

A 5e Adventure for Character Levels 1-7

Heart of Darkness

SAMPLE

Part I: Shadows & Shrooms



SHADOW REALM
ADVENTURES



One does not become enlightened
by imagining figures of light, but by
making the darkness conscious.

- Carl Jung

SAMPLE

In Memorium

This adventure is deeply rooted in the memory of my late friend, Cole Wilson. Cole was an extraordinary and inspiring individual - a beacon of imaginative creativity and a powerhouse of intellect, possessing a wealth of knowledge that comprised a veritable cornucopia of ideas about the world and its history. Known for his ability to decipher hieroglyphics and his photographic memory, Cole was a unique and multifaceted person with a captivating presence. Behind his reclusive tendencies and rugged exterior lay a heart as soft as a teddy bear and a delightful sense of humor that charmed those fortunate enough to know him closely. I met Cole in the early 1990s, shortly after the loss of my father. Cole quickly became a cherished member of our weekly Dungeons & Dragons sessions, initiating a campaign that spanned five memorable years of Saturday afternoons in the smoke-filled basement of his home.

In addition to his love for fantasy, Cole had a fervent passion for multimedia design - a passion he generously shared with me. His enthusiasm and encouragement played a crucial role in steering me towards attending a college for multi-media design, a decision that would shape the course of my own creative journey.

The countless hours spent in his basement in between D&D sessions - hours filled with animated discussions about the intricacies of a world where magic was not just real but a political tool - remain some of the most profound influences on this adventure. During these brainstorming sessions, Cole's character Dr. Anton Faust was born and meticulously crafted. This character would eventually form the centerpiece of this narrative as its main antagonist.

The politics of magic, a theme that Cole and I spent hours dissecting, forms the backbone of the adventure that players are about to embark on. This narrative is a testament to Cole's lasting influence - his passion, creativity, and intellect that continue to inspire. Here's to you, Cole. May your adventures live on, not only in spirit but also in the pages of this adventure.

D&D and Self-Discovery

In the intricate world of politics and moral dilemmas woven within this game, players embark on a journey of self-discovery. They discern not only their characters' purpose, but their own as well. The exploration of the shadow realm, a poignant metaphor for the darker aspects of our humanity, prompts introspection. This game is a key, unlocking the hidden complexities within ourselves and revealing the multi-faceted nature of our thoughts and personalities.

Dungeons & Dragons grants the freedom to explore, create, and imagine without bounds. The choices made and actions undertaken reverberate within the game world, shaping the fate of characters without imparting tangible consequences on players. This creative liberty is boundless, constrained only by character attributes and the edges of imagination. The game provokes deep thought, offering a psychological depth unparalleled by other games. The true beauty of this game stems from the unpredictable evolution of characters. It fosters cooperative

teamwork through party politics, problem-solving, and navigating conflicting objectives within a group. Good characters may occasionally deviate from their alignment, and even those of evil disposition can perform acts of kindness. This fluid transformation is facilitated by the freedom to play in the shadows and not just in the light, unmasking the complex and multi-dimensional aspects of our personalities and acknowledging our own shadow side.

For me, Dungeons & Dragons served as a lifeline during my formative and challenging teenage years, in the wake of my father's passing. Encased in a restrictive military and religious environment, located in a small, repressive town, I struggled to find respite from the stifling boredom and social pressures of my surroundings. Dungeons & Dragons provided that escape. Within its bounds, I was free to create and explore a fantastical world, one that equipped me with the tools to navigate the very real dungeons and dragons of life.

Acknowledgments

A project of this magnitude would not have come to fruition without the dedication, insight, and creativity of a handful of brave adventurers, our play testers. Their enthusiasm for the world of Dungeons & Dragons and their commitment to this journey has been an inspiration.

Each of you, through your imaginative exploration, rigorous critique, and thoughtful feedback, have contributed significantly to shaping the "Heart of Darkness" adventure as it stands today. You have navigated the treacherous politics of magic, survived encounters with formidable foes, and helped in refining the narrative with each dice roll.

Your valuable feedback and insights have been crucial in identifying areas for improvement, balancing the encounters, and ensuring the overall flow of the narrative. Your unwavering commitment to the adventure, your characters, and the world we explored together has truly made this project a collaborative effort.

To each and every one of you, my sincerest gratitude. Your contributions have been invaluable in bringing the world of "Heart of Darkness" to life. Your footprints are etched in the streets of Siren's Bay, your shadows cast on this eternal realm, and your spirit echoes in the pages of this adventure. Thank you for joining me on this unforgettable journey.

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Contents

Introduction.....5
 Prologue.....5
 Running this Adventure.....5
 Timeline of Events.....6
 Introduction.....6
 Map of Arcanehold.....7
 The Adventure Begins.....8

Fat Dragon Inn.....9
 Fat Dragon Inn Map.....9
 Adventure Hooks.....9

Blue Mushroom Powder Table.....18

Random Encounter Table.....19

Blue Powder Murder.....20

The Crimson Caverns.....25
 Crimson Cavern Map.....26

Goblin Hideout.....30
 Goblin Hideout Map.....30

Temple of the Divine Shadow.....34
 Divine Shadow Temple Map.....36

Griftstone - City of Thieves.....38
 Griftstone Random Encounters.....39
 The Hourglass Assassin Guild.....44
 Hourglass Guild Map.....46

Skirmish in the Sewers.....53
 Black Ooze Mage.....57
 Griftstone Sewer Map.....58

The Dark Widow's Web.....59
 Dark Widow's House Main Level.....61
 Dark Widow Basement Level.....68
 Dark Widow's Sanctum of Shadows.....71
 Smuggler's Cove (Widow's Warf).....75
 Map of Smuggler's Cove.....77

The Silver Tree Temple.....78
 Silver Tree Temple Map Main Level.....79
 Silver Tree Temple Main Level.....80

Mages Convention.....84
 Symposium of Arcane Advancement.....86

Return to the Fat Dragon Inn.....88

Oakroot's Grim Harvest.....90
 Gnarledwoods.....94
 Sylvan Watcher.....98
 Hag's Rapture.....100
 Bandit Encampment.....103
 The Desperate Noble.....104

Lost souls of Riverflow.....105

Siren's Bay Hidden Depths.....107
 Church of the Emerald Sea.....108
 Silent Serpent Guild.....111
 Celestial Curiosities.....113
 Brotherhood of the Blade.....115
 Siren's Bay Library.....116
 Forbidden Section.....118
 Map of Forbidden Necromancy Chamber.....118
 Forbidden Necromancy Chamber.....119
 The Sea Mages Guild.....122
 Chartered Ship Map and Stats.....124
 Watery Waif Tavern.....125
 Siren's Bay Docks.....125
 Siren's Bay Colosseum.....127
 Gladiator Opponents.....130
 Colosseum Map.....132
 Siren's Bay Parliamentary Palace.....133
 Parliamentary Palace Map.....134

Ghost Ship in Siren's Bay.....138
 Side Quests.....143

APPENDIX A.....144
Magic Items.....144

APPENDIX B.....150
Books & Ancient Tomes.....150
 Shadows & Shrooms.....150
 Echo of Sundered Skies: A Cautionary Tale of Magic.....151
 The Raven Scriptures.....152
 Soul Anchors: Artifacts that Bind the Dead.....154
 The Rise and Fall of Dr. Faust.....156

APPENDIX C.....158
Random Encounters.....158
 Oakroot Trail Ambush.....158
 Og's Giant Hunger.....160
 Bump in the Night.....162
 Xahilde's Wrath.....164
 Farm Town Squabble.....166
 Shadow Whispers.....167

APPENDIX D.....168
Maps.....168

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Prologue

A world both strange and unlike our own, where the fabric of reality is woven with threads of magic, the struggle for power forms the rhythm of life. It is here that the kingdom of Arcanehold stands tall, a beacon of civilization amidst the chaos. However, even within its high walls and amidst its bustling streets, shadows and secrets lie in wait, lurking in the crevices and cracks of existence. A land where magic is not just a fine art, but a tool of politics and power. It is into this world that you are invited to step, to make your mark, to face your fears, and to define your destiny. A world where the line between good and evil is as tumultuous as the sea, constantly wavering, swaying to the rhythm of choices and consequences. A world where even the noblest hearts must traverse through the shadows to shine the brightest. Here, magic isn't just spells and incantations, but the very core of societal dynamics, shaping hierarchies, fueling disputes, and unearthing deep-seated alliances and rivalries.

This is no mere game. This is an exploration of self, a journey through the depths of one's spirit, a dance with destiny. Each roll of the dice, every strategy formulated, every decision made, offers a mirror to your own character. It challenges your beliefs, makes you question your actions, and compels you to seek the meaning of true heroism in a world fraught with moral complexity. In the forthcoming pages, you will navigate a realm where friends and foes are often indistinguishable, where quests test your mettle and wit, and where moral dilemmas reflect our own world's complexities. The politics of magic will be your playing field, a stage where power and ethics intertwine, and where your actions ripple out to shift the course of magical dynasties. You will face not just literal but figurative dungeons and dragons, echoes of your own fears and desires.

So prepare, dear adventurer, to embark on a journey like no other, a journey through the "Heart of Darkness." Step into the shadows, and let your legend unfold.

Running This Adventure

Welcome to the world of sandbox-style campaigns, a style designed to allow your players the free will to explore any aspect of the game, uncover its secrets, form alliances, and shape its politics. In this expansive style of gameplay, every choice matters, every path can lead to a new adventure, and every storyline converges into an epic tale.

Compatibility and Required Resources
 This adventure module, being the first in a trilogy, is designed to be compatible with the 5th edition (5e) Dungeons & Dragons system. To successfully run this adventure, the following 5e resources are required: The Player's Handbook, The Dungeon Master's Guide, and The Monster Manual.

A Trilogy of Adventure
 In the first part of the trilogy, "Shadows & Shrooms", players are introduced to the intricate politics of the land. They uncover the secrets of the coveted blue mushroom powder, prized by both mages and the underworld, and navigate the various factions competing for dominance in this perilous environment. From the high-ranking Nobles and influential mages to the clandestine alleys of Griftstone, players will interact with each faction, understanding their perspectives while battling monsters that cross their path.

In Part II, "The Song of the Siren", players will be taken on a journey across the sea to explore the enigmatic Blackstone Island, the very source of the valuable blue mushroom powder. The sinister presence of the Crimson Syndicate and the Divine Shadows continues to loom here, posing new challenges for survival.

The adventure reaches its climax in Part III, "A Necromancer's Redemption", where players delve into the notorious wizard's lair of Dr. Anton Faust, facing their greatest challenges yet.

Laying the Groundwork
 Your adventure starts at the Fat Dragon Inn, a bustling crossroads where several adventure hooks will be presented. It is crucial Dungeon Masters (DMs) familiarize themselves with the intricacies of these hooks, as well as the characters, factions, guilds, and mages intertwined within the narrative.

To ensure a seamless gaming experience, we recommend reading this book in its entirety at least once. Understand the political dynamics, the Non-Playing Characters (NPCs), the alliances and rivalries, and the subtleties that make this world come alive. With this knowledge, you can guide your players through a richly detailed and immersive world, allowing their decisions to shape the unfolding story.

Setting the Stage
 The campaign takes place in the seedy region of Krahl, a land steeped in mystery and fraught with danger. Each player has arrived here for a reason – fleeing the King's law, attending the magical convention, seeking bounty, or other personal motivations. As a DM, understanding player backstories will enable you to tie them into the larger narrative, enhancing the player's engagement and the overall gameplay.

Rules of Engagement

In this world, alliances matter. Players will have plenty of opportunities to form alliances with various political factions, which can sway the outcome of their journey. Whether it's courting favor with the mages' at the convention or delving into the seedy underground, the alliances they form will shape their path. Ensure you know which mages in the party are licensed, based on their backstory and connection to nobility. This information will directly influence their interactions and alliances.

The Art of Storytelling

This campaign thrives on its narrative. Each random encounter ties into the broader world, enriching the storyline and providing you with countless opportunities to surprise and challenge your players. Remember, in a sandbox campaign, the narrative does not merely react to the players but evolves with them. In this world, the only limit is the breadth of your collective imaginations. Good luck, and let the adventure begin!

Timeline and Events

In 793 Sovereign Year (SY), a time of great uncertainty befell the land. Two centuries had passed since the Echo of Sundered Skies, and yet the scars of that dark era linger still, casting a long shadow across the realm. Three years prior, Arcanehold forces had launched a bold invasion to reclaim Krakenshield in the province of Condors Cry from the clutches of the Crimson Syndicate, a secret society of thieves, assassins, and monks.

Regrettably, the toll of war had crippled Arcanehold's economy, and pressure from the council in Raven's Talon had convinced King Tavish to withdraw his forces. The Crimson Syndicate, ever vigilant, retreated into the shadows to regroup. During this reprieve, they steadily clawed back control over Krakenshield, resorting to their proven tactics of subterfuge, propping up puppet politicians and nobles, compromised through bribery and blackmail, to maintain a facade of Arcanehold's rule and evade detection.

Whispers began to spread that the Crimson Syndicate posed a significant threat to Arcanehold's way of life, slowly and insidiously advancing further north, muscling out local businesses, and corrupting the King's officials.

Endless wars have sown economic despair and strained alliances between the King, The Illuminated Seven, and the common people of the land. According to the Divine Shadows, just prior to the cataclysm known as The Echo of Sundered Skies, a visionary necromancer stood tall, advocating for the application of death magic to tip the scales and put an end to the relentless wars once and for all. His words fell on deaf ears, leading to the vehement rebuke from the realm's most powerful mages, banishing him and imprisoning him for time immemorial.

As it now stands, King Tavish maintains his reign, but rumors of military advancements towards the southwestern borders have set the populace on edge. Arcanehold's future hangs precariously in the balance, with time alone poised to reveal whether it will withstand the brewing storm.

Introduction

The adventure takes root in the murky corners of the Fat Dragon Inn, a sanctuary for road-weary travelers where stories and intrigue mingle with the tavern smoke. As the party grows comfortable within these worn walls, a multitude of adventure hooks unfurl before them, tempting them towards a mysterious blue powder. Revered by formidable mages as a potent enhancer of spells and transformative endeavors, this substance, however, carries a darker side. Its misuse has wrought havoc across the land, spawning a grim pandemic of lycanthropy amongst the reckless or ignorant who dare experiment with it. Furthermore, the obsessive pursuit and control of the powder's trade have pushed mages into the dimly-lit alleys of rogue guilds and illegal trade.

As the tale progresses, the party will gradually uncover the secrets of the Crimson Syndicate, a shadowy assembly wielding an iron grip over Arcanehold's political sphere. They will also unravel the layers of magic regulation in Arcanehold, dictated by the 'The Illuminated Seven,' a supreme enclave of wizards whose influence permeates every corner of society. The undercurrents of factional conflict and political machinations will also come to light, adding a deeper layer of complexity to the adventure.

Their journey will pull them into a web of intrigue involving the Divine Shadows, a covert sect of necromancers loyal to the teachings of Dr. Anton Faust, the fallen member of The Illuminated Seven who dared to challenge the established order with his exploration of death magic. Alongside this, they will encounter the Dark Widow, a figure of formidable ambition seeking to amass power through the blue mushroom powder. She aspires to control the Corona Staff, an artifact of legendary potency that commands the undead, with which she plans to bind the disparate factions of the underworld to her will.

In short time, the adventure will stretch beyond the confines of the Fat Dragon Inn, carrying the party into the seedy underbelly of Griftstone. Here, amidst a chaotic whirl of criminality and subterfuge, they will witness the streets of a city under siege by its own darker impulses. Their wanderings may even lead them to the Silver Tree Temple, the grand stage for a convention of the realm's most powerful spellcasters convened to discuss arcane arts and Arcanehold's internal politics.

Their path will lead them southward towards the bustling maritime hub of Siren's Bay. There, their quest to uncover the origins of the blue mushroom powder and resolve the blockage of the Emerald Sea's trade routes will lead them on a search for a suitable seafaring vessel. Exploration of Siren's Bay will provide insights into the region's intricate political tapestry and rich history. The city's Grand Library, and its forbidden section, will provide deeper knowledge about the Divine Shadows and Dr. Faust. Whether they choose to test their mettle in the Siren's Bay Colosseum, delve into the Free Mages Guild, probe the city's shadowy underbelly, or court the favor of The Illuminated Seven, their journey will lead them closer to the heart of a grand and unfolding conspiracy.



The Adventure Begins



Introduction to Players

After all players have constructed and outfitted their characters, and taken the opportunity to craft their backstories, they are primed to embark on the adventure. Recite the following description to the players: Information intended for players is accentuated in boxed text, while unhighlighted text is exclusively for the Dungeon Master's reference.

Welcome to the heart of darkness, adventurers, where the land of Arcanehold is plagued by political unrest and treacherous schemes. In 793 Sovereign Year (SY), a time of great uncertainty befell the land. Two centuries had passed since the Echo of Sundered Skies, and yet the scars of that dark era linger still. You find yourselves in the Earldom of Krahl, a lawless region known for harboring those seeking refuge from the King's justice. Arcanehold boasts of its trade and security, but whispers of a looming threat to this way of life are growing louder. Rumors abound of the Crimson Syndicate, a secret society of thieves, assassins, and monks that is muscling out local businesses and corrupting the King's officials through intimidation, bribes, and blackmail. In this time of turmoil and danger, one must be cautious of the path they choose for the land is a crucible of clashing ambitions and deadly intrigue, where one misstep can spell disaster.

The Fat Dragon Inn, a haven for the dispossessed and desperate, beckons to you with the promise of shelter and adventure. Inside this dimly lit watering hole, the scent of pungent pipe smoke mingles with the vibration of a strummed lute. The heat from the blazing hearth radiates through the room as the logs crackle in the oversized fireplace.

As you enter, a bald, heavyset man busily tends to his patrons with the help of a young woman. The signs on the wall clearly state: no weapons, no magic, no problems. A well-chiseled, rugged man enters, carrying a large sack slung over his shoulder. He wears a cloak of animal skins, and his boots are caked with mud and dirt from his journey. Approaching the bartender, the hunter greets him with a nod, unloading his sack onto the bar. Inside, you catch glimpses of freshly caught game: a few rabbits, a pheasant, and what looks like a large fish.

In the corner of the room, a robed elven woman with long, black hair and dark skin concludes a business deal with a few scholarly-looking men. Two elven men sit quietly, listening to the music of the bard's lute while a curious robed figure paces nervously and peers out the window. Four women seated at a table close to the bar quaff pints of Dwarven ale, singing along to the drunken bard's songs of merriment. At the table closest to the entryway, an old gnome tinkers with an item of unusual shape, his wrinkled hands deftly manipulating the arcane device.



The Fat Dragon Inn

Adventure Hooks

The party can freely interact with the barkeep and patrons to gather information about the surrounding area or listen to gossip and rumors. Each patron they approach presents a potential adventure hook, depending on the outcome of the encounter. The party must then choose which course of action to pursue. Offering multiple options will empower players and give them a greater sense of agency and control over the outcomes.

Drake the Barkeep

The barkeep, Drake, is a hardworking man who takes pride in his job and his customers. He has a no-nonsense, type demeanor, and woe to any troublemakers who cause disturbance in his establishment. He may seem gruff at first, but overall, beneath the tough exterior lies a genuine care for those who frequent the inn.

When the party arrives, Drake is busy paying Rolf, a local hunter, for his services of bringing him the spoils of his trek into the woods. He pulls out wolf steaks, owlbear eggs, fish and furs to sell. He engages with him, asking about his hunt, and pours him his favorite Dwarven ale. An insight check (DC 8) is all it takes to see Drake is distracted. He is con-

cerned Derik has not shown up for his shift, which is unlike his barhand. Drake is willing to pay anyone in drinks if they agree to go check on Derik at his cabin in the woods (see Blue Powder Murder p. 27).

Behind the rough wooden bar of the tavern stands a burly, middle-aged man, his sleeves rolled up to his elbows and a gruff expression on his face. This is the bartender, a seasoned veteran of the tavern trade. His thick, muscular arms move with practiced ease as he pours drinks and wipes down the bar. His face is weathered and creased, evidence of many years spent working long hours in the smoky, noisy atmosphere of the tavern. Despite his rough exterior, the bartender seems to have a soft spot for his regular patrons. He greets them by name, pouring their favorite drinks without them needing to ask. He shares a joke or a story with them, listening to their troubles with a sympathetic ear. Afterward, his brows are furrowed in concern, his face etched with worry lines that betray his unease. His eyes dart nervously around the room, as if he's expecting something bad to happen at any moment. He absently polishes the same spot on the bar with a rag, his mind clearly elsewhere. He seems preoccupied and distant, not engaging with his customers in his usual friendly manner.

DRAKE

Medium humanoid (human), neutral good

Armor Class 12 (leather)

Hit Points 40 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13	12	12	13	14	15
(+1)	(+1)	(+1)	(+1)	(+2)	(+2)

Skills Insight+4, Perception+4, Persuasion+4

Senses passive perception 14

Languages — Common, Elven, Dwarf

Challenge 2 (450 XP)

ACTIONS

Multiattack.

Drake makes two melee attacks.

Fist.

Melee Weapon Attack: +3, Reach 5 ft., One Target

Hit: 4 (1d4+2) bludgeoning damage

Bottle Smash.

Melee Weapon Attack: +0, Reach 5 ft., One Target

Hit: 5 (1d6+2) bludgeoning damage

The target must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.



ROLF IRONHIDE, MASTER HUNTER

Medium humanoid (human), neutral

Armor Class 14 (Leather Armor)

Hit Points 52 (8d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14	16	14	10	13	13
(+2)	(+3)	(+2)	(+0)	(+1)	(+1)

Skills Nature+4, Perception+5, Stealth+6, Survival+5

Senses passive perception 15

Languages — Common

Challenge 3 (700 XP)

Keen Sight and Smell

Rolf has advantage on Wisdom (Perception) checks that rely on sight.

Hunter's Mark

Once per day, Rolf can cast the spell Hunter's Mark.

ACTIONS

Multiattack.

Rolf makes two weapon melee attacks or two ranged attacks.

Longbow.

Ranged Weapon Attack: +6, Range 150/600 ft., One Target

Hit: 8 (1d8+4) piercing damage

Hunting Knife.

Melee Weapon Attack: +5, Reach 5 ft., One Target

Hit: 6 (1d6+3) slashing damage

Rolf Ironhide the Hunter

The hunter, Rolf Ironhide, commences negotiations with Drake, the inn's owner and bartender, proposing a price for his freshly killed game. Exhibiting both the hardy confidence of a seasoned professional and the resourcefulness of a skilled survivalist, Rolf's no-nonsense attitude and astute business acumen are on full display. Assessing the spoils with a discerning eye, Drake finally nods in approval, acquiescing to the hunter's suggested price.

For those who crave fresh meat or a good catch, his offerings are a welcome addition to the tavern's menu.

As the party approaches Rolf Ironhide, the grizzled hunter greets them with a nod of his head. If asked about his hunt, or the lay of the land, Rolf will talk about the Oakroot trails and the goblins that inhabit them.

He speaks in a low, gravelly voice. "Those trails can be treacherous, with all manner of hazards lurking in the shadows. The goblins that roam those woods are vicious and cunning, always looking for a chance to raid nearby settlements. I've seen their handiwork firsthand, and it ain't pretty. They're quick and sneaky, so if you plan to confront them, be prepared for a fight." Rolf takes a moment to adjust his bow and quiver of arrows before continuing. "That being said, there are some who say that the goblins have been acting even more brazen of late. Rumors have been circulating that they're working with dark forces, and that they're up to something big. I can't say for sure what that might be, but I do know one thing - if you're planning to travel those trails, you'd best be armed and ready for anything."

Deamos and Faelionan (High Elves)

Two elves sit quietly sipping beer. Their attire is drab, earthy and common. Both are scanning the room by moving their eyes about, seemingly careful to blend in and not attract any attention. Their pointed ears are hidden beneath caps, and their long hair is tied back in a plain, unremarkable style. Although their features are still strikingly beautiful, they seem to have intentionally dulled their appearance to avoid drawing attention to themselves. Despite their efforts to blend in, there is an air of desperation about them. They exchange anxious glances as they whisper to each other in a language that sounds foreign to the region. Their movements are quick and jumpy, portraying a sense of urgency and fear.

A perception or intuition check (DC 10) reveals something interesting about them. You catch a glimpse of their bone-boned faces and piercing, almond-shaped eyes. Although they try to keep a low profile, their graceful movements and elegant posture betray their noble heritage.

It's clear that these two high elves are in trouble, and they are doing everything they can to avoid attracting attention. Whether they are fugitives from justice, refugees from a war-torn land, or simply travelers in unfamiliar territory is unclear. They seem to be in a precarious position and are desperate to remain undisturbed.

Faelionan is a noble, and friends with His Noble Enlightenment, Duke Rilliphane of the Duchy of Pata Pata. Faelionan is on the run, after having a secret affair with the Duke's wife, the Duchess Yumabooa. Duke Rilliphane has put out a hit on Deamos, offering 2500 gp. to anyone who can bring him to the Duchy of Pata Pata alive. Amidst their existing predicaments, the two elves found themselves embroiled in a more serious dilemma during their stay at an inn in Raven's Talon. Just as martial law was decreed in the Riverflow region following the mysterious disappearance of a noble's child, the elves made a hasty exit. Their abrupt departure did not go unnoticed, drawing the scrutiny of the royal law enforcement. Now, they are sought after for questioning, as authorities speculate they may hold crucial information regarding the disturbing trend of missing children.

Faelionan, in the company of his trusted companion Deamos, intends to journey to the distant Goldrift Islands within the Emerald Sea. However, their first destination is Siren's Bay where they can charter a private ship. They plan to bypass the Brokenhead River and the adjoining road, a route notorious for its heavy militia presence, who might be privy to news regarding the bounty on their heads. With Duke Rilliphane's connections, Deamos and Faelionan are taking no chances, and looking for someone who can escort them safely through the Earldom of Krahl, then to Oakroot, and finally to the docks of Siren's Bay. From there, they will set sail to the Goldrift Islands. They might ask what the party knows about the surrounding area and whether or not they are capable of providing such protection. They will offer the party 20 gp per day for their protection and services, suggesting they keep to the forest trails and avoid any cities or entanglements with Arcanehold officials, including the 'Illuminated Seven'. The price is negotiable, depending on the PCs approach.



DEAMOS & FAELIONAN

Medium humanoid (elf), neutral good

Armor Class 13 (Leather)

Hit Points 90

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	12	12	10	16
(+0)	(+2)	(+1)	(+1)	(+0)	(+3)

Saving Throws Dex+4, Cha+5

Skills History+4, Perception+3, Performance+5, Persuasion+5

Senses darkvision 60ft., passive Perception 12

Languages — Common, Elvish, Sylvan

Challenge 1 (200 XP)

Fey Ancestry

Deamos and Faelionan have advantage on saving throws against being charmed, and magic can't put them to sleep.

Spellcasting

1st-level spellcasters; ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They know the following bard spells: Cantrips (at will): light, mage hand; 1st level (2 slots): cure wounds, charm person, disguise self

Treasure

lute, component pouch, signet rings (1500 gp value), fine clothes, cloaks of elvenkind, a silver dagger, a golden locket, 150 gp and concealed gemstones worth 50 gp each, map, compass, lantern with Elven oil, and a leather-bound travelogue with quills and ink.

ACTIONS

Rapier.

Melee Weapon Attack: +4, Reach 5 ft., One target

Hit: 6 (1d8+2) piercing damage

Bardic Inspiration 3x/day.

As a bonus action, both can grant a creature within 60 feet that can hear them a Bardic Inspiration die (d6). This die can be rolled within 10 minutes to add to one ability check, attack roll, or saving throw. The creature can decide to use the die after rolling the d20, but before knowing the result.