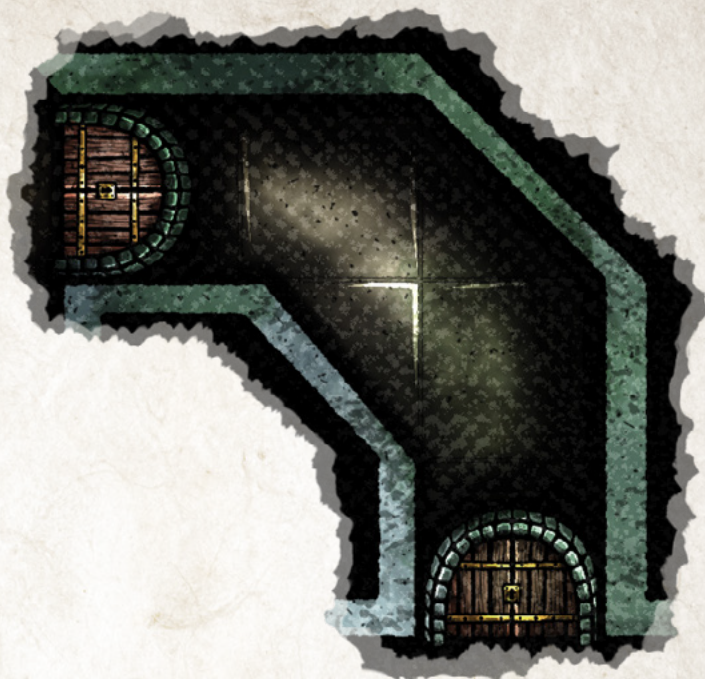
15. STORAGE

This chamber is used for storage. While inspecting it, you find nothing very exciting. It seems that they use this room to house excess kitchen and banquet hall equipment.

You may roll a DC 15 Investigation check.

If you are successful, see **Area 15a**.

If you fail, see **Area 15b**.



Hall of the Eternals (Area 14)



Hall of the Eternals (Area 15)

15A. INVESTIGATIVE SUCCESS

You figure you have a moment to spare. It's not like this is an espionage mission.

After a few moments, you dig up a hidden satchel inside a barrel housing silverware. You open it to find a ring inside!

You recover a *ring of evasion*!

When you are ready, proceed to **Areas 10** or **14**.

15B. INVESTIGATIVE FAILURE

You have never seen such a collection of excess forks, knives, and spoons. You find nothing of value here.

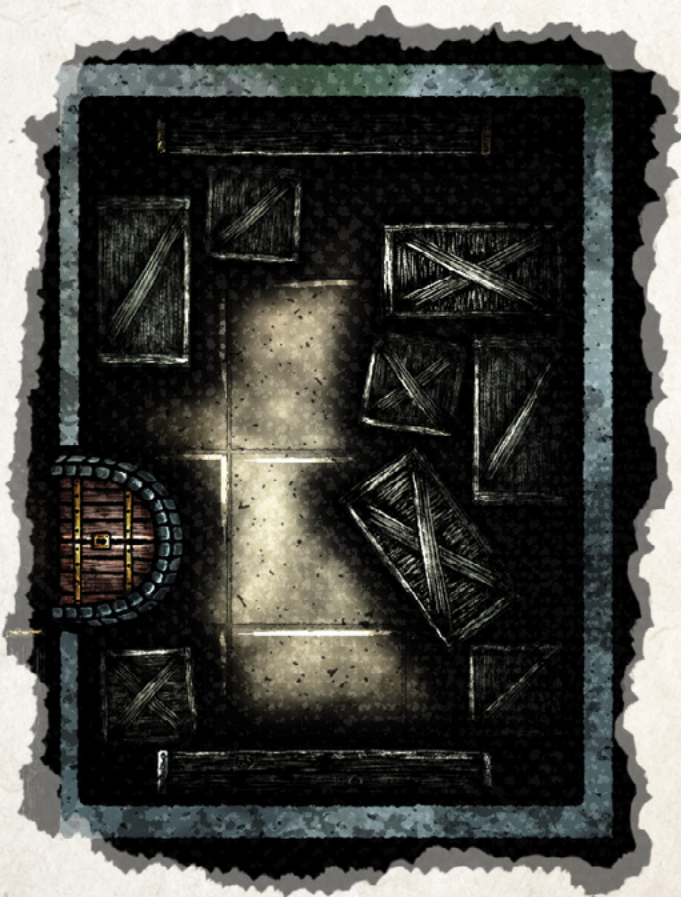
When you are ready, proceed to **Areas 10** or **14**.

16. PANTRY

You find yourself in a large pantry. It is completely stocked with generic and exotic foods; your mind wonders at how amazing a homecooked meal would be right now ...

You find nothing of interest in the pantry.

When you are ready, see **Area 11** for more options.



Hall of the Eternals (Area 16)



Hall of the Eternals (Area 17)

17. GRAND FINALE

You push the massive muraled double doors open to find a very familiar chamber. This looks eerily similar to the throne room in Shadowblade Mountain. Massive pillars lead in a straight line up to a small, three-step stair to a single throne. However, while Shadowblade Mountain had a very humble design with little flourishes or affluency, this is quite the opposite. Gems are embedded in the ground and pillars, embellishments of gold and silver are splashed about like a painter freestyling, and the throne ahead is so finely made that it seems as if a god or goddess should rest on it.

However, no god or goddess sits on that throne. Instead, Bhulvar sits hunched over as if you are a rat who scurried in unaware of whom you stand before. You feel his egotistical spirit radiate around his accumulated wealth.

He calls out, "I will spare the theatrics. We never wanted this. War is not what the Bijou stand for. We are a symbol of inspiration. Any one person can achieve the wealth we have. You could have shared in it, you know. Sadly, you will die like the dogs you pledge yourself to. He will be arriving soon, and when he does, you will pay."

With that, Bhulvar pulls out a handaxe and throws it!

Roll for initiative against **Bhulvar the Proudful** (See **Appendix 1: New Monsters**). If you successfully defeat the dwarf, keep reading. If you are defeated, roll a new character.



As Bhulvar falls, you see the regret on his face as if years of charity had gone to waste. He pants, coughing up blood and other nauseating fluids.

Bhulvar pulls himself together and says, “It wasn’t supposed to be like this. He promised us no harm. He promised others no harm. He was twisted by his own greed ... as were we. Please ... end this ... and him.”

With that, Bhulvar takes his final breath.

Your shoulders relax. The fight is over. Your heart races, not in fear, but in triumph. A second later, that feeling goes away as someone claps.

The clap echoes through the hall. You turn all around but cannot locate the noise. Your eyes are drawn to the throne where a robed man with disheveled, graying black hair stands and claps ... and claps ... and claps.

He says, “You didn’t think that was it, did you? The strong, mighty adventurer from Farrador Keep sent to save the day! A great story, I’ll give you that, but this is where it ends. This is where you end. Believe it or not, your life still has meaning. Your name will go down in history as the great sacrifice needed to begin the dawn of a new age! Marvelous, isn’t it? I digress. Prepare yourself. For I am guided by the mother and blessed by the father. I will prevail!”

With that, Eranar attacks! Roll for initiative against **Eranar the Vile** (see **Appendix I: New Monsters**)! If you defeat him, keep reading. If you are defeated, roll a new character.

Eranar stumbles back and falls to one knee. He is panting, and his eyes are wide open. He knows this is the end.

He looks up at you and says, “You have done nothing. One day the nefarious will rise. One day father will be reborn.”

With that, Eranar takes his final breath. You have done it. You have successfully defeated Eranar the Vile!

As you regain your strength, you exit the hall to find Bran running down the hallway. He stops, sees it's you, and continues running. As he grows closer, you see a smile stretched wide across his face.

He exclaims, "The council has called for a surrender! We won!"

You let out a huge sigh of relief. You have done it. You ventured into the unknown, and you won. This is a day that will be written in the history books.

Dun Bhuldar was severely damaged in the siege; however, with the wealth the Bijou coveted, there are plenty of funds to rebuild. Bran, some Shadowblades, and some Bijou dwarves have agreed that any accomplices of Bhulvar and Eranar will be banished immediately. They will be sent beyond the mountains to live out the rest of their days in the volcanic reach of Mog Boldar. A new leader will be voted on in the coming weeks.

Many of Bhulvar and Eranar's notes are found in the process of cleaning out the city. It is revealed that Eranar's home was Stormview Manor, which is where most of his magical experiments took place. He was indeed attempting to extend human life by hundreds and thousands of years.

The realm also recovered many treasures from his dwellings and thought it only right to share them with you.

You receive:

- 348 gold pieces, 234 silver pieces, and 487 copper pieces
- Two uncut diamonds
- Three large aquamarines
- Two ornate silver ewers
- A small statue of Cerberus
- A gold necklace with an emerald pendant
- An ivory drinking horn with ancient runes inscribed in it
- **+2 longsword**
- **+2 leather armor**
- **Potion of invisibility**
- **Periapt of health**
- **Ring of necrotic resistance**
- You are also rewarded 500 gold pieces by the realm for your efforts during your adventures.

You also level up to Level 5!

When you are ready, see **Chapter 20!**



CHAPTER 14: BENEDICT FARMS

1. OFF THE WEATHERED ROAD

You take a turn off the main road and find yourself at Benedict Farms. A short path leads up to a gorgeous farmhouse complete with a wide porch and bench swing just in front. As your eye's focus, you notice an older gentleman and lady standing on the porch waving you in. You greet them.

As you arrive at the porch, the man says, "Thank you for coming on such short notice. My name is Ben. Nice to meet you. We have a strange one for you. As you can see, we are humble cherry farmers; however, I had a fun idea to get some lemon seeds to grow ... well, lemons! I want to make a refreshing beverage you can sip after a meal. Per usual, I found a trader, traded some cherries, and got my lemon seeds. However, he also offered me some chickens. Not unusual for these merchants to try to upsell you, so I accepted. The price was good, so we made a deal. A month goes by, and nothing out of the ordinary except for the fantastic progress on the lemons. Then another month goes by, and one of the chickens grew far larger than the others. A week later, the thing was as big as a draft horse! I was astounded! At first, I welcomed it. That's enough meat to feed Mistwood! The issue is that it got aggressive. I had an animal handler from Macandire come to wrangle it away, but well ... let's just say he wasn't successful. Might have

lost a hand, but that isn't the point! You're here now, and I know you can handle it! You're more than welcome to look around the barn for anything that might help you. Who knows what I have lying around from my adventuring days. Be careful of the wasps. Get it? Bee? Don't make too much noise or they'll get aggressive. Anyway, when you're ready, you can battle the giant chicken in the pen —"

"The coop! It's in the coop. I'm Joanne, by the way," his wife says.

"Yes. The coop. What would I do without her!"

"Probably be the thing's dinner. Always looking for the next thing. Can never just sit and enjoy. I swear, if I see one more ..." she mutters under her breath and moves back into the house.

"Anyway! I'll pay you for the service. Some gold pieces and an old relic I have lying around from my adventuring days. I'll look around for it while you take care of the chicken."

Now that you have your mission, it is time to act!

If you head to the barn, see **Area 2**.

If you proceed to the coop right away, see **Area 3**.

If you investigate the cattle pen, see **Area 4**.



2. BARN

One side of a wide double door is open on the barn. You take a step inside to find a patch of sunlight streaming in from an open window. All around the barn you see supplies for tending the fields outside. You also find some feed and hay, most likely for the animals. Your next step throws you off guard as you trip over a shovel that throws you off balance!

Roll a DC 12 Dexterity check.
If you succeed, see **Area 2a**.
If you fail, see **Area 2b**.

2A. DEXTEROUS SUCCESS

You catch your balance right away and even catch the shovel as it falls to the ground!

You certainly avoided a tragedy there. The only thing you could think of in that split second was alerting the wasps.
When you are ready, see **Area 2c**.

2B. DEXTEROUS FAILURE

You trip over a shovel, which sends it and you crashing to the ground. You hold still on the ground for a moment praying you didn't alert the wasps; however, your efforts are futile. You immediately hear a buzzing swarm. You look up to see them speeding toward you!

Roll for initiative against the **swarm of wasps**! If you defeat the wasps, keep reading. If you are defeated, roll a new character.

The last wasp falls as you rise victorious. You have taken the barn!

When you are ready, see **Area 2c**.

2C. BACK IN THE BARNYARD

A quick search of the barn reveals there is not much more than farm tools to help you; however, as Ben noted, something unique is here. You find a scroll tucked inside a journal!

You recover a **scroll of shield of faith**. The unique aspect of this scroll is that once you cast the spell, you do not have to hold concentration on it. You are shielded for one minute.
When you are ready, see **Area 1** for more options.

3. DINOSAUR CHICKEN

This is the moment you have been training for. Hunting dragons, fighting necromancers, saving entire kingdoms — it all pales in comparison to defeating the mega-chicken.

You step into the coop. For a moment, all is quiet, like the eve of Winter Father's Day. However, a second later, you hear a loud crash! The giant chicken breaks a wall in the coop as it reveals itself! It is the size of a small draft horse but seemingly as strong as a giant! It attacks!

Roll for initiative against the **greater chicken** (see **Appendix I: New Monsters**)! If you successfully defeat the monster chicken, keep reading. If you are defeated, roll a new character.

With a loud thud, the giant chicken falls in defeat! You now may don the title of Chicken Lord/Lady.

All in a day's work for the Chicken Lord/Lady.
When you are ready, proceed to **Area 5** for your reward.

4. CATTLE PEN

You step to the other side of the coop and find a cattle pen. Four cows and three pigs with some piglets are milling about. A smaller piglet takes a liking to you.

Roll a DC 12 Animal Handling check.
If you are successful, see **Area 4a**.
If you fail, see **Area 4b**.

4A. HANDLING SUCCESS

You pull some feed from your pocket that you scooped up on the way. You extend your hand as the piglet begins to have a small feast. It rubs its head against your hand once it finishes.

You have a new friend. This has no real story implications.
When you are ready, see **Area 1** for more options.

4B. HANDLING FAILURE

The pig scoffs at your existence. It trots away to the others, leaving you alone and embarrassed.

This may be your greatest failure.
When you are ready, see **Area 1** for more options.

5. GREAT SUCCESS

With the chicken defeated, Ben and Joanne bring you into their home to congratulate you!

Ben says, “Well done! We knew you could handle it. Now, for the reward! I fished up 50 gold pieces and this tome. I think you’ll find it useful.”

Joanne chimes in, “Now that that is settled, won’t you stay for dinner? I’m making one of my specialties. Noodles and tomato sauce.”

If you accept the meal, keep reading.

If you deny the meal, roll a new character. You fail the campaign. Never turn down a meal from Joanne.

You have an exquisite meal with the couple, probably one of the best meals you’ve ever had. You swap adventuring stories; however, it is obvious Ben and Joanne have you beat. They have thrilling and heartwarming stories to share from all over Dagmore.

Before it gets dark, you say your goodbyes and depart the farmstead knowing that you always have a home with Ben and Joanne.

If you ever need to store items or treasure, you may do so at Benedict Farms. You may also rest there for free any time you need to do so.

You also recover the *tome of knowledge* (see **Appendix II: New Magic Items**)! You may read it once you complete a long rest.

Congratulations on successfully completing the adventure at Benedict Farms! When you are ready, proceed back to where you left off in the main storyline.



Benedict Farms

CHAPTER 15: LAKEHAVEN FISHFEST

LAKEHAVEN

The town of Lakehaven is a small lake village nestled in the northeast corner of Farrador. The villagers live simple and humble lives, often not feeling the need to leave the lake or river.

The town is composed of a few village buildings that surround the lake and docks. These buildings include a town hall, a shrine to the Olympians, a small, shabby tavern, and a general goods store. Quite literally the core four stores needed at the very least. Aside from these buildings, the townsfolk live in ranches. You can find them just north of the town circle and lake.

Lakehaven is known for its fishing and its proud people. They are honored to be residents of this great, hardworking town. The people often come off brash but are truly kind and welcoming ... once you show them you are willing to get your hands dirty. Ironically enough, Lakehaven often falls on hard times. The villagers primarily live off fish and whatever merchants bring to trade for said fish, so not a great deal of wealth is generated. The Bijou dwarves quickly became known for bringing in fresh goods every month or just for simply donating gold to the town so they could pay for more food. This occurs only when Lakehaven is truly desperate; the villagers do not like handouts. Since the Bijou do this deed in place of Macandire, the dwarves are often given tax breaks. A nice tradeoff.

THE FISHFEST

As a way to generate revenue for the town outside of simply selling fish to merchants, the town hosts the annual Lakehaven Fishfest! Fishermen come from all around Farrador to participate in this fierce tournament.

A wizard from Macandire's Mage College comes to the town to enchant the waters. This enchantment spawns fish from different areas of Farrador and even some from different regions of Dagmore (this enchantment is entirely harmless to the fish and is approved by FAPA — Farrador Animal Protection Association).

Each contender is given 10 minutes per round to catch as many fish as they can. Each fish has a different point value associated with it. If you score more points than your opponent for the round, you proceed to the next stage! The contest continues until a fisherman is crowned victorious!

This year, you are entering the fishfest! You must win all five rounds to be crowned the winner. Best of luck.

LET THE GAMES BEGIN

Many citizens of Lakehaven and Farrador have gathered on this day to compete in or to watch the Lakehaven Fishfest. You mill about getting the lay of the land before the games begin. You overhear people conversing about which lure is the best, which technique to use, and what part of the water will reap the best reward. You start to get the idea you are among professional fisherfolk. You gaze down at the simple rod and lure Alfie donated to you and think, "If I win, he gets nothing."

Moments later, the crowd falls silent. You hear a booming voice call out to the crowd.

"Greetings, all! My name is Anabel Tarelia, proud mayor of Lakehaven. If you are a guest here this fine weekend, welcome! If you live here, well ... welcome to you, too! We lake folk are honored to host such esteemed guests!"

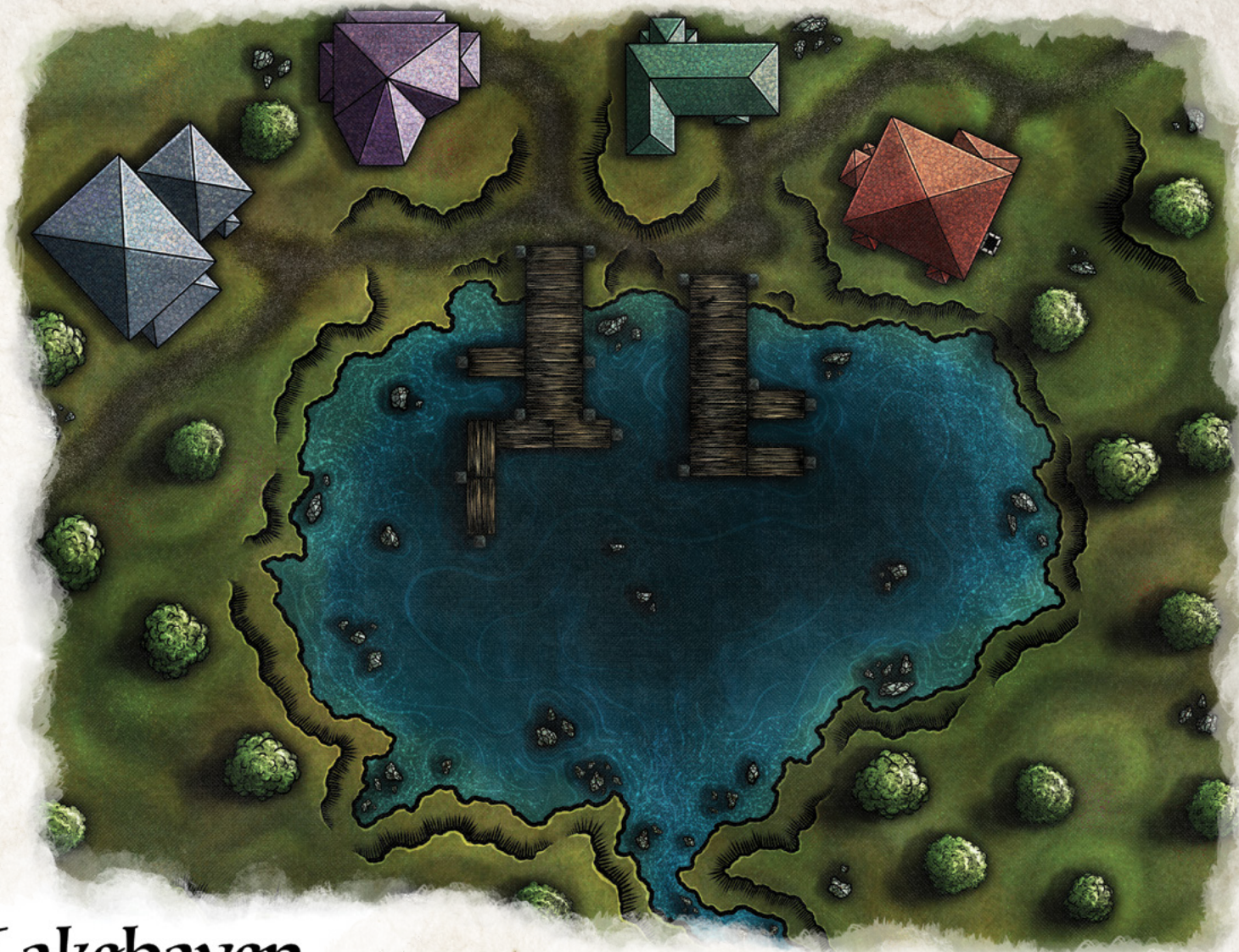
"You all know the rules. In this tournament, you will face off against a single opponent in one round. If you outscore your opponent, you move on to the next round. Each round lasts only 10 minutes, so make each cast worth your while. No magic, magic items, enchantments, outside aid, or any shenanigans are allowed. Mixie, a great wizard from the Mage's College, will be watching." She motions toward a young female tiefling.

"We are here for fun, but at the end of the day, you're also here for a reward. The Bijou have offered 100 gold pieces to the winner! Quite literally a life-changing win! Mixie also spoke of a special reward from the college. That will remain a secret until we have a champion!"

"That is all for now! Find your places and have a great cast!"

As she ends, the crowd erupts in applause. It is obvious Anabel is a highly respected figure.





Lakehaven

Each round is split into 10 minutes worth of time. Per round, you are able to roll 10 times on the **Fish Chart** found in this section. Each time you cast, roll an Animal Handling check. Each round has a specific DC you must meet to catch a fish. If you meet or exceed that DC, you will roll a d10 on the **Fish Chart**. There, you will see what fish you catch and the point value associated with it. The DC starts out easy but grows more difficult as the tournament goes on as there are fewer fish in the waters.

If you use magic, Mixie will know, and you will be disqualified.

When you are ready, see **Area 1** to begin the tournament!

FISH CHART

d10	Fish	Point Value
1	Rainbow Trout	1
2	Winterland Walleye	2
3	Yellow Perch	2
4	Lakehaven Silver Sunfish	3
5	Farradorian Blue Bass	3
6	Starland Cobalt Cod	4
7	North Sea Yellowtail	4
8	Magenta Mackerel	5
9	Mog Boldar Fighting Fish	6
10	Golden Macandire Sturgeon	8

1. ROUND 1

You are up against Jiku, a finfolk male from Starland Bay, in Round 1.

You must succeed on a DC 8 Animal Handling check to catch a fish. Jiku catches 24 points worth of fish on six successful casts.

If your point total exceeds 24, then you move on to the next round. If not, you have failed. When you are ready, proceed to where you left off in the main storyline.

2. ROUND 2

You are up against Jane Forester, a human female from Mistwood, in Round 2.

You must succeed on a DC 10 Animal Handling check to catch a fish. Jane Forester catches 26 points worth of fish on seven successful casts.

If your point total exceeds 26, then you move on to the next round. If not, you have failed. When you are ready, proceed to where you left off in the main storyline.

3. ROUND 3

You are up against Davis Bartholomew, a human male noble from Macandire, in Round 3.

You must succeed on a DC 12 Animal Handling check to catch a fish. Davis catches 16 points worth of fish on four successful casts.

If your point total exceeds 16, then you move on to the next round. If not, you have failed. When you are ready, proceed to where you left off in the main storyline.

4. ROUND 4

You are up against Gisalia Featherstep, a female elven commoner from Myth Alar, in Round 4.

You must succeed on a DC 14 Animal Handling check to catch a fish. Gisalia catches 19 points worth of fish on five successful casts.

If your point total exceeds 19, then you move on to the next round. If not, you have failed. When you are ready, proceed to where you left off in the main storyline.

5. CHAMPIONSHIP ROUND

You see the grim faces of the losing anglers. Some are giving you props for your catches and some are making excuses as to why they lost.

Anabel says, "What a tournament! So many brave anglers on the water today! However, none as triumphant as our final contender. An adventurer from the keep, no less! Per tradition, the final member of the bracket stage will fish against last year's champion. I am honored to fish against you in the championship!"

She hops down from the box she was standing on, grabs her pole, gives you a grin, and heads for the lake.

In this finale, you are up against Anabel Tarelia.

You must succeed on a DC 15 Animal Handling check to catch a fish. Anabel catches 28 points worth of fish on six successful casts.

If your point total exceeds 28, see **Area 5a**.

If not, see **Area 5b**.

5A. FISHFEST VICTOR

The final tally is in. You won! Half the audience erupts in a triumphant roar while the other half groans in misery. You see plenty of people settling up on bets they made during the competition.

Shortly after, Anabel approaches you and says, "Congratulations on your victory. You earned it. Here is your reward. Make sure to come back next year to defend your title, okay? Until then, you're a welcomed guest of Lakehaven anytime."

The inn and tavern at Lakehaven is now open to you. If you ever need to rest there or store equipment, you may.

You are also awarded 100 gold pieces and a *staff of the angler* (see **Appendix II: New Magic Items**).

On your way to your next adventure, you let Alfie know you were victorious in the competition. He lets out a deep sigh and murmurs about a bet he lost.

Congratulations on successfully winning the Lakehaven Fishfest! When you are ready, proceed to where you left off in the main storyline.

5B. FISHFEST FAILURE

The final tally is in. Anabel is our victor! The final tally is in. You won! Half the audience erupts in a triumphant roar while the other half groans in misery. You see plenty of people settling up on bets they made during the competition.

Shortly after, Anabel approaches you and says, "Thank you for competing. You really gave me a scare there for a moment! Make sure to come back next year to try again, okay? Until then, you're a welcomed guest of Lakehaven anytime."

The inn and tavern at Lakehaven is now open to you. If you ever need to rest there or store equipment, you may.

When you are ready, proceed to where you left off in the main storyline.

CHAPTER 16: THE KNIGHT JESTER

THE BANQUET

You have been invited! A banquet is being thrown for some visiting nobles at Hearthhelm tonight. Your attendance is expected. Your success throughout the realm has been noted by high officials and even the queen. There are also rumors of a foreign performer coming to entertain the guests! How fun?

If you do not have clothes fit for a banquet, Alfie is happy to assist. He finds you a fantastic outfit; however, it is slightly oversized. With a wave of his hand, it is fitted perfectly to your body.

He wishes you luck and goes back to tending to the keep.

ARRIVAL

You arrive at the hall just before the banquet begins. What a magnificent sight! The floors and walls are made of a unique mix of white and blue marble, the pillars bear portraits that seem to be in motion, the walls are covered in fine art and artifacts, and the flatware is the best gold can buy. A quick survey reveals they spared no expense on this elegant chamber.

You are quickly greeted by a male elf in a gorgeous green gown.

He says, "Welcome, adventurer. We are so glad you could make it, but that really wasn't an option when your invitation was called for by the queen herself. Oh! You're going to love Hestia. Named after the goddess, you know. Acts like her, too. Tends to Farrador as Hestia tended to her hearth. Such a warm lady. Anyway, follow me. I will show you to your seat."

You follow the elf as he paces through the hall, elegantly maneuvering boisterous and unaware guests. You assume he would stop far from the head table, but he proceeds on. In fact, you are placed just before the head table with other high-ranking members of society. You thank the elf, and he leaves to greet other guests.

Now commences the banquet!

THE BANQUET

1. SOCIAL SCENE

A few moments after you arrive, the party truly begins. Nobles converse about the happenings in Macandire and Farrador, a band plays a soft melodic tune, and there you sit. All alone. The only other member of the party sitting alone is a rugged old human man with an eyepatch who is drinking a glass of bourbon.

Perhaps it is time to make some friends. It seems the queen has not arrived yet, so you cannot quite thank her for the invitation.

If you converse with the nobles, see **Area 2**.

If you approach the rugged man, see **Area 7**.

2. NOBLE INVITATION

After realizing you should make nice at a party like this, you head over to a group of noblemen and women. As you approach, one of the female elves in the group smiles and waves.

She exclaims, "Here they are! Oh my, you do look adventurous! Darling, this is the adventurer Hestia spoke of, remember? No? Yes you do! Don't be coy with our esteemed guests! My name is Naya, and this is my husband Galreen. We're from House Featherstep in Myth Alar. Our daughter should be around here somewhere ... ah, never mind! Why don't you tell us a story of one of your adventures?"

If you tell them a tale of your adventures, see **Area 3**.

If you make something up on the fly, see **Area 4**.

If you deny the request, see **Area 5**.

3. EPIC TALE

You repeat an epic tale of your choosing. Adding some flourishes and exaggerated details, of course. Who doesn't love a good story?

The end of your tale is met with applause from the group.

Naya says, "You certainly are on a great path! If you're ever in Myth Alar, make sure to ask about us! We'd love to host you!"

With that, you carry on with the banquet.

When you are ready, see **Area 6**.

4. FALSE TALE

You begin to tell a grand tale of adventure, something likely no graduate would have experienced this early into their career. Throughout the story, you do get some nods, but the reaction from your small crowd is a dismal one ... at best.

They awkwardly thank you for your time as they are well aware the story was fabricated.

With that horror show over, you carry on with the banquet.

When you are ready, see **Area 6**.

The Knight Jester



5. DENIED

Naya says, "What a pity. Being humble, I suppose! Hestia was right about you! So much in store. Have a good party!"

With that, the nobles go back to their previous conversation about gossip in Farrador.

With that, you carry on with the banquet.
When you are ready, see **Area 6**.

6. THE KNIGHT JESTER

Shortly after your interaction, the elf who greeted you makes his way to the front of the hall. He quickly gets everyone's attention and says, "Welcome, one and all! A special thanks to our friends joining us from Myth Alar. We welcome Houses Featherstep, Silversun, and Tidecaller! It is indeed an honor."

The guests all give a welcoming clap.

He continues, "I would like to spare no time in welcoming our queen! Hestia Hearthglow!"

A simply beautiful middle-aged human woman enters. Her presence is strong and powerful but warm and welcoming. She is truly beauty and grace.

As she arrives at her seat, she nods and sits. The banquet's guests quickly follow.

The elf speaks once more, "Now, we have a special announcement. House Silversun has a surprise for us. They have brought along the Knight Jester!"

The room roars with applause. Half the room looks as astonished as if you told them they are being crowned ruler, and the other half is cheering wildly.

He continues, "Without further ado, give a Farrador welcome to the Knight Jester!"

Right after the introduction, a beautiful elven man with silver hair flowing down his plate armor enters the hall. He holds a lute in one hand, and the other rests on his longsword. He has a strong confident aura.

He bows first before Hestia then turns to the rest of the guests.

He softly says, "The first tune I would like to play is a classic from Myth Alar."

He then begins singing a comedic tale about an elven boy who finds great fortune in life. However, the song quickly turns to tragedy as the boy has his spirit whisked away by a demon in a trade gone wrong. Somehow, the performer takes the audience from falling over laughing to crying tears of sorrow.

He looks up and says, "Don't be sad! It's not a real story after all!"

The audience finds this quite humorous and gives him another round of applause.

He then says, "Right! Next, I will need a volunteer. How about ... you!"

The Knight Jester points right at you.

If you accept his proposal, see **Area 11**.
If you deny his request, see **Area 12**.

7. THE APPROACH

The other man sitting alone piques your interest. Certainly enough to talk to him.

You take the seat next to him. He seems unaware and continues to drink his bourbon.

You introduce yourself and are met with a brash, "Go away."

If you leave, see **Area 6**.
If you stay, see **Area 8**.

8. THE OFFERING

You remain next to the man. He waits a moment, looks over to you, and says, "You're one of those. Fine. Have a drink. Brought it from Charlie's. Don't spread that around though. It'll be gone faster than you can say 'tarrasque.'"

If you deny the drink, see **Area 9**.
If you accept, see **Area 10**.

9. DENIED

He gives you a look of discontent. Before he can even speak, you get the message. You quickly rise and move away.

When you are ready, see **Area 6**.



10. WISE MAN SAYS

He gives you a nod, and you return it. He then says, "Graduated from the college, huh? Yeah, makes sense. Hestia likes to pick one adventurer a year to take in. They don't talk about that though. They think it'll become a toxic social issue at the keep. Probably true. I was in your shoes. The prodigy. I did a lot, but I also did a little. Funny how that works, right? Well, now I attend these things out of respect. She truly does her best for the realm. Even if that sometimes doesn't align with what I think best. Human nature at the end of the day." From there, you sit and enjoy the drink in silence.

Once finished, he says, "My name's Alric. This was the best drink I've had with another person in years. No small talk. Just drinking. Good on you. Have a good party."

With that, you get up and leave.
When you are ready, see **Area 6**.

11. ADVENTURING ACTOR

You feel honored. This legendary bard chose you to be in the show? Absolutely!

A servant wheels out a large circular wooden board. On the board you see four straps, one in each quadrant: top left, top right, bottom left, and bottom right.

He says, "I am going to fasten you to this board and display my skills as a knight. I can't just attend to the fans of theater tonight, can I? Right! Here we are. Strap in nice and tight. Don't want to fling you off. You might get these fine party clothes dirtied!"

He begins to strap you in very tight. You feel nice and secure.

The servant now hands the knight his crossbow.

He exclaims, "I will now show you my skills as a warrior!"

He quickly fires a bolt directly next to your head. The crowd gasps.

He says, "Fear not! A trained knight like me would never dare miss!"

He fires another bolt that lands on the other side of the board.

The audience erupts in applause once more.

He continues, "See, even a new adventurer like this one can hit a stationary target. Let's give him a spin, shall we?"

The assistant then spins the wheel. You start to feel slightly uneasy.

The Knight Jester fires off four consecutive shots. Strange how fast it was for being a crossbow. Perhaps you're just fuzzy from spinning.

The knight skips toward you to stop the rotation. As he does, you see that every bolt landed perfectly in one of the four quadrants.

The crowd erupts once more as he gives a humble bow. He and his assistant untie you and thank you for your time.

That was certainly not what you expected from this night.

When you are ready, see **Area 13**.

12. ADVENTURING SITTER

You smile but politely decline the entertainer's request. He looks disappointed, but quickly moves on.

He exclaims, "Right! More song!"

See **Area 13**.

13. MELODIC TUNE

The Knight Jester says, "My name must be changed! I demand it! I am no jester. I am a bard. A boisterous bard, perhaps, but a bard, nonetheless!"

The crowd erupts in laughter.

He continues, "What!? I will prove it to you. Here is another tale from Myth Alar. A proud sea song from our great port of Navalía."

The crowd is far more silent this time around. Strange. He has been getting great reactions so far.

You look up to see that a few have ... fallen asleep? You rub your eyes as you feel awfully drowsy yourself. Perhaps you saw that wrong.

Roll a DC 12 Constitution check.

If you succeed, see **Area 14**.

If you fail, see **Area 15**.

14. BATTLE OF THE BARD

You shrug off this strange sleepy feeling that almost overcame you. You look around to see that all the guests are knocked out. What is happening?

The Knight Jester looks up and smiles. He stops playing his lute, sets it aside, and rises.

He turns to you and says, "Didn't think he would notice, did you? You're playing a dangerous game. One I intend to end. Be grateful. If he got hold of you, it would be a much worse fate!"

Roll for initiative against the **Knight Jester** (see **Appendix I: New Monsters**)! If you completed **Area 10** with **Alric** (see **Appendix III: Companions**), he rises to fight with you. He calls out that he would not fall for such a simple parlor trick.

Alric fighting beside you does not violate the "two companions only" rule. He wishes only to see the realm protected.

If you successfully defeat the Knight Jester, keep reading. If you are defeated, roll a new character.

You reign victorious in this surprising battle against the legendary performer. Shortly after he falls, the rest of the party guests rise from their tables. The guards immediately rush to the aid of Hestia.

She calls out, "We are safe. Farrador's hero defeated the goon. Our hero!"

You get a soft, confused applause from the crowd.

You have successfully defeated the Knight Jester!

Hestia immediately calls an end to the party. The three families from Myth Alar are immediately brought into custody. Using magic, it is quickly determined that none of the families knew of this nefarious plot. A fourth party likely paid off the Knight Jester.

She also approaches you to offer her thanks. She gives you 100 gold pieces for disposing of the traitor. She also offers you his lute. If you would like, you may recover the **knight jester's lute** (see **Appendix II: New Magic Items**). While he might have been a bad actor, in more ways than one, his lute is certainly a powerful magical relic.

You arrive back at Farrador Keep the next day. Alfie asks, "What happened to you?"

You simply respond, "You don't want to know."

15. SLOW START

You feel yourself doze off. Seconds later, you are shocked back to reality as a dagger pierces your shoulder. You look up to see the Knight Jester looking down on you.

He says, “Pray this ends quick.”

Roll for initiative against the **Knight Jester** (see **Appendix I: New Monsters**)! If you completed **Area 10** with **Alric** (see **Appendix III: Companions**), he rises to fight with you. He calls out that he would not fall for such a simple parlor trick.

Alric fighting beside you does not violate the “two companions only” rule. He wishes only to see the realm protected.

The Knight Jester also completes one dagger attack on you before initiative starts. He also successfully hit you as were momentarily unconscious, so start by rolling damage. Then continue to combat.

If you successfully defeat the Knight Jester, keep reading. If you are defeated, roll a new character.

You reign victorious in this surprising battle against the legendary performer. Shortly after he falls, the rest of the party guests rise from their tables. The guards immediately rush to the aid of Hestia.

She calls out, “We are safe. Farrador’s hero defeated the goon. Our hero.”

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You arrive back at Farrador Keep the next day. Alfie asks, “What happened to you?”

You simply respond, “You don’t want to know.”

Congratulations on successfully defeating the Knight Jester! When you are ready, proceed to where you left off in the main storyline.



CHAPTER 17: THE FOREST GLADE OF ATHENA

GADRYT'S COTTAGE

Even with studying for years at Farrador Keep, you have only heard legends and tall tales about the legendary ranger Gadryt. It is said that he is one of the highest-ranking advisors to Queen Hestia. However, he prefers to live off in seclusion away from the hustle and bustle of city life. He lives just down the stream exiting the mountainside near Farrador Keep. The journey is a short one filled with nostalgic memories of your schooling. How have you never run into his cottage... even by accident?

You cross a stone bridge across a stream to find yourself at a clearing. After an exhaustive search, you have finally found his cottage.

You see an elven man sitting on a rocking chair smoking a pipe. You look down to his left side and notice a dog, only a few months old, lying asleep. As you approach, the elf, who you can only assume to be Gadryt, calls you over with a simple wave.

As you grow closer, he says, "I have no time for small talk, adventurer. As you can clearly see, I am incredibly busy this afternoon. I have discovered an ancient grove to my goddess of preference, Athena. Tales from the keep say a holy relic still resides within this forgotten grotto. You must go retrieve it. Atlas and I have some training to do. I have scouted the area, and it seems easy enough for you to handle."

Gadryt then goes on to explain the layout of the grove. As he finishes, his pup, Atlas, perks up and jumps up at you.

"Down, boy! Down! We worked on this!" exclaims Gadryt.

He continues, "Better get going. Don't want the pup too charged up before his afternoon training."

As he finishes, he pulls out a small play ball. You can only assume that today's lesson involves the game of fetch.

When you are ready, proceed to **Area 1**.

1. ENTER THE GLADE

A twisting path through the woods brings you to your destination: The Forest Glade of Athena. Travelers come here to worship Athena in a waypoint between mortals and gods.

You are now entering the glade by the heirlooms placed all around the path. Wood carvings of owls, spears, and helmets line the path leading farther into the grove.

You have arrived at the glade. Be vigilant. Spirits are often uneasy and aggressive.

When you are ready, proceed to **Area 2**.

2. INTERSECTION

The path leads to an intersection. To the east, the path stretches around a corner. You distantly hear the babbling of running water. To the north, the pathway continues deeper into the glade.

If you walk east, see **Area 3**.

If you proceed north, see **Area 4**.

If you return to the entrance, see **Area 1**.



Forest Glade of Athena



3. WELL OF KNOWLEDGE

You turn the corner to find an open clearing within the glade. A river running north to south is intersected by a large pool. The water is crystal clear. It is mesmerizing in its beauty. You even notice a glint of gold at the bottom.

If you inspect the glint, see **Area 3a**.

If you leave the area, see **Area 2** for more options.

3A. GOLDEN INSPECTION

You move closer to the pool to inspect the glint of gold you are sure you saw. Now a few feet from the edge, you indeed see a gold ring lying at the bottom of the pool! The pool seems to be only four feet deep.

As you edge closer, you hear a hum. No, not a hum ... a tune! A song is echoing throughout the glade!

Roll for initiative against a **harpy**. She is currently using her *luring song* ability. If you successfully defeat the harpy, keep reading. If you are defeated, roll a new character.

The enchantress is no more. Another great victory. Your eyes move back to the golden ring at the bottom of the pool. Retrieving the ring is easily done.

You have recovered a golden ring!

When you are ready, see **Area 2** for more options.

4. INTERSECTION

Deeper into the glade, you find yourself at another three-way intersection.

If you proceed west, see **Area 5**.

If you walk east, see **Area 6**.

If you travel back to where you came from, see **Area 2**.

5. INTO THE DEN

A rancid smell overcomes you as you enter this area. A den is dug under a few large trees and its accompanying roots. You drop back into a battle stance as two wolves lunge out to attack!

Roll for initiative against the 2 **wolves**. If you defeat the wolves, keep reading. If you are defeated, roll a new character.

You are now the apex predator. The wolves are defeated, and their den is now accessible. You look inside to find two cubs whimpering in despair. They notice your presence, but they are not immediately hostile.

You have a decision to make.

If you spare the cubs, see **Area 5a**.

If you rid the glade of them, see **Area 5b**.

5A. GOOD WILL

After thoughtful consideration, you think it best to let nature run its course. If the cubs survive, then good on them. They earned that.

You stand to leave the area but are caught by surprise. A massive dire wolf stands in the path. Strangely, it does not seem aggressive. You almost feel at ease with its presence. It lowers its head slowly, and you feel your body lift in spirit.

You are now under the effects of a *bless* spell for the rest of the day. The dire wolf passes you and goes to rest with the cubs. When you are ready, see **Area 4** for more options.

5B. BAD WILL

No threat is too small. These cubs could grow old and ravage country homes, animals, or travelers. You quickly dispatch them.

You rise to leave the area that is now tainted to find a massive dire wolf standing in the exit. You have never seen a face of such fierce aggression from an animal. It spares no time leaping to attack!

Roll for initiative against the **dire wolf**. If you defeat the dire wolf, keep reading. If you are defeated, roll a new character.

Somehow, you defeat the dire wolf. At least now the roads may be a bit safer.

When you are ready, proceed to **Area 4** for more options.

6. SHRINE OF ATHENA

You follow the path to a large clearing within the glade. You have found it. The shrine to the goddess Athena.

Even without upkeep, the grove is a beautiful sight. Vines have overgrown the gorgeous white marble altar, but it still feels dignified. Surrounding the altar is a large mound of rocks meticulously put together to provide a roof arching over the altar. On top, you spot the owl artifact resting ever so vigilant.

You approach and are immediately met with a wailing howl. From behind the altar, you see a blur. You spot it again, but then it disappears. What is this sorcery?

A second later and you are face to face with a frightful spirit!

Roll for initiative against the **specter**. If you are currently benefiting from the blessing from **Area 5a**, all benefits are doubled against the specter. Athena's mark provides you more aid in battle than you previously expected. If you are successful against the specter, keep reading. If you are defeated, roll a new character.



With a final strike, the forlorn spirit's expression of aggression turns to fear. For a moment, you feel pity. Perhaps this spirit did not choose this outcome in life. Sensing your sympathy, the spirit gives a slight smile. A second later, it begins to ascend toward the sky and dissipates like mist.

You successfully cleared the Forest Glade of Athena!

Shortly after the battle, you proceed to the altar. Aside from the owl relic, nothing of obvious interest is here.

You remove the relic from the altar and a wave of bright blue light emanates to your right. You quickly spin around, ready for whatever threat this illumination poses. However, you do not find a threat at all. You find a woman.

This woman is like none you have ever seen. Beauty is in the eye of the beholder, but this type of beauty is innate. Her white robes flow off her body like a wave crashing against a sparkling shore. Her stormy gray eyes pierce your heart, making you yearn for love. Her smooth, black hair falls perfectly over her shoulder as if darkness has finally agreed with light.

She nods her head and says, "Thank you," and fades away.

With that, you are set to return to Gadryt.

The journey back to his cottage is uneventful. You pass some merchants heading to Macandire, and they wish you well on your travels.

You return to Gadryt to find him training Atlas. It seems that even in that short time, they have made great strides together.

Gadryt thanks you sincerely for your efforts. He rewards you with 125 gold pieces and a magical bow!

You recover the *nocturnal bow* (see **Appendix II: New Magic Items**).

Congratulations on clearing the Forest Glade of Athena! When you are ready, proceed to where you left off in the main storyline.



CHAPTER 18: CRYPT OF KING DALREN

THE STORY SO FAR

The Crypt of King Dalren resides within the Divine District of Macandire. A select few rulers of Farrador request to be buried within the Divine District, along with their families, to be one with the gods in life and death. The rest are normally buried within Hearthhelm. Each king is given a tomb, and holy men and women take care of the upkeep and watch over any visitors who come to pay their respects.

King Dalren ruled over Farrador more than 200 years ago. He was often referred to as Dalren the Pious for his dedication to the gods. He lived a happy life with Queen Maya until his life was cut short while on a scouting mission for an ancient artifact of Zeus: the sword of storms.

King Dalren's tomb is one of the most visited in Macandire; however, this stream of guests came to an end just days ago. Stewards of the crypt swore they saw dark figures rising in the night and bones moving as if animated, and they heard cries from suffering mortals.

The stewards called for a brave adventurer to come to the crypt to defeat whatever dark spell was placed on the tomb.

ENTER THE CRYPT

You arrive at the crypt just two days after the first sighting. Since then, the entrance has been sealed off, and a guard from Macandire has stood watch.

When you arrive, a middle-aged human woman quickly approaches you.

She says, "Thank you so much for coming! We need a hero now more than ever. My name is Marian. I'm sure you've heard by now. Something nefarious is going on down there, and we stewards don't have the training to rid the tomb of it. Please go down there and restore the tomb to what it once was. I don't have much aid to offer you now, but I do have a potion you can take. When you return, we will see that you are rewarded for your efforts."

She takes a moment to explain to you the layout of the crypt. You now know every nook and cranny of the design.

With that, she nods to another steward. The guard moves away from the door, and the door is unbarred. You may now enter the Crypt of King Dalren!

You are also given a *potion of healing*.

1. DESCENT

You walk through the door and immediately see a staircase descending into the crypt. There is no artificial illumination.

You are now entering the crypt. You must also provide some sort of light source.

When you are ready, see **Area 2**.

2. OFFERING CHAMBER

At the base of the stairs is an obvious entrance and greeting hall. You spot a table with three chairs up against a wall, a brazier that is currently dormant, and elegant murals painted on the walls. They all depict different scenes of King Dalren. From offering food to the poor to fighting off giants, it seems there was no threat too large for Dalren.

This is where most guests are brought to honor Dalren and his family. They would burn an offering within the brazier to be sent to rest with Dalren in the afterlife. Only certain guests are allowed deeper into the crypt.

Aside from some fun imagery to gaze at, nothing of value is in this chamber.

When you are ready, proceed to **Area 3**.

3. PREPARATION CHAMBER

The deeper into the crypt you go, the colder and more sinister it becomes. This room is quite different from the one you just traveled. This is obviously designed to prepare bodies to be buried and/or house the tools necessary to complete the upkeep of the crypt.

Since no one has been buried here for many years, you primarily find brooms, buckets, rags, and more items used to clean the crypt. One door leads north, and another leads south.

If you proceed through the north door, see **Area 4**.

If you proceed through the south door, see **Area 5**.

4. TREACHEROUS TOMBS

You enter a room dedicated to housing the dead. Multiple coffins rest within the walls of this catacomb. It is a dull scene to say the least. However, your attention is swiftly taken by a sword that slashes past your face! You look over to see three risen skeletons beginning to attack!

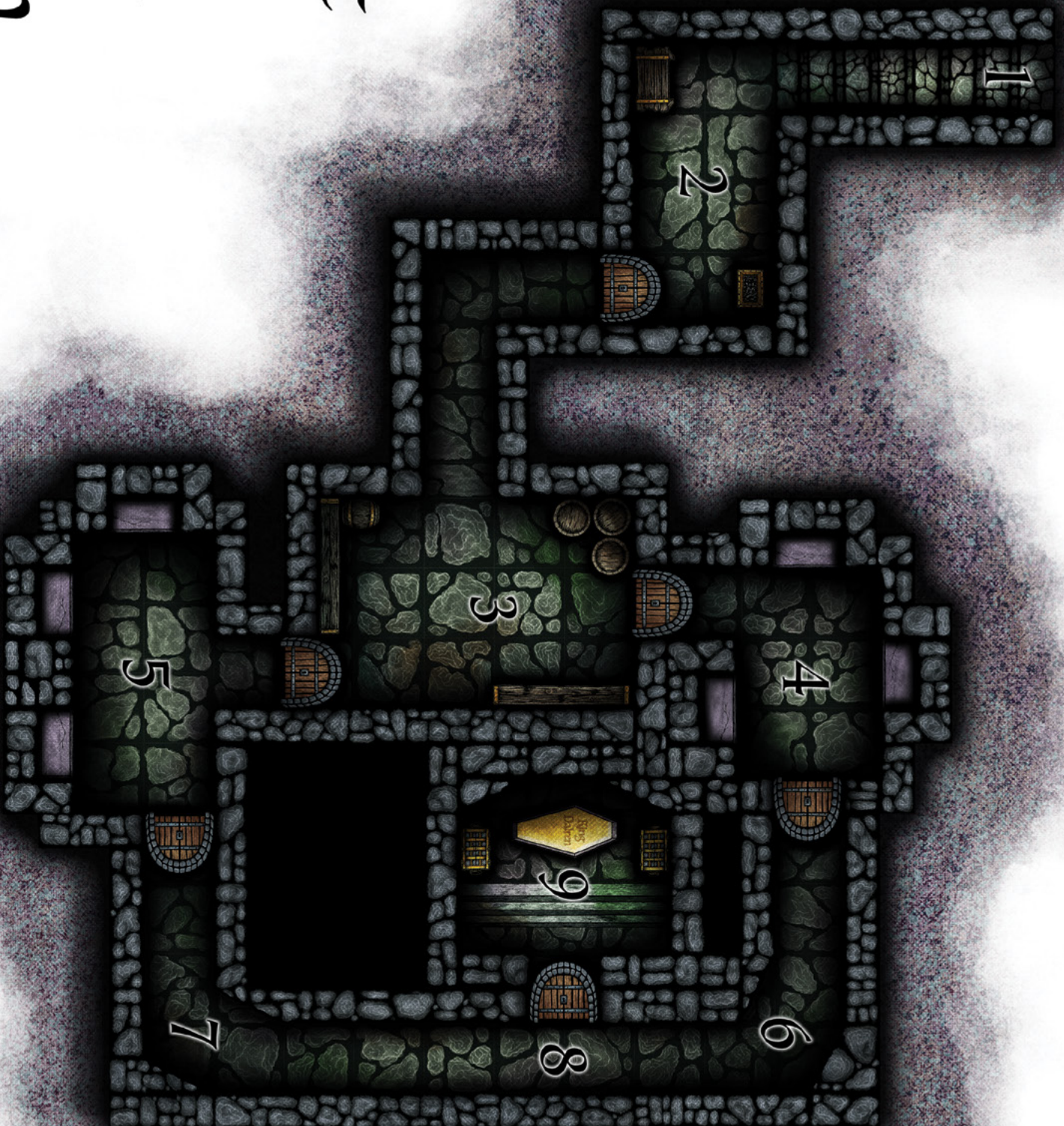
Roll for initiative against the 3 **skeletons**. If you successfully destroy the undead, keep reading. If you are defeated, roll a new character.

The skeletons return to simply being piles of bones. A great victory against the undead!

A quick search of the room reveals three open caskets that likely belonged to the three skeletons. The other four caskets remain sealed. If your character has a way of reinforcing them so they stay sealed, you may do so.

When you are ready, see **Areas 3 or 6** for more options.

Crypt of King Dahren



5. CALAMITOUS CATACOMBS

You step foot into a section of catacombs within the crypt. From a visual inspection, you count nearly 12 caskets in the room. However, you notice that four are open. You immediately spot four zombies walking toward you!

Roll for initiative against the 4 **zombies**! If you defeat the undead, keep reading. If you are defeated, roll a new character.

The walking dead fall to the ground in defeat. An easy battle against the army of the dead.

A quick search of the room reveals that four caskets are indeed open. The other eight caskets remain sealed. If your character has a way of reinforcing them so they stay sealed, you may do so.

When you are ready, see **Areas 3 or 7** for more options.

6. MAGNIFICENT MURAL

As you turn the corner to go deeper into the crypt, you see another beautiful mural painted on the wall.

This depicts a young boy, likely Dalren, in humble

commoner's clothes feeding the poor with fish and bread. It then shows that same boy a few years older riding in a chariot race. He seems to be in the lead. It then shows him as a young adult being crowned king.

The mural cuts off here, but it seems to continue on the other side.

Dalren's youth is shown in these paintings. Aside from the history lesson, nothing of value is here.

When you are ready, proceed to **Areas 4, 7 or 8**.

7. MARVELOUS MURAL

Another mural is painted on the walls here. The first scene shows Dalren as a young man. He stands in front of his army defending the pass to Mog Boldar from a stream of orcs trying to penetrate Farrador. It then shows Dalren walking a mountain path in a blizzard while he wears only simple rags. The last image is of him as a middle-aged man worshipping before the Temple of Olympus in the Divine District.

This side of the mural seems to depict Dalren as an adult rather than a child. Aside from the history lesson, nothing else of value is here.

When you are ready, proceed to **Areas 5, 6 or 8**.



8. INTO THE TOMB

As you come to the final door of the crypt, you notice one last mural on the wall opposite the door. It is Dalren in his later stages of life with gray hair and a matching beard. He stands as if posing for a portrait, but all around him are different figures each placing a hand on his shoulder. They seem to be all the Olympians. You spot Zeus, Poseidon, Hera, Demeter, Athena, Artemis, Apollo, Hephaestus, Aphrodite, Ares, Hermes, Dionysus, and even Hestia and Hades.

The gods are with Dalren and you.
When you are ready, see **Area 9** to enter the tomb.
You may also return to **Areas 6** or **7**.

9. DALREN THE DEAD

You come to the final chamber of the crypt: the resting place of King Dalren. The chamber is wide and large. Ahead of you, two staircases lead up to a platform rising about five feet above the floor. You see a large yet humble stone coffin resting on the floor. Above the coffin is a white banner with the symbol of a hearth. You move forward, but as you do, an undead abomination leaps up from behind the coffin to attack!

Roll for initiative against King Dalren the Pious (a **ghoul**). If you are successful fighting the ghoul, keep reading. If you are defeated, roll a new character.

With one last gasp, King Dalren falls to the ground. He will now have his eternal slumber.

You immediately feel warmth and light enter the chamber. For a moment, you panic that somehow a fireball was set off; however, that is not the case. You look up to the hearth banner and notice that it is glowing a fiery red. It is emanating light and heat as if it were magical!

Now that you have cleared the crypt of any harm, you return to Marian. She thanks you sincerely for taking care of the undead problem. A few days later, the high priests inspect the crypt. They conclude that some sort of curse was put on Dalren and his family at the time of his death. They will investigate this manner with more experienced adventurers.

Marian gives you a reward of 100 gold pieces! She also offers you a **ring of requirement** (see **Appendix II: New Magic Items**). She says it was passed down from Dalren to his living relatives. They see it only fit that you should carry it into battle to remember the legacy of Dalren.

Congratulations on successfully clearing the Crypt of King Dalren! When you are ready, proceed to where you left off in the main storyline.



CHAPTER 19: EAST WATCH

TALE OF THE TOWERS

Three prominent guard towers are within Farrador: North Tower, East Watch, and River Guard. North Tower guards the road leading to the great city of Macandire. River Guard protects the trade river from banditry or river monsters. East Watch once protected the road from Mog Boldar, but it now lies dormant.

Years ago, a sentry blockade was placed at the road leading to Mog Boldar as a greater defense. Since the sentry has done its job, there was no need for East Watch. The guards were pulled from the tower and redeployed to the blockade. Since then, no one has inhabited the tower.

Recently, some village folk from Mistwood swore they saw small creatures crawling into the tower day and night. These complaints were eventually sent to Farrador Keep. Unless the threat at the tower — if it exists — is “kingdom level,” adventurers from the keep generally take care of such smaller squabbles. Even though this is the kingdom’s property, it is likely an adventurer can take care of it with no issue.

MISTWOOD

The town of Mistwood is a humble village. Half the residents either work in the inn, general store, or shrine, and the other half work in Macandire, Farrador Keep, a surrounding farm, or Lakehaven. The economy of Mistwood is relatively dependent on travelers spending their coin in town. However, Macandire gives the village great tax relief as it is the oldest village in Farrador. They want to preserve it like an artifact of the realm.

SWORD AND SPELL INN

Galand Lightbrook, a middle-aged human, and his wife Yanna, a middle-aged half-elf, own this notable inn and tavern. The Sword and Spell has been the go-to inn for travelers and adventurers since Farrador was pieced together. It is not uncommon for the students of Farrador Keep to venture south and have an entertaining and relaxing night out. The locals adore their patronage as the economy is bolstered and they feel safe in the presence of such skilled warriors. Plus, the bards of the keep always put on a fantastic show!

If your character stays at the inn during the adventure, the cost is 2 gold pieces per night. Mille — Galand and Yanna’s daughter—operates a small kitchen. Galand can be found behind the bar tending to patrons every night.

SWORD AND SPELL INN MENU

Item	Cost
Chicken and Bread	3 silver
Beef and Potatoes	4 silver
Noodles and Chicken Bits	5 silver
Lakehaven Silver Sunfish & Lemon	6 silver
Lakehaven Lager	4 silver
Mistwood Mead	5 silver
Cortix’s Cruisin’ Chianti	2 gold

GHENT’S GENERAL STORE

Ghent Goldbender left his life of nobility in Myth Alar to have a quiet, humble life. This high elf attempts to cultivate a fine selection of goods for the locals, travelers, and adventurers. Coming from a family of vast wealth working in the gold industry, Ghent is no stranger to harsh negotiations. However, he wields his golden tongue only against greedy merchants attempting to profit off the central location of Mistwood. He can often be seen masterfully persuading merchants into lower prices so he may best serve the community of Mistwood and Farrador.

To buy goods from Ghent, consult your respective game system’s guide of mundane adventuring supplies. Since you are an adventurer doing good by the realm, Ghent offers you a 10% discount while you are doing work in benefit of Farrador.

TEMPLE OF THE GODS

Here you can find the second oldest shrine to the Olympians in all Farrador. The oldest resides in the Divine District of Macandire. The massive temple has individual shrines for Zeus, Poseidon, Hera, Demeter, Athena, Artemis, Apollo, Hephaestus, Aphrodite, Ares, Hermes, Dionysus, and even Hestia and Hades.

If your character donates to charity or performs downtime activities in a holy setting, they may be performed in the Temple of the Gods.

FOUNTAIN OF HERA

A beautiful fountain mimicking the goddess Hera presenting a staff to the heavens can be found in the center of Mistwood. The original founders of Mistwood thought Hera the best candidate of the statue as she is the goddess of family. They believed the gods and family to be of the utmost importance in life.

If you toss a gold coin into the fountain, your character has a 20% chance of coming under one magical effect. If you do not get blessed, you may try again 24 hours later. You can benefit from this blessing only once per day.

1d6	Blessing
1	4 temporary hit points
2	+1 to saving throws
3	+1 to hit
4	+1 to all damage
5	+1 to Armor Class
6	<i>Bless</i> spell for 12 hours



INTO THE TOWER

Alfie Fitz gives you your quest. Venture to Mistwood, talk to the locals, gain information on the happenings around East Watch, then proceed there to take care of any issues. Simple enough, right?

When you are ready, continue reading.

You travel southeast to Mistwood from Farrador Keep. You must have traveled these roads hundreds of times by now going on practice missions or nights out in Mistwood and Macandire. However, it feels different this time. You are traveling as a full-fledged adventurer. No professor or tactician is watching over you.

After a while you reach Mistwood. It is just turning from morning to afternoon. You stroll into town and head to the Unctuous Unicorn Tavern. This is where the locals have gathered to tell you about their sightings.

You enter the tavern to find six locals already there. As you enter, they begin praising you immediately. You sense they are genuinely fearful of what lies within East Watch.

One woman says, "They were menacing, but small!"

Another says, "Hardly the size of a child, but they all had swords!"

A man says, "Can't pay me to go over there! No, sir! Here I will stay!"

You get the idea they did not get a great look.

As they settle, a young girl steps out from behind her mother.

She confidently says, "They're goblins."

The entire crowd turns to her, astonished.

The girl continues, "It was obvious, wasn't it? Flat face, pointy ears? Can't be elves. They're goblins. I'm sure of it. I've read about them in 'Farrador: A History.'"

You don't recall goblins being shown in "Farrador: A History." You get the idea she was lying to cover up the fact that she has been doing some in-depth reading about monsters, an act you are sure her parents would disapprove of.

You ask her if she knows anything else.

She replies, "I can't be sure, but I overheard them talking about a boss. Seemed like the boss wasn't another goblin."

Her mother looks at her, astonished.

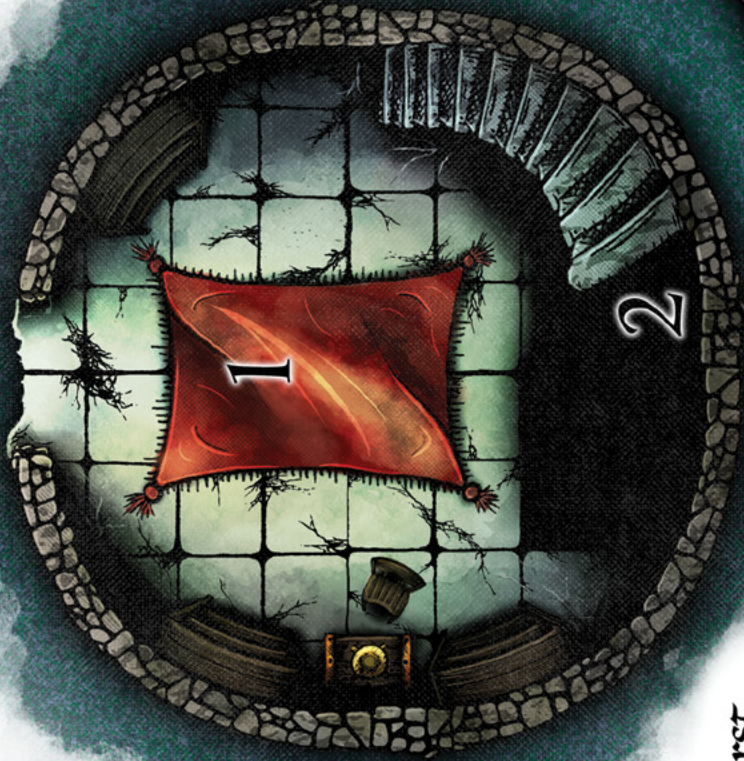
The girl goes on, "What? I'm small and stealthy. I'm going to make a great ranger." She looks up at you as if she is proud to be in the presence of a Farrador Keep graduate.

You thank her for her information. As you do, her mother turns her away and leads her out of the tavern.

You have your lead: goblins and a "boss." The only way to find out what is going on is to head to East Watch.

East Watch

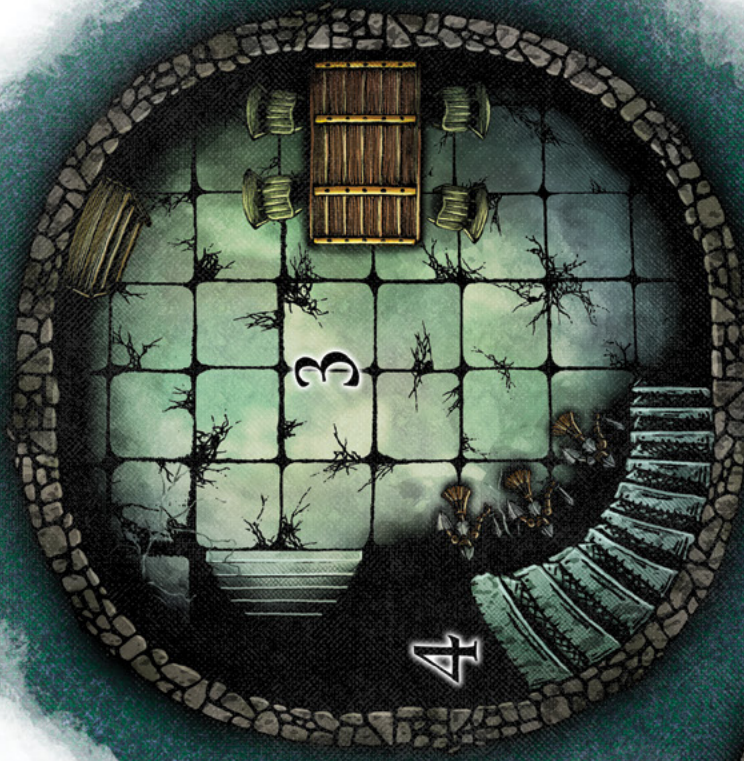
Second
Floor



First
Floor



Third
Floor



1. EAST WATCH

You soon approach East Watch, a noble, mighty tower fallen to the hardships of age. Vines grow nearly to the top, windows are broken out, and the stone has eroded, leaving patches in the pristine figure.

It is quiet up the path. Seems like the only thing to do is to head into the tower.

When you are ready, continue reading.

You step to the entrance of the tower. With one last breath of fresh air, you head in.

Immediately as you enter, you see two goblins attempting to move a bookcase away from the wall. Neither of them looks at you but one says, "Lend a hand, will ya?"

A second later, he looks over to you and his eyes widen. They put down the bookcase and draw their scimitars in unison!

Roll for initiative against the 2 **goblins**. If you are successful and defeat the creatures, keep reading. If you are defeated, roll a new character.

The tiny humanoids fall with ease. You proceed.

The first floor of the tower is relatively dull. Bookcases, tables, and a rug are the only notable features.

You recover 12 gold pieces and 29 silver pieces from the goblins. When you are ready, see **Area 2**.

2. STAIRWAY

You find a curved staircase leading higher into the tower.

You may ascend higher to the next level of the tower. When you are ready, see **Area 3**.

3. THREE'S A CROWD

You ascend to the next level of the tower. Immediately as you enter the new floor, you are greeted by more goblins! They are just as aggressive and the two before!

Roll for initiative against the 3 **goblins**. If you are successful and defeat the goblins, keep reading. If you are defeated, roll a new character.

They should have sent four. Well done!

You look around but find little of value. It is obvious the tower was stripped of any meaningful items before it was abandoned.

You recover 15 gold pieces, 34 silver pieces, and 67 copper pieces from the goblins.

4. STAIRWAY

You find a curved staircase leading to the last level of the tower.

You may ascend higher to the next level of the tower. When you are ready, see **Area 5**.

5. THE BOSS

The final floor. The final encounter. You reach the top floor to find ... a bedroom. There is a bed with a chest at the foot, a table with a few chairs, and a bookshelf. A humble room, but a room, nonetheless.

What is odd is you do not find any being up here. No boss. Perhaps the girl misheard the goblins?

As that thought crosses your mind, you hear a high-pitched, yet guttural voice call out, "Leave now or suffer the consequences. You are in the presence of Azagoth the Cruel! Bow and exit."



If you leave the tower, you may return to Farrador Keep with no reward.
If you stay, keep reading.

“Fine then. You have chosen your fate. You will now discover why they call me Azagoth the Cruel!”

With that, a flying imp attacks!

Roll for initiative against the **imp**! Since it attacks from invisibility, it gets one round to attack you without a return action. If you successfully defeat the imp, keep reading. If you are defeated, roll a new character.

Azagoth or Azagone? Easy enough for a devil!

You search the room to find that the mighty Azagoth had a unique item in his chest. You recover a *weapon of wonder* (see **Appendix II: New Magic Items**). You also find 34 gold pieces and 54 silver pieces.

With that, you have successfully cleared East Watch!

You return first to Mistwood to inform the village of your triumph. The little girl, who informs you her name is Cecilia, is proud to hear that her knowledge helped you successfully complete the quest.

If you ever need to rest at Mistwood or need somewhere to store your belongings, the Unctuous Unicorn is open to you. Also, if you have recovered the *ring of requirement*, you may opt to have your donations go toward Cecilia’s family fund to send her to Farrador Keep.

Lastly, you return to Alfie with the good news. He is happy for you but not at all surprised that you handled the quest with such diligence and haste. He rewards you with 100 gold pieces.

He then leaves you to go back to “whatever else you are up to” and mutters about how perhaps now the court will listen to him about putting soldiers at East Watch again.

Congratulations on successfully clearing East Watch! When you are ready, proceed to where you left off in the main storyline.

CHAPTER 20: CONCLUSION

LAST WORDS

Your story has come to an end, but your legacy will live on. While the threats have been expelled, there is always evil working within the darkness. Take some time to rest, but always know that your next greatest adventure is right around the corner!

A NOTE FROM THE AUTHOR

It is with my sincerest sentiment that I thank you for exploring the realm of Farrador and adventuring *Into the Unknown*. My first project as an 18-year-old game designer was designing Farrador for Pacesetter Games' *Rise of the Nefarious*. While that adventure does not delve into the rich history that Farrador has to offer, it is my most adored work. It led me to the point where I am today where I can share these stories with you, the hero. For without the hero, there is no song to sing, no tale to tell. Remember, there are many paths within this story. If you ever feel as if you need some of that Farrador magic to light the way, grab some dice and adventure once again *Into the Unknown*! I sincerely hope you enjoyed your adventure. Always remember, your next greatest adventure is right around the corner!

APPENDIX I: NEW MONSTERS

ANIMATED STATUE

Medium construct, unaligned

Armor Class 15
Hit Points 30 (6d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	7 (–2)	20 (+5)	8 (–1)	7 (–2)	8 (–1)

Senses passive Perception 8
Languages —
Challenge 1 (200 XP)

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 4 (2d8 + 4) bludgeoning damage.
Rock. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.
Hit: 4 (2d6 + 2) bludgeoning damage.

BHULVAR THE PRIDEFUL

Medium humanoid (dwarf), lawful neutral

Armor Class 14
Hit Points 32 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
13 (+1)	16 (+3)	17 (+3)	9 (–1)	12 (+1)	13 (+1)

Skills Deception +3
Senses Darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish, Elvish
Challenge 1 (200 XP)

Actions

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage.

BIJOU WARRIOR

Medium humanoid (dwarf), lawful neutral

Armor Class 13 (studded leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	14 (+2)	13 (+1)	8 (+1)	11 (+0)	12 (+1)

Skills Deception +3
Senses Darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish, Elvish
Challenge 1/4 (50 XP)

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) slashing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

BRAN, THE SHADOWBLADE KING

Medium humanoid (dwarf), lawful neutral

Armor Class 18 (plate armor)
Hit Points 32 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
13 (+1)	18 (+4)	17 (+3)	9 (–1)	12 (+1)	13 (+1)

Skills Intimidation +3
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Dwarvish
Challenge 1 (200 XP)

Unseen. May apply Dexterity bonus to Battleaxe attacks.
Unseen Fury. Bran deals an extra damage die when it hits with a weapon attack (included in the attack).

Actions

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.
Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target.
Hit: 11 (2d6 + 4) piercing damage.

BRUSHWOOD TERROR

The brushwood terror stalks its prey by making itself nearly unseen within living or dead brush. Its magical bark allows it to grow a healthy coat of vine and grass or become withered like a dying tree. These terrors disguise themselves in packs to lurch out at unsuspecting travelers. They stand only three feet tall and look like an amalgamation of branch, grass, root, and other flora in humanoid form.

BRUSHWOOD TERROR

Small plant, neutral evil

Armor Class 14 (natural armor)
Hit Points 8 (2d6 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHR
6 (-2)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3
Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages understands Common but can't speak
Challenge 1/4 (50 XP)

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) slashing damage.

CHICKEN, GREATER

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 23 (3d10 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	12 (+1)	14 (+2)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 14
Languages —
Challenge 1 (200 XP)

Actions

Multiattack. The greater chicken makes two attacks: one with its peck and one with its talons.
Peck. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) piercing damage.
Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage.

ERANAR THE VILE

Medium humanoid (human), lawful evil

Armor Class 13 (16 with mage armor and ring of protection)
Hit Points 27 (5d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Skills Arcana +6, History +6
Senses passive Perception 11
Languages Common, Dwarvish Elvish, Infernal, Abyssal
Challenge 1 (200 XP)
Spellcasting. Eranar is a 5th-level wizard. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The following wizard spells are prepared:
Cantrips (at will): acid splash, firebolt, light, prestidigitation
1st level (4 slots): chromatic orb, mage armor, magic missile, shield
2nd level (3 slots): mirror image, misty step, ray of enfeeblement
3rd level (3 slots): counterspell, fly, lightning bolt

Actions

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

GORNIR THE SAVAGE

Medium humanoid (human), lawful evil

Armor Class 12 (leather armor)
Hit Points 17 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
14 (+2)	11 (+0)	13 (+1)	12 (+2)	13 (+1)	15 (+2)

Skills Deception +4
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Dark Devotion. Gornir has advantage on saving throws against being charmed or frightened.

Actions

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

KNIGHT JESTER

Medium humanoid (human), chaotic evil

Armor Class 18

Hit Points 32 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
13 (+1)	18 (+4)	12 (+1)	9 (–1)	12 (+1)	18 (+4)

Skills Deception +6, Performance +6, Stealth +6

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Aquan, Celestial, Infernal

Challenge 1 (200 XP)

Knight Jester's Lute. The Knight Jester has access to his lute, his only true power of magic. See **Appendix II: New Magic Items**.

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

LIZARDFOLK WARRIOR

Medium humanoid (lizardfolk), unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHR
13 (+1)	11 (+1)	12 (+1)	7 (–2)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +3, Survival +3

Senses passive Perception 13

Languages Draconic

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) piercing damage.

Heavy Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 4) bludgeoning damage.

RUG OF SMOTHERING, LESSER

Medium construct, unaligned

Armor Class 12

Hit Points 27 (6d8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHR
15 (+2)	13 (+1)	10 (+0)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (100 XP)

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.

Actions

Smother. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 12). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 6 (1d6 + 3) bludgeoning damage.

SHADOWBLADE BARTENDER

Medium humanoid (dwarf), lawful neutral

Armor Class 12 (leather armor)

Hit Points 21 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
14 (+2)	12 (+2)	15 (+2)	8 (+1)	11 (+0)	12 (+1)

Skills Deception +3

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 1/2 (100 XP)

Actions

Mug. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage.

SHADOWBLADE DWARF

Medium humanoid (dwarf), lawful neutral

Armor Class 12 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	14 (+2)	13 (+1)	8 (+1)	11 (+0)	12 (+1)

Skills Deception +3

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 1/4 (50 XP)

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

SHADOWBLADE FORGEMASTER

Medium humanoid (dwarf), lawful neutral

Armor Class 12 (leather armor)

Hit Points 21 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	14 (+2)	15 (+2)	8 (+1)	11 (+0)	12 (+1)

Skills Deception +3

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 1/2 (100 XP)

Actions

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

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

SHADOWBLADE HOUND

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	14 (+2)	13 (+1)	3 (–4)	13 (+1)	7 (–2)

Skills Perception +3

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Actions

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

SHADOWBLADE JAILOR

Medium humanoid (dwarf), lawful neutral

Armor Class 12 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	14 (+2)	13 (+1)	8 (+1)	11 (+0)	12 (+1)

Skills Deception +3

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 1/4 (50 XP)

Actions

Spiked Chain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

UNSEEN ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	13 (+1)	13 (+1)	7 (–2)	10 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/8 (25 XP)

Actions

Battleaxe. *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.

SHADOWBLADE WARMASTER

Medium humanoid (dwarf), lawful neutral

Armor Class 18 (plate armor)

Hit Points 21 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
16 (+3)	12 (+2)	15 (+2)	8 (+1)	11 (+0)	12 (+1)

Skills Deception +3

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 1/2 (100 XP)

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

UNSEEN ORC CHIEFTAIN

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 18 (3d8 + 4)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHR
12 (+1)	13 (+1)	14 (+1)	7 (–2)	10 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (25 XP)

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

UNSEEN ORC MEDIC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (3d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	14 (+2)	14 (+1)	7 (–2)	10 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/4 (50 XP)

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

URUK THE UNRELENTING

Medium humanoid (half-orc), chaotic evil

Armor Class 13

Hit Points 24 (4d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	13 (+1)	17 (+3)	9 (–1)	12 (+1)	13 (+1)

Skills Intimidation +3

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

APPENDIX II: NEW MAGIC ITEMS

ARMOR OF THE UNSEEN

Armor (plate armor), rare

This suit of armor warps in size to the wearer. It also provides the wearer with the ability to reroll a Deception check or Dexterity saving throw 1d3 times per day (rolled at dawn). Once the charges are used, the wearer must wait to use this ability until dawn.

GLOVES OF SAVAGERY

Wondrous item, uncommon (requires attunement)

The wearer has the ability to channel the innate inner savagery of the god Azaketh. The wearer is now granted a critical strike on a roll of 19 or 20.

JAILOR'S CALL

Wondrous item, rare (requires attunement)

This jet-black, shadowed whistle may be used to summon an aspect of the unseen. As a bonus action, a character may blow the whistle to summon a **Shadowblade hound** (see **Appendix I: New Monsters**) to protect them. This whistle may be used only once every seven days.

KNIGHT JESTER'S LUTE

Wondrous item, rare (requires attunement by a spellcaster or musician)

The Knight Jester's lute is a one-of-a-kind crafted instrument from the bardic halls of Myth Alar. This lute grants the user +1 on to their spell attack rolls and spell save DC. The user may also cast the following spells once per day each: *bane*, *blindness/deafness*, *sleep*, and *unseen servant*. The spells use your spellcasting ability and spell save DC.

NOCTURNAL BOW

Weapon (longbow), rare (requires attunement)

This rare bow was created in the fires of the Forge of Hephaestus and blessed for a child of Athena. This bow functions as a +1 *magical bow*, but at night, the bow taps into its nocturnal owl nature and becomes a +2 *bow*. The user may also cast the *bless* spell with it once per day. This spell uses your spellcasting ability and spell save DC.

RING OF REQUIREMENT

Ring, rare (requires attunement)

Once the wearer attunes to this ring, they may make a life pact with a god, goddess, or charity. In doing so, the wearer donates 10% of their adventuring findings to the said deity or charity. As a reward for your service, you are given worldly protection. If you are fatally wounded, you instead are reduced to 1 hit point instead of 0. This ability can function only once per week. If you discontinue your charity, the ring no longer functions, and you are in the poor graces of the deity or charity.

RING OF RESTORATION

Ring, rare (requires attunement)

Meant to restore the user's life force, this ring bestows the wearer with healing. Twice per day, the wearer may roll 1d8 + Wisdom modifier and regain that amount of hit points.

STAFF OF THE ANGLER

Staff, uncommon (requires attunement)

Forged by minions of the sea god Poseidon, the *staff of the angler* was created to aid adventurous fishermen in times of need. The staff is a +1 *magical staff* that also provides the user with +1 to their spell attack rolls and spell save DC. The user also gains the ability to breathe underwater with a swim speed of 30 and may cast *control water* once per day. This spell uses your spellcasting ability and spell save DC.

TOME OF KNOWLEDGE

Wondrous item, very rare

Few *tomes of knowledge* exist. Only a fearless and heroic adventurer could uncover them within the dungeons or lairs where they reside. If you are so lucky to come across a *tome of knowledge*, you may spend one day reading the knowledge it has to impart. At the end of the day, you may increase one ability score by +1. Once this act is performed, the tome crumbles to dust, out of existence forever.

TRIDENT OF FORKING

Weapon (trident), uncommon

This magical, golden trident acts as a +1 weapon. It has two unique abilities. Instead of having damage dice of 1d6 and 1d8 versatile, this trident does 1d8 damage and 1d10 versatile. Also, it is able to retract to the simple form of a classic dinner fork. When attuned, you decided what action word causes the fork to transform into the golden trident. If the word is spoken while in trident form, it reverts to its fork form.

WARMASTER'S BRACERS

Wondrous item, uncommon (requires attunement)

These bracers forged within Shadowblade Mountain allow the wearer to hone their aggressive and defensive styles of attack. While attuned, you now have +1 to attack rolls and +1 to AC.

WEAPON OF WONDER

Weapon (alterable), rare (requires attunement)

The *weapon of wonder* is a +1 weapon; however, if the user is attuned and holding the weapon, they may transform it into any fashion they would like (longsword, spear, longbow, etc.). Also, if you roll a natural 20 to hit, there is a 1% chance that your target turns into a chicken for eternity. Not even a *wish* spell can reverse this curse.

APPENDIX III: COMPANIONS

AGA

Small kobold, neutral

Armor Class 12 (natural armor)
Hit Points 11
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
8 (–2)	15 (+2)	13 (+1)	8 (–1)	7 (–2)	8 (–1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic

Pack Tactics. Aga has advantage on an attack roll against a creature if at least one of Aga's allies is within five feet of the creature and the ally isn't incapacitated.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.
Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

ALRIC

Medium human, chaotic good

Armor Class 15 (studded leather)
Hit Points 18
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
13 (+1)	17 (+3)	13 (+1)	12 (+2)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +5
Senses passive Perception 14
Languages Common, Elven, Giant

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage.
Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

AMISRA

Medium human, lawful good

Armor Class 16 (chainmail)
Hit Points 11
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
16 (+3)	11 (+0)	13 (+1)	12 (+2)	13 (+1)	11 (+0)

Skills Athletics +5, Perception +3
Senses passive Perception 13
Languages Common, Elvish

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage.
Longbow. *Ranged Weapon Attack:* +2 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

AMNAR

Medium dwarf, chaotic good

Armor Class 16 (chainmail)
Hit Points 12
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
16 (+3)	11 (+0)	14 (+2)	9 (–1)	10 (+0)	11 (+0)

Skills Athletics +5, Intimidation +2
Senses passive Perception 10
Languages Common, Dwarvish

Actions

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) bludgeoning damage.
Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

ASHRYN

Medium finfolk, chaotic good

Armor Class 11 (14 with *mage armor*)

Hit Points 7

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
9 (−1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	16 (+3)

Skills Arcana +3, Perception +3, Persuasion +4

Senses passive Perception 13

Languages Common, Dwarvish, Infernal

Spellcasting. Ashryn is a 1st-level sorcerer. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The following sorcerer spells are prepared:

Cantrips (at will): *firebolt*, *light*, *poison spray*, *prestidigitation*
1st level (2 slots): *mage armor*, *thunderwave*

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 − 1) bludgeoning damage, or 3 (1d8 − 1) bludgeoning damage if used with two hands.

BELIN

Medium dwarf, chaotic good

Armor Class 16 (chainmail)

Hit Points 12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	16 (+3)	14 (+2)	9 (−1)	10 (+0)	11 (+0)

Skills Acrobatics +5, Intimidation +2

Senses passive Perception 10

Languages Common, Dwarvish

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BELDORA

Medium dwarf, lawful good

Armor Class 15 (scale mail)

Hit Points 9

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
14 (+2)	13 (+1)	12 (+1)	11 (+0)	16 (+3)	9 (−1)

Skills Religion +5, Perception +5

Senses passive Perception 15

Languages Common, Dwarvish

Spellcasting. Beldora is a 1st-level cleric. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The following cleric spells are prepared:

Cantrips (at will): *guidance*, *spare the dying*
1st level (2 slots): *bless*, *cure wounds*, *healing word*, *shield of faith*

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 − 1) bludgeoning damage, or 3 (1d8 − 1) bludgeoning damage if used with two hands.

DAEMYLA

Medium dwarf, neutral good

Armor Class 11 (14 with *mage armor*)

Hit Points 7

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
9 (−1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	16 (+3)

Skills Arcana +3, Perception +3, Persuasion +4

Senses passive Perception 13

Languages Common, Dwarvish, Infernal

Spellcasting. Daermyla is a 1st-level sorcerer. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The following sorcerer spells are prepared:

Cantrips (at will): *firebolt*, *light*, *ray of frost*, *prestidigitation*
1st level (2 slots): *burning hands*, *mage armor*

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 − 1) bludgeoning damage, or 3 (1d8 − 1) bludgeoning damage if used with two hands.

FINNA

Medium human, lawful good

Armor Class 15 (scale mail)

Hit Points 9

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
14 (+2)	12 (+1)	12 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Religion +5, Nature +5, Perception +5

Senses passive Perception 15

Languages Common, Dwarvish

Spellcasting. Finna is a 1st-level cleric. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The following cleric spells are prepared:

Cantrips (at will): *guidance*, *spare the dying*

1st level (2 slots): *bless*, *cure wounds*, *healing word*, *shield of faith*

Actions

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.

KETHEND THE QUIET

Medium finfolk, lawful good

Armor Class 14 (leather armor)

Hit Points 14

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
14 (+2)	17 (+3)	13 (+1)	12 (+2)	14 (+2)	13 (+1)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Common, Aquan

Actions

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

RISCA

Medium finfolk, neutral good

Armor Class 15 (scale mail)

Hit Points 8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
9 (–1)	14 (+2)	10 (+0)	11 (+0)	16 (+3)	10 (+0)

Skills Nature +5, Perception +5

Senses passive Perception 15

Languages Common, Aquan

Spellcasting. Risca is a 1st-level druid. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The following druid spells are prepared:

Cantrips (at will): *druidcraft*, *thornwhip*

1st level (2 slots): *cure wounds*, *faerie fire*, *healing word*, *thunderwave*

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one

target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

RONNAR

Medium human, neutral good

Armor Class 11 (14 with *mage armor*)

Hit Points 7

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
9 (–1)	12 (+1)	12 (+1)	17 (+3)	12 (+1)	14 (+2)

Skills Arcana +5, History +5, Persuasion +4

Senses passive Perception 11

Languages Common, Dwarvish, Elvish, Celestial

Spellcasting. Ronnar is a 1st-level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The following wizard spells are prepared:

Cantrips (at will): *firebolt*, *light*, *prestidigitation*

1st level (2 slots): *mage armor*, *magic missile*, *shield*

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one

target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

APPENDIX IV: TREASURE

If you find a treasure while adventuring, the value can be found here. Note, this is the price the merchant gives you for the treasure.

If your character would like to negotiate, roll a DC 15 Persuasion check. If you pass, the merchant gives you the value + an additional 10%.

Treasure	Value
Golden ring inset with a rose quartz	15 gold
Garnet	1 gold each
Gold, silver, and copper ewer set	5 gold
Silver bracelet with an emerald inset	8 gold
Jade statue of a snake about to strike	15 gold
Silver ring with a red garnet	3 gold
Green and blue uncut gems	8 gold
Red uncut gem	2 gold each
Silver necklace with an emerald pendant	10 gold
Bronze bracelet	2 gold
Fire red gem	2 gold each
Uncut diamond	50 gold each
Large aquamarine	10 gold each
Ornate silver ewer	2 gold each
Small statue of Cerberus	10 gold
Gold necklace with an emerald pendant	20 gold
Ivory drinking horn with ancient runes	15 gold
Golden ring	8 gold
Strange supplies	40 gold
Uruk's belongings	135 gold pieces
King's possessions	225 gold pieces

APPENDIX V:

WANDERING MONSTERS

If your character performs a long rest at a detailed location (any numbered location), you must roll for wandering monsters a total of three times. Checks are made at dusk, midnight, and dawn.

If your character performs a short rest, you roll on the chart only once. Also, roll if called for in the adventure.

1d6	Encounter
1	Wolf
2	Bandit
3	Goblin
4	Elf travelers near starvation*
5	Cultist
6	Lizardfolk Warrior (see Appendix I: New Monsters)

* If you encounter the starving elves, 1d4 appear. They beg for food. If you have the means to feed them and do so, you will be under the effects of the *bless* spell for one day.

APPENDIX VI: FOOTLOCKERS

Roll 1d10 once for each footlocker found.

1d10	Contents
1	Ring worth 5 “n” (n = 50% silver, 30% copper, 30% gold)
2	Used rags
3	Giant's toe worth 5 gold pieces
4	Skull pendant necklace worth 2 gold pieces
5	Painted rocks
6	Bracelet made of kobold teeth
7	Necklaces made of shark teeth
8	7 gold pieces
9	<i>Bag of holding</i> (can be found only once)
10	7 days of rations

APPENDIX VII: NEW RACES

FINFOLK

The finfolk are a race of humanoid fish-like people that are natives to Starland Bay area in southern Farrador. Their communities are very welcoming and full of wise people who take in anyone who is in need. Originally, they were coastal settlers; however, some hungered for what the rest of the world had to offer, so they set out to explore other settlements. Since then, they have been good neighbors and allies to those residing within Farrador.

The finfolk are natural hunters and/or healers. Since their settlements started out outside conventional society, they have had to rely on themselves for survival. They are dexterous and wise, which many cite as their sole reason for surviving. Being naturally amphibious creatures, they excel in water-type scenarios as well.

FINFOLK TRAITS

Your finfolk character has the following traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Finfolk reach maturity at age 12 and can live up to 125 years.

Alignment. Finfolk tend toward lawful alignments as the structure of their communities is what guides and protects them in life. They are generally good in nature as they take in anyone that in need. However, there are those who prefer survival of the fittest.

Size. Finfolk are about a foot taller and bulkier than humans. The fins that extend from many points on their body make them seem larger. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Natural Scavenger. If you are in the wilderness, you have the innate ability of foraging for food. You are able to locate fresh water and sources of nutrition (berries, plants, wildlife, etc.) if any are in your area. You can locate enough food for five people every hour.

Sly Survivor. As a bonus action, you can add +10 to stealth rolls for one minute as you blend yourself with your surroundings. This benefit lasts until you are noticed by a hostile or neutral creature. You may use this ability once per long rest.

Languages. You can speak, read, and write Common and Aquan.

FINFOLK HUNTER

The hunters of the community are those who rise to protect and provide for the tribe. Although finfolk are muscular and large, they tend to value dexterity over brute strength. The hunters go out in groups of three to five to search for wildlife for the tribe to eat. If there is a threat to the village, the hunters are the first to stand and fight. The hunters prefer to fight with swords in melee and bows at a distance thanks to a friendly band of elves who aided their mastery. They often methodically strategize before approaching the enemy. While the hunters and sages do join each other if the threat is calamitous, generally the hunters are more than capable of protecting their people.

Ability Score Increase. Your Dexterity score increases by 1.

Ancestral Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Survivalist. You are proficient with the Survival skill. Additionally, if you are attempting to track an enemy you have wounded, you get advantage on doing so.

Masterful Precision. You are able to identify an enemy's weak point and react quickly on your mistakes. When you miss with a weapon attack, you may immediately use your reaction to make another attack with advantage. After you use this ability, you cannot use it again until you finish a short or long rest.



BIJOU DWARF

This uncommon race of dwarves is a close cousin to those that reside within mountains. Once a sturdy, formidable people, they have now turned to the more elegant side of life. They found a wealth of gems and other minerals in their mines, and they now prefer to focus on the finer side of life.

The Bijou (bee-zho) are natives of Dun Bhuldar within Farrador. They are naturally charismatic and openly welcome the presence of magic within their settlements. They are constantly looking to grow their wealth; however, they still take care of others and are constant donors to the less fortunate living within Lakehaven or other villages living in squalor. However, a few believe they should join higher societies of humans and elves in other lands.

Ability Score Increase. Your Charisma score increases by 2. Alternatively, you may increase your Charisma score by 1 and your Intelligence score by 1.

Jeweler's Proficiency. You gain proficiency with jeweler's tools.

Inadvertent Charmer. You know either the *message* or *minor illusion* cantrip. When you reach 2nd level, you can cast the *charm person* spell once per long rest and regain its use at dawn. When you reach 5th level, you can cast the *calm emotions* spell once per long rest and regain its use at dawn. Charisma is your spellcasting modifier for these spells.

Note: Since this is a subrace of dwarf, you also gain the inherent benefits of being a dwarf. These can be found in the core rules.

FINFOLK SAGE

The sages of the tribe are the wise leaders who are tasked with showing the way for the others. For the finfolk, sage and elder are synonymous. While there are elders within the tribe that are either hunters or commonfolk, the sages are seen as the spiritual and political guides of the tribe.

These sages often either practice divination magic or are healers; however, they generally study any magics for the betterment of the tribe. A pivotal moment in a sage's life is leaving the tribe for an extended period of time to study and learn new practices to bring back to the tribe. Since finfolk mature around age 12, most set off on this journey anywhere from ages 13 to 15.

Ability Score Increase. Your Wisdom score increases by 2.

Innate Scholar. You are proficient with either the Arcana or Medicine skill.

Spirit Guide. Once per day you call upon the will of the wild spirits to aid you or your allies. Each friendly creature within 30 feet of you gains a d6 worth of inspiration for the next 10 minutes. This die may be added to an ability check, attack roll, or saving throw. The creature may add the die before or after the d20 is rolled. After you have used this ability, you cannot use it again until you finish a long rest.

Alternately, you may use this ability on yourself alone. In this case, you gain an additional +2 to the inspiration die roll.

This die becomes a d8 at 5th level and a d10 at 10th level. At 15th level, you may use this die twice per day.



APPENDIX VIII: NEW SUBCLASSES

ELEMENTAL RANGER

As an elemental ranger, you study the elementals of the world in order to harness and manipulate their energies. You make fire, earth, water, and air your allies. You are able to use the elements as a tool in your hunting abilities.

EXTENDED SPELLCASTING LIST

At 3rd level, you are able to use the elements to your advantage when you cast spells. These spells are available for you to learn and count toward your spells known.

Ranger Level	Spells Available
3	<i>earth tremor, feather fall, ice knife, searing smite</i>
5	<i>earthbind, flaming sphere, gust of wind, Snilloc's snowball swarm</i>
9	<i>erupting earth, fly, Melf's minute meteors, wall of water</i>
13	<i>control water, fire shield, stone shape, storm sphere</i>
17	<i>control winds, flame strike, maelstrom, transmute rock</i>

ELEMENTAL HUNTER

At 3rd level, you learn to pull the elements to you. During a short rest, you are able to choose one of the following effects as the elements surround you. You can have only one of the following abilities active at a time:

SCORCHING SLICER

You force the fire around you to draw to your blades. You do an additional 1d4 fire damage on each melee weapon attack.

EARTH GUARDIAN

You strengthen the mud and rock around you to help your defenses. You gain +1 to your Armor Class and to Constitution saving throws. Earth guardian increases to +2 at 6th level and +3 at 12th level.

FROST SNIPER

You force the water around you to bind to your ammunition. You deal an additional 1d4 cold damage on ranged weapon attacks. The die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

SWIFT SOLDIER

You allow the air around you to help your movement. You gain a bonus 1d4 to Stealth and Acrobatics checks, and a movement increase of 5 feet.

ENERGY ADEPT

At 7th level, your connection to the elements strengthens. When you are hit by an attack that deals fire, cold, or lightning damage, you can use your reaction to make one weapon attack. This attack deals an additional 1d6 damage. You can use this feature a number of times equal to your Wisdom modifier per long rest.

ADVANCED ELEMENTAL HUNTER

At 11th level, you master the ability to harness and manipulate the elements. You gain resistance to the following damage type while focused on the corresponding elemental hunter ability.

Elemental Hunter	Gained Resistance
Scorching slicer	Fire
Earth guardian	Force
Frost sniper	Cold
Swift soldier	Lightning

ELEMENTAL MASTER

The elements around you begin to work in harmony. At 15th level, you are able to have two separate elemental hunter abilities active at once.



PATH OF THE RUIN SEEKER BARBARIAN

Born with unnatural gifts, path of the ruin seeker barbarians operate at the crossroads of strength and magic. You are able to weave magic where none is thought to exist, if you have not already crushed your foes.

SPELLCASTING

When you choose this primal path for your barbarian, you harness the wild and untapped magic within you.

CANTRIPS

You learn two cantrips from the sorcerer's spell list. You learn an additional cantrip of your choice at 10th level.

SPELL SLOTS

The ruin seeker barbarian spellcasting table shows how many spell slots you have to cast your sorcerer spells of 1st level or higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended uses of spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL OR HIGHER

You know three 1st-level sorcerer spells of your choosing. Two of these spells must be of the evocation or abjuration magic schools.

The spells known column of the ruin seeker spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choosing and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer's spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells because you know magic through natural or wicked means. Use Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier in setting a spell saving throw or spell attack bonus.

Spell Save DC = 8 + Proficiency Bonus + your Charisma Modifier

Spell Attack Bonus = Proficiency Bonus + your Charisma Modifier

RUIN SEEKER SPELLCASTING TABLE

Barbarian Level	Spells Known	Spell Slots			
		1st Level	2nd Level	3rd Level	4th Level
3rd Level	2	2	—	—	—
4th Level	3	3	—	—	—
5th Level	3	3	—	—	—
6th Level	3	3	—	—	—
7th Level	6	4	2	—	—
8th Level	6	4	2	—	—
9th Level	6	4	2	—	—
10th Level	7	4	3	—	—
11th Level	7	4	3	—	—
12th Level	7	4	3	—	—
13th Level	9	4	3	2	—
14th Level	9	4	3	2	—
15th Level	9	4	3	2	—
16th Level	10	4	3	3	—
17th Level	10	4	3	3	—
18th Level	10	4	3	3	—
19th Level	11	4	3	3	1
20th Level	11	4	3	3	1

RUNIC ARMOR

At 3rd level, when calculating unarmored defense, you can choose to use Charisma instead of Dexterity in calculating Armor Class.

The Ruin Seeker Armor Class = 10 + Constitution Modifier + Charisma Modifier

EXHAUSTING SPELL

At 6th level, you can up cast any spell you have access to but doing so puts your body to the test. You can choose to cast any spell you know at a higher level than the slot consumed to cast it. Doing so makes you take a level of exhaustion. For example, if you are a 7th-level barbarian and cast a 2nd-level scorching ray, you can cast the spell at 3rd-level instead, but you take one level of exhaustion.

CONCENTRATED RAGE

At 10th level, while you are raging, you are able to cast spells and maintain concentration on spells.

RELENTLESS CASTING

Starting at 14th level, you learn one 6th-level spell or lower from any spell list. You can cast this spell once per long rest without expending a spell slot. Additionally, your spells that deal damage while raging include the rage bonus.



APPENDIX IX: CHARACTER CREATION

Since this campaign will take the characters through some unique areas of adventure, we thought it best that the players have the option to mimic this uniqueness with character creation. This is a fun and simple way to come together and fine tune your group before you set out on your next best adventure. If your players are interested in using a random character generator, roll one time each on the following charts:

D10	Race
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Halfling
7	Half-Orc
8	Human
9	Bijou Dwarf
10	Ffolk

D12	Class
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

D10	Alignment
1	Lawful Good
2	Neutral Good
3	Chaotic Good
4	Lawful Neutral
5	True Neutral
6	Chaotic Neutral
7	Lawful Evil
8	Neutral Evil
9	Chaotic Evil
10	Reroll

D10	Personality Trait
1	I've spent so long in training I know little of the outside world.
2	I am very tolerant of any and all beliefs.
3	Sarcasm is my most volatile weapon.
4	Never tell me the odds.
5	I must always be the center of attention.
6	I am quiet and reserved until you get to know me.
7	I react with emotions before seeking logic.
8	I seek to find a deeper meaning in anything that comes my way.
9	My word means everything.
10	I speak what comes to mind, even if it is better unspoken.

D8	Ideals
1	Tradition. I will follow the traditions in which I was raised and pass it on to my friends and family.
2	Greed. I am in it for the coin and the coin alone.
3	Wrath. Anyone who crosses myself or my friends will suffer.
4	Envy. The shine of a thousand spotlights is never enough.
5	Fairness. I treat all equally and how I would like to be treated.
6	Charity. I donate a portion of my earnings to local shelters and orphanages.
7	Aspiration. I determined to be the greatest at what I do.
8	Independence. No one controls me – I only follow laws that I agree with.

D8	Bond
1	I will always pay 10% of my adventuring profit to my hometown orphanage.
2	My honor defines me.
3	I am in debt to a leader of a criminal organization. I must pay them back or take their life.
4	I will take down any person who strides to harm nature.
5	I face every challenge head on and fight my own battles.
6	We must protect those who cannot protect themselves.
7	Nothing is more important than the pursuit of knowledge.
8	I will do anything to be the very best. I will leave my rival in the dust.

D8	Flaw
1	I grab every loose coin I see, even if it is not mine.
2	I struggle with trusting anyone I come across.
3	I tend to overthink every situation.
4	I have nearly unobtainable expectations for myself.
5	I often am careless with my own safety and others.
6	I will do anything to be the most well-known adventurer the earth has ever known.
7	My first reaction to disagreements is violence.
8	Survival of the fittest, and I will survive.

D12 Background

- 1 Acolyte
- 2 Charlatan
- 3 Criminal
- 4 Entertainer
- 5 Folk Hero
- 6 Guild Artisan
- 7 Hermit
- 8 Noble
- 9 Outlander
- 10 Sage
- 11 Sailor
- 12 Urchin

D6 Family Status

- 1 My family comes from a long line of conquerors and rulers. However, none of which hold a significant position of power currently.
- 2 My parents run a simple tavern in a distant city. I intend to make them proud.
- 3 I have never met my parents, and I was raised from a young age by my older brother/sister.
- 4 My mother and father are nobles of high court. I have been sent out to prove myself.
- 5 I was raised by bears.
- 6 I grew up close to my sister who had strange ice powers. When our parents died when we were younger, she shut me out. Now she rules over a kingdom of ice and is rumored to sing inspirational songs to herself.

D8 Object of Great Personal Attachment

- 1 A fine plate that is a family heirloom (worth less than it looks)
- 2 A mundane brass lamp
- 3 A jar of dirt
- 4 A dull training sword from childhood
- 5 A leather bracelet with my mother's name engraved on it
- 6 A pet mouse
- 7 The first gold coin I ever earned
- 8 A wooden stick I once used as a toy wand

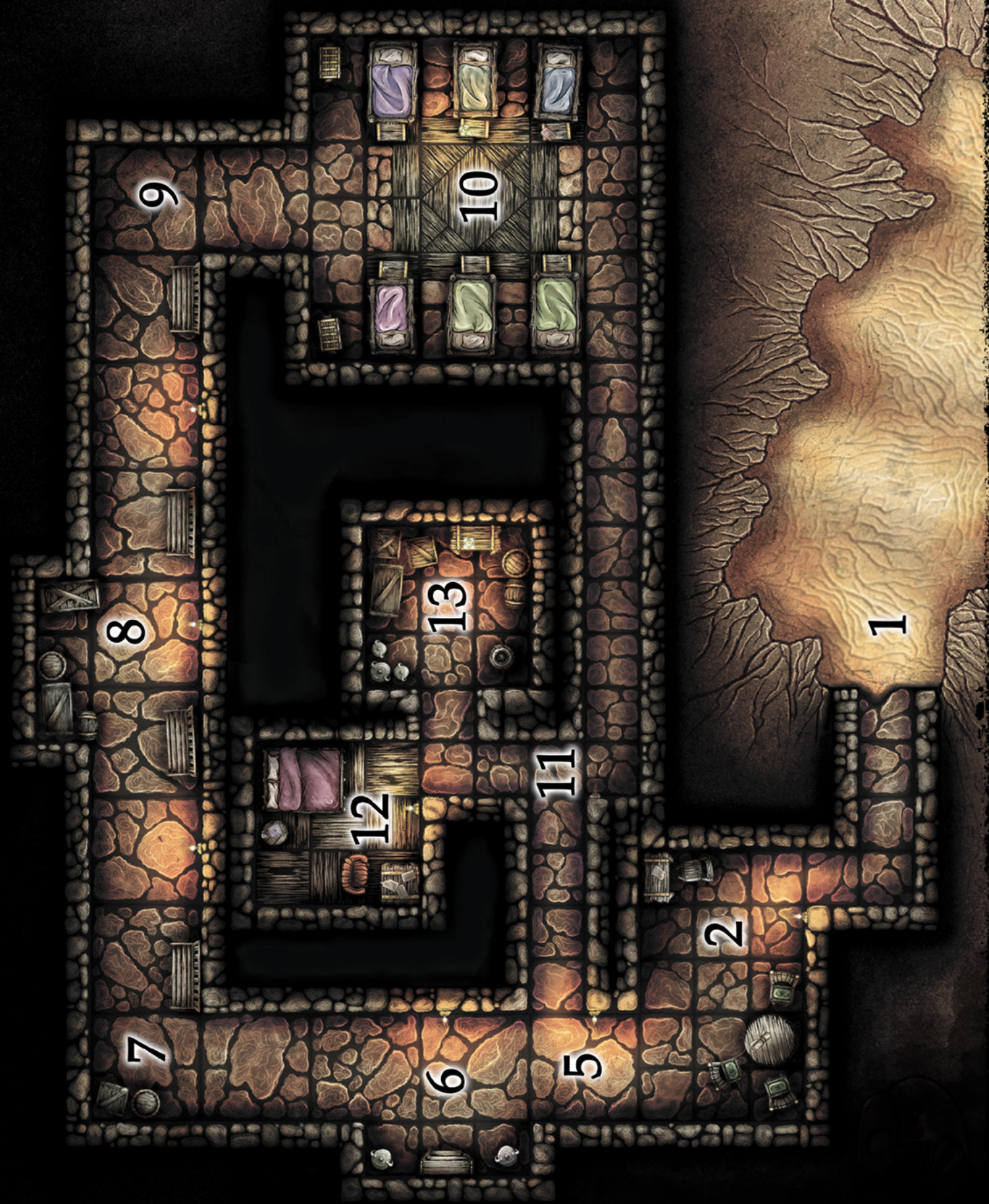


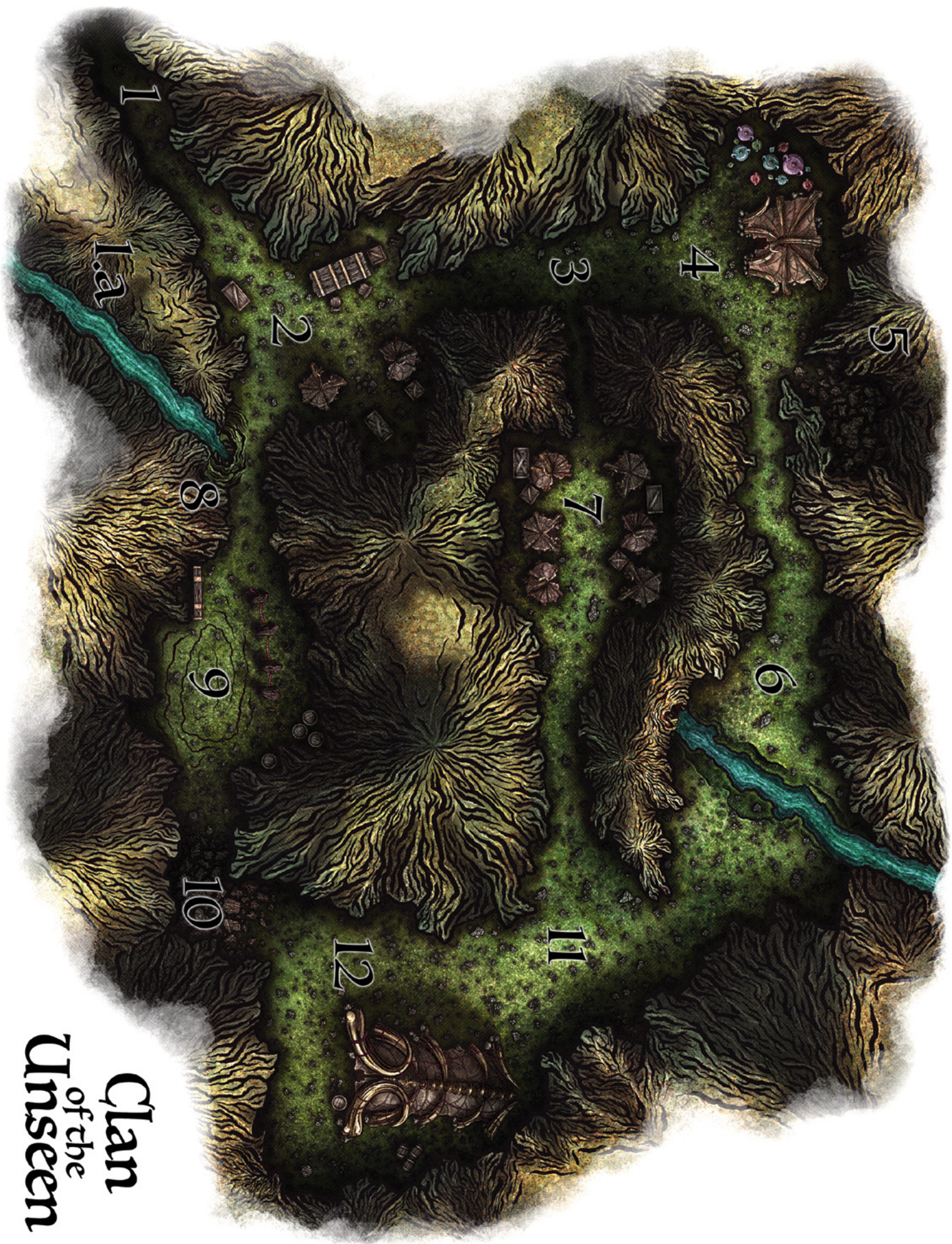


APPENDIX X: COMPLETE MAPS

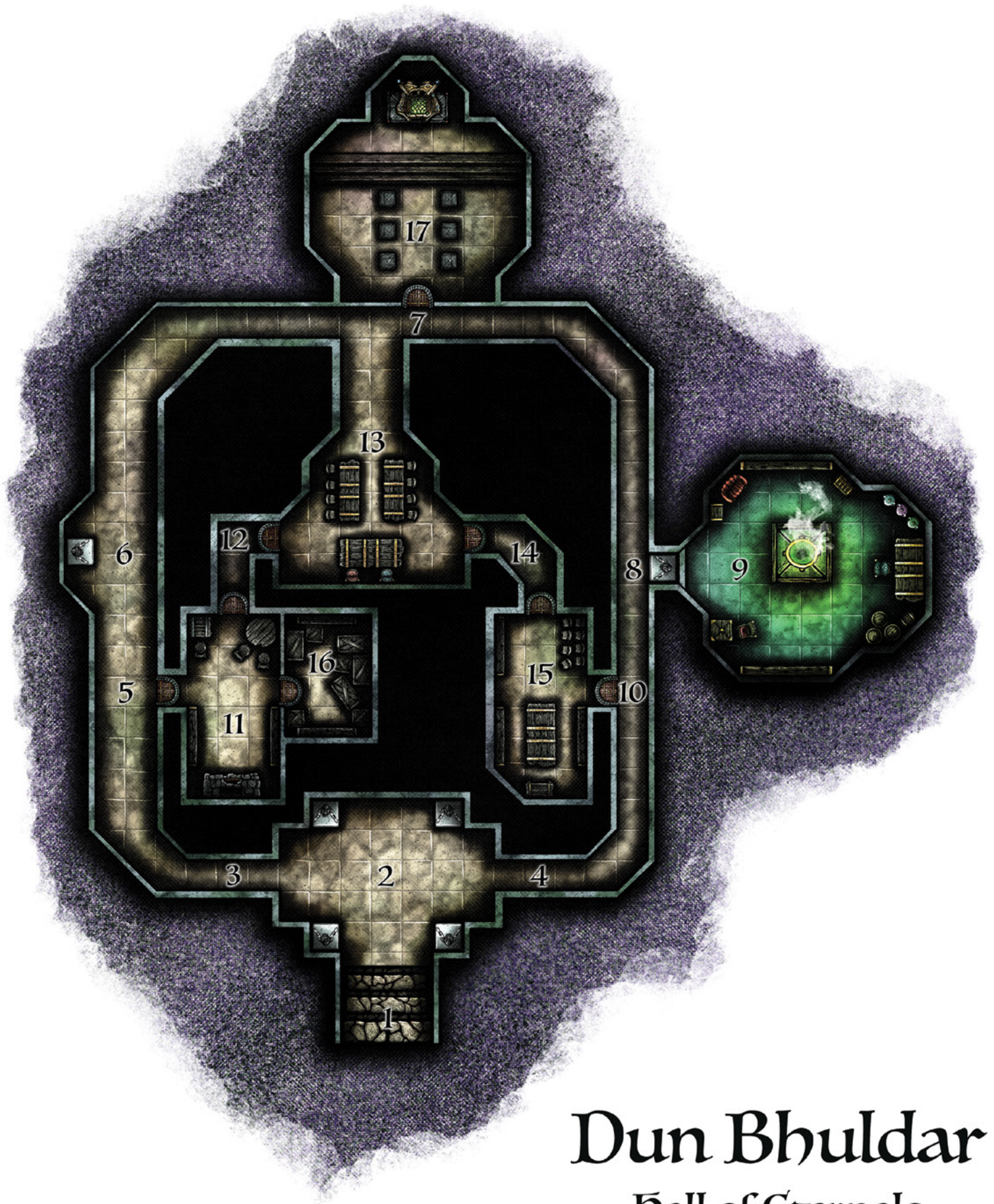


If you would rather see all the maps in their complete forms, reference this appendix along with the text to complete your adventures.

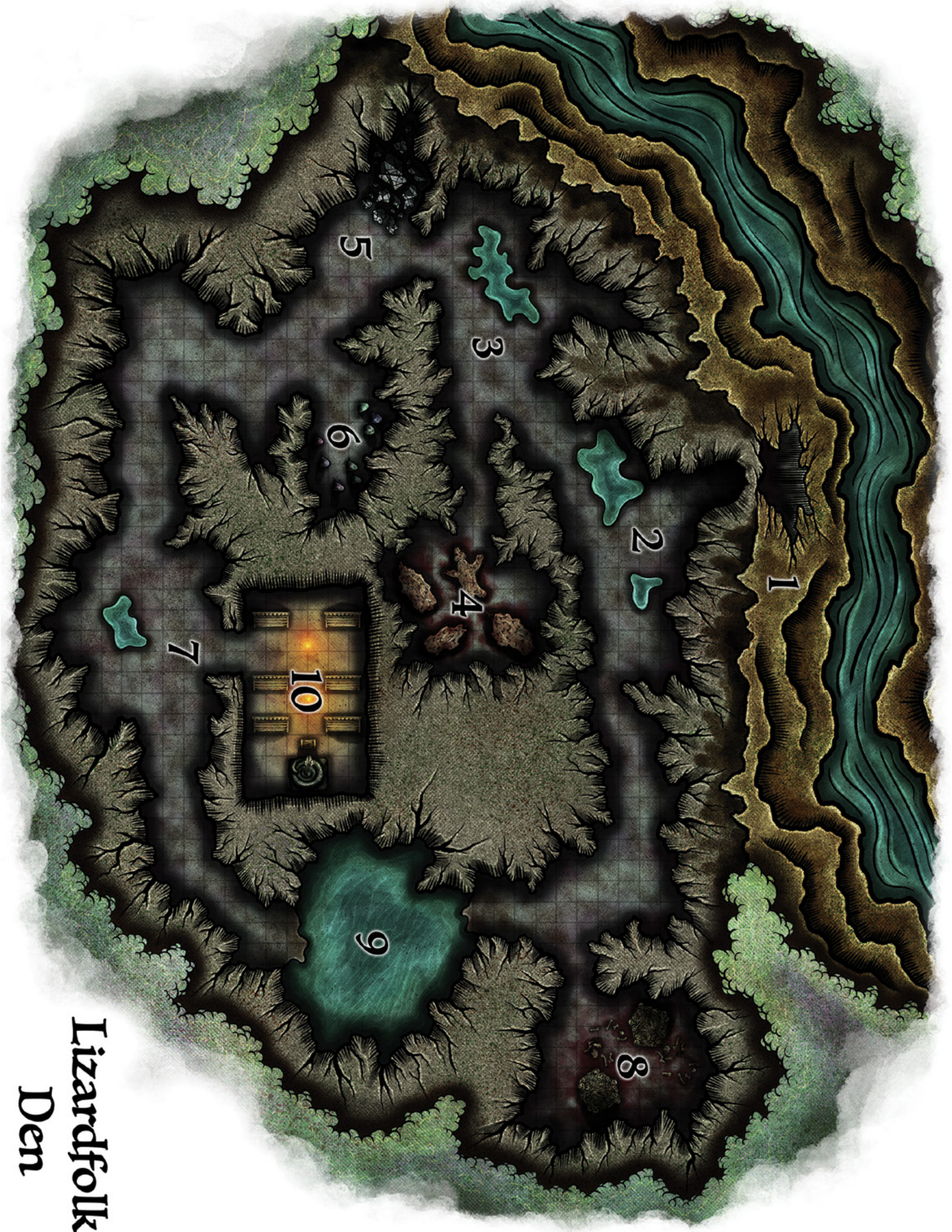




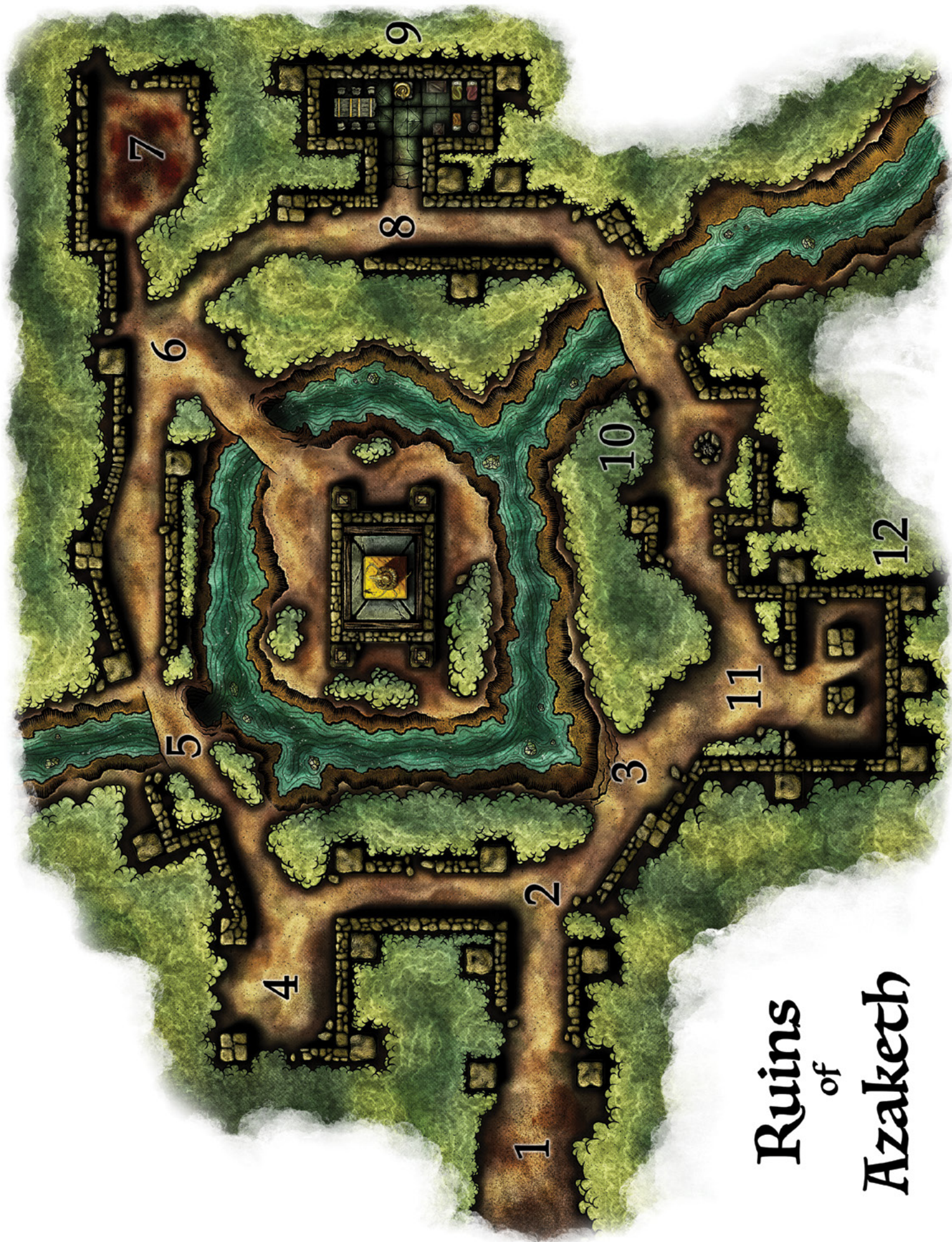
Clan of the Unseen



Dun Bhuldar
Hall of Eternals



Lizardfolk
Den



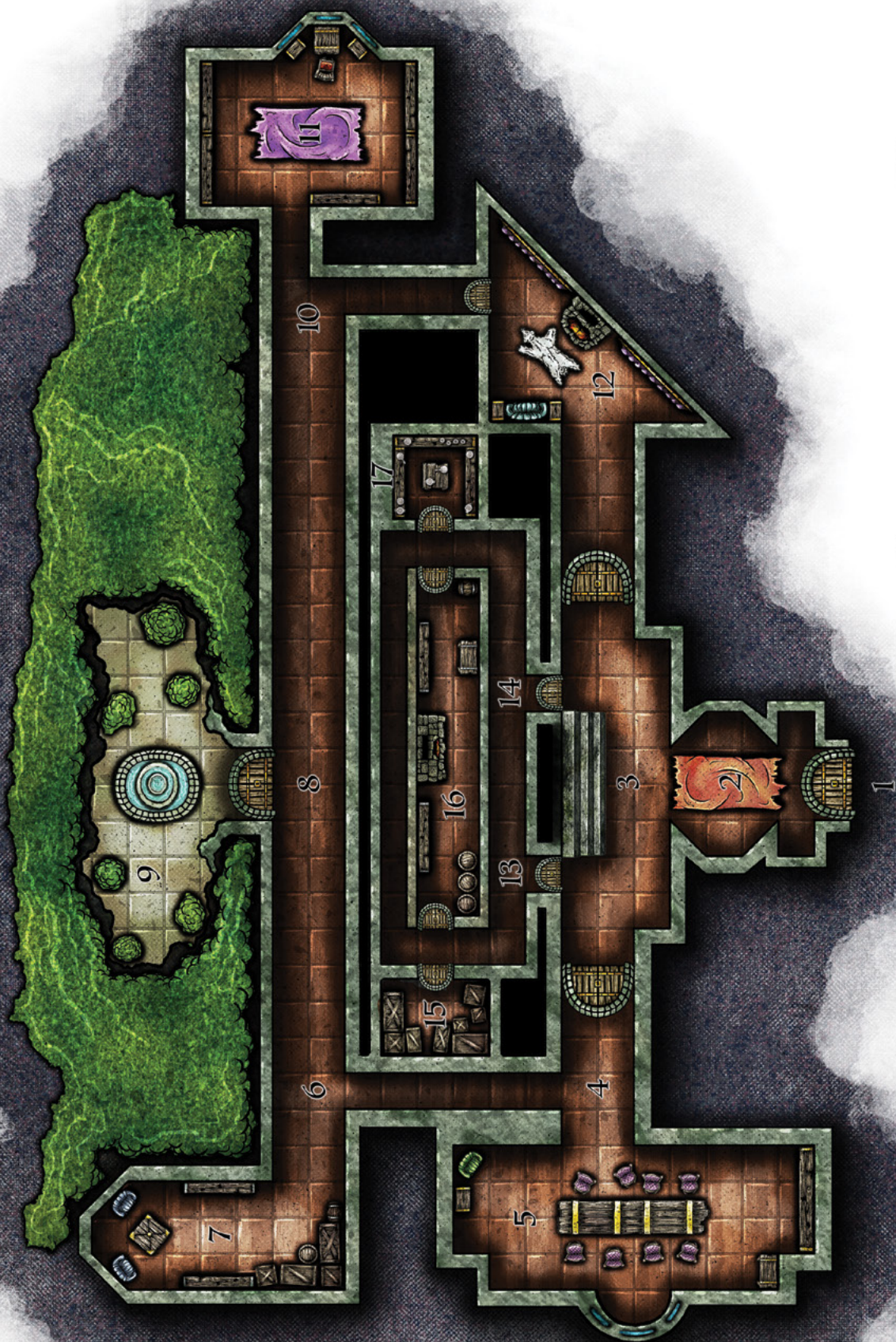
Ruins of Azaketh



Shadowblade Mountain

Stormview Manor

First Floor



Stormview Manor

Second Floor

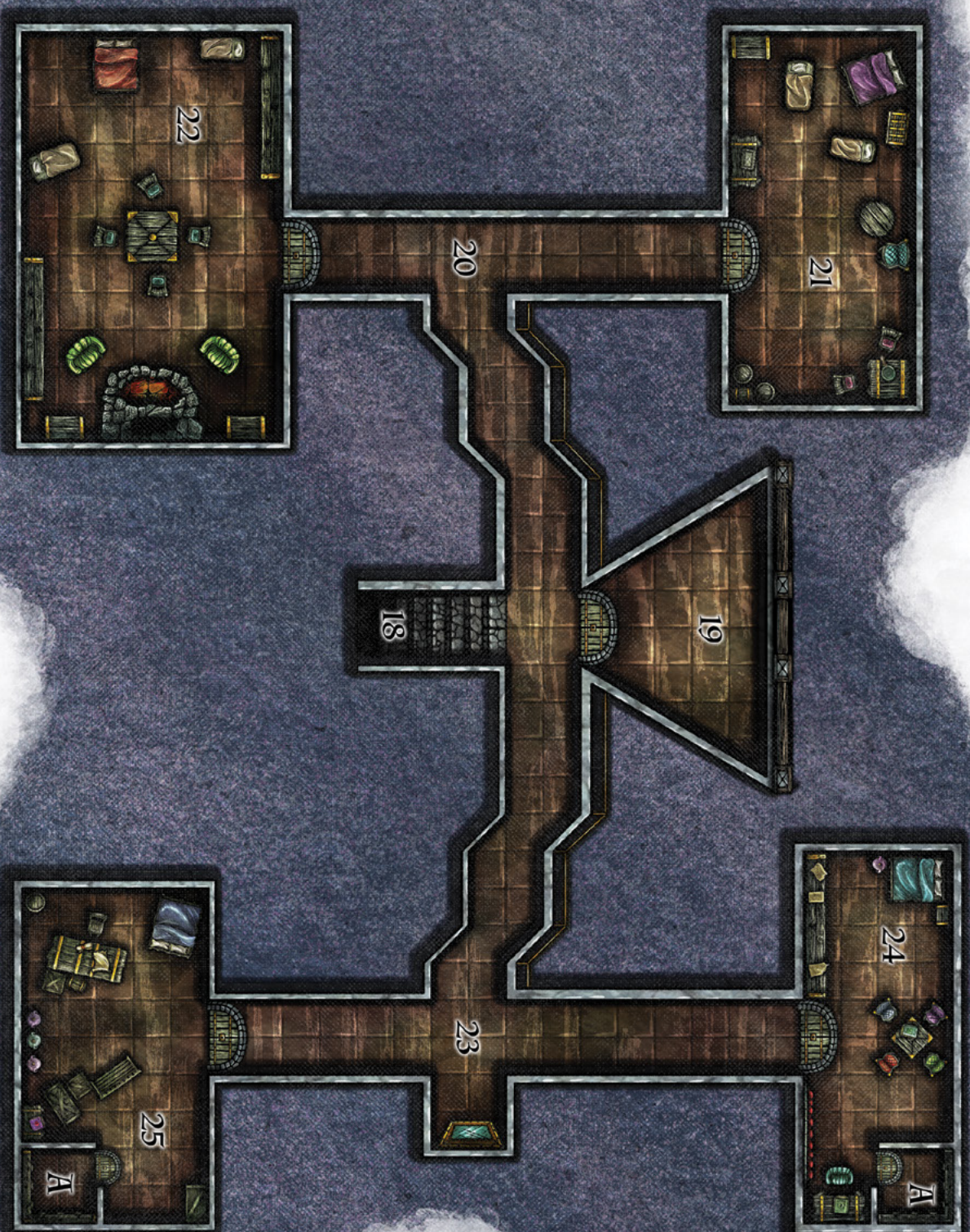


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