



RICHARD A. KNAAK'S

REX
DRACONIS
RPG

War of Tides - Adventure 1

RISING TIDES

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Chapter 1: Introduction

War is brewing in Tiberos, of which the free human kingdoms and the Minotaur Empire are blissfully unaware. The wheyr are gathering in force to the north, urged by a godly presence. Their motive is unknown, but genocide is the way of the wheyr. In this adventure, the characters sail the high seas, travel the dangerous wilds to the north, encounter bold and interesting personalities, and uncover a plot that thickens with every step of their journey.

Story Overview

The characters start their journey in the bustling trade city of Avondale, the capital of the kingdom of Dracoma, and home of the fabled Knights of Dracoma. The characters have the chance to receive multiple plot hooks, but inevitably they all lead to one of two different paths, either to travel by sea aboard the *Sea Clipper* with the task to deliver freight to the far flung northern outpost of Thornton Barracks, or to accompany

a traveling caravan to deliver a gift to Thornton Barracks for the ever eclectic dwarven tinkerer, Esc Irontoe. Either way, the adventure leads north.

If the the party sails the Trapped Sea, they encounter a maniacal, island-locked shaman who is hell bent on raising the wrath of the god of storms. If the party choose to take the overland route north, they brave the wild lands of Tiberos and meet imperial minotaurs, bands of knights, and treasure-hunting dwarves among other dangers of the wild.

The story then takes a darker turn, as the characters begin to learn about the increased wheyr activity in the northern lands, when they stumble upon a raided village, burnt and pillaged by the wheyr, with the remnants of an evil ritual.

The tracks of the wheyr lead from the forsaken village directly to the party's destination. The party arrive just as the town of Thornton is attacked by wheyr forces, and they are tasked with assisting the outpost with defending the

town and its people. However, something greater is afoot, and the party learn that the attack was merely a diversion and the true purpose was the kidnapping of the Garrison Commander, Captain Corven. The heroes are sent after the band of wheyr that kidnapped the Captain and must rescue him.

With the wheyr moving quickly, the heroes follow deep into the Grendil Mountains, where the party face a wheyr alpha who is blessed by the god of chaos. The party need to defeat the alpha and the raiding party to rescue the captain. The adventure concludes with the party learning of a massive wheyr army, hundreds of thousands strong, massing with the sole purpose of conquering all of Tiberos.

Running the Adventure

Rising Tides is a high fantasy adventure set within the world of Tiberos, of the Rex Draconis setting. The characters advance from 1st level to the 4th level over the course of the course of the adventure.

This adventure contains a balanced mix of the three pillars of RPG play; Roleplaying, Exploration and Combat. The aim for this first adventure is to allow the players to explore and discover Tiberos, as described in Richard A. Knaak's Rex Draconis novel series, act as the first in a series of 5E adventures, and serve as the first part of a prelude tie-in to Richard's first Rex Draconis novella; *Under the Dragon Moon*.

Rising Tides is split into seven chapters; Chapter 1, this chapter, is the introduction. Chapter 2 focuses on the formation of the adventuring party and provides an introduction to the city of Avondale. Chapter 3 kicks off the exploration parts of *Rising Tides*, as the party sets sail on the *Sea Clipper*. Chapter 4 covers the overland exploration of the journey to the party's first destination; the dwarven town of Shale. Chapter 5 acts as a side quest to an ancient dwarven tomb on the edge of the elven homeland, Solinas, where the party attempt to recover an ancient artifact. In Chapter 6 the

party continue their journey into the northern kingdoms. In Chapter 7, the heroes are tasked with a rescue mission as they discover the danger to the southern lands from the wheyr. This final chapter concludes the adventure, as the heroes learn that the War of Tides fast approaches!

To run this adventure you will need the three core rulebooks for 5th Edition and the content supplied within this adventure.

While it is highly recommended that you, the Game Master, read the first Rex Draconis novella; *Under the Dragon Moon*, prior to running this adventure, it is not necessary in order to enjoy playing *Rising Tides*. Remember, although this is a world born of Richard A. Knaak's mind, it is your campaign – make this adventure work for you and your group.

Finally, always ensure that yours and your group's fun is your primary motive.

Character Advancement

Rising Tides is designed to utilize the Milestone leveling system, by which it is expected that the characters start at level 1 at the beginning of the adventure, gain a level at the end of chapter 2 when leaving Avondale, and again when arriving in Shale at the start of Chapter 6. Upon defeating the wheyr alpha and his savage contingent at the end of Chapter 7, the party is expected to advance directly into level 4 in preparation for the next adventure.

This is only a suggestion, however, and you, as the GM, are in no way forced to use this method. This adventure will run perfectly fine with Experience Points based leveling, and you are encouraged to use XP if it is a better fit for you and your playing group.

Boxed Text

This adventure includes boxed text to assist those Games Masters who like to have a description of a scene or location. The use of boxed text is by no means required; many

great Games Masters avoid the use of boxed text and feel more comfortable describing the action in their own words. You should consider what works best for you and your group. If you choose not to read aloud any of the text provided, you should at least paraphrase the information to keep the players aware of their environment.

Weather

Unless specifically stated within an encounter, you can use the Tiberos Weather Generator as described in Appendix E, per day when traveling through Tiberos either by sea or land.

Tip: Pre-roll a tenday's worth of weather for each region ahead of time and have it ready with you at the table during play. This should help to keep the narrative flowing smoothly. Alternatively you can use the Pre-rolled Daily Weather and Encounter Table in Appendix E.

Surviving the Elements

Surviving the elements while traveling through Tiberos can be challenging and unforgiving at times. There are many different environment types across the different regions. See “*Surviving the Elements*” in Appendix E to aid running these environmental dangers.

Weather System Alternatives

Not everyone enjoys using random weather generators at the table, and many GMs might prefer to not have to roll for weather in order to preserve the narrative flow. Alternatively, you can bypass the weather descriptions and effects in your game all together, or simply choose the weather as you see fit, and as best fits the narrative of your story.

Tiberos

Tiberos is the world in which the Rex Draconis RPG is set. It is a world of heroes and villains, powerful empires and sprawling kingdoms, and, of course, a place of high adventure and devious dangers. There are many parts to Tiberos, from the human kingdoms in the south, to the minotaur empire to the north west. The current political peace treaties between two of the most powerful nations in Tiberos, the Minotaur Empire and the Human Kingdoms, hold only by the thinnest of threads. Yes, the leaders of the free people of Tiberos claim the world is peaceful, despite knowing that this is not entirely the case. Reports of wheyr forces stirring in the north and other rumors have been circulating in recent years. Something is afoot in Tiberos, and our mighty adventurers are about to find out what that just might mean!

Rex Draconis, The Moons & The Shatter

In times long past, Tiberos had three moons gracing its night sky, colored silver, crimson and shadow. The silver moon, named for the god Huum, cast fantastic glittery light at full moon, whilst Nuin, the crimson moon also named for its godly master, covered the world in a reddish hue. The darkest of the three was Drak, and could only be seen on those rare occasions when it rose in front of the other two. Now, only two of the moons rise.

The Shatter.

For the past four hundred years, only Huum and Nuin have been apparent in the sky. Drak no longer rises as it once did, but appears as shattered fragments during periods known as the Shatter.

The Shatter appears randomly throughout the year for a seemingly random number of nights. Huge fragments of blazing rock are visible in the evening sky, growing more imposing as the last vestiges of daylight fade. Some see the

fragments as the shape of a fiery dragon filling the night sky and casting an eerie glow across the land.

The Legend of The Shatter

No one knows exactly what happened to the dark moon, though some believe that the god Drak has fallen and his moon likewise. One legend tells that the three moon gods waged an almighty war against their father and ruler, Tawyr, for power over the pantheon. Nuin, Huum and Drak confronted their father, demanding that he relinquish the throne. Tawyr of the Storm slew the most powerful of his children, proud Drak, with a single bolt of lightning. Tawyr then proceeded to shatter his son's shadowy domain, and left the dark moon's burning remains adrift for all to see as a reminder to all, gods and lower races alike, of their places and the power of Tawyer.

Races and People of Tiberos

The Kwillum

Small and quick, kwillum are often mistaken for small human children with wild and thick hair. It is only when examined more closely that the differences become apparent. Growing to barely four-foot tall at maturity, these nomads of Tiberos have a long mane of 'hair', which grows from their head, down past their shoulder blades and ends on their lower backs. As a defensive mechanism, kwillum can induce this mane to stiffen into damaging needles, much like a porcupine. Fights with kwillum often end with the kwillum hunched over, needles erect, and an unsuspecting combatant holding his hand in agony. They have a racially-inherited obsession with searching for 'what they are looking for' that often leads them, innocently or not, onto the wrong side of the law. They claim that their hands seem to act on their own accord, picking pockets, lifting random objects from market stalls, and playing with expensive items, all without the kwillum's knowledge. Seen widely as nuisances, thieves and disruptors, kwillum are often escorted out of any town they can be found in, if they can be caught.

The Minotaur Empire

A pillar of strength, a bastion of honor, and a warrior to the grave; this is what it means to be a Minotaur of the Empire. With a vast and growing empire, the minotaurs spend much of their marine-based lives around the northwestern islands of Tiberos. Due to a loose peace treaty with the human realms, many minotaur merchants, soldiers, and diplomats travel between human and minotaur ports for trade and public relations activities. Neither side is fooled that the peace agreement is robust, and most understand the frailty of the relationship. However, many individuals and groups, both human and minotaur, work hard to suppress threats to the treaty.

Traditionally, minotaur battles began with a horn-first charge, and just as many ended the same way. In recent times, minotaur warriors prefer a more skilled, but still brutal, approach to fighting, taking a liking to heavy weapons such as greataxes, warhammers and greatswords.

The Tiberos Minotaur is nothing if not honorable, and they live and die by that virtue. The word of a minotaur is known across Tiberos as a proclamation of honor and truth.

The Knights of Dracoma

Although Dracoma has a king, the true authority in this realm lies with the knighthood. Sworn to protect the kingdom and lead all military campaigns beyond Dracoma's borders, the knighthood stands proud with its ideals and rigid in its honor. Knights of Dracoma focus on leadership and courage on the battlefield over not only their peers but themselves too. All knights start their careers in the Order of the Shield, which represents the knighthood as a whole. However, as they become more experienced campaigners, it is likely that a knight is offered promotion or, in some cases, simply drafted into the other orders. These include the Orders of The Grey Hand, The Brothers of Sir Karaban, and The Sentinel. It is also rumored that a fifth order, The Order of Rex Draconis, exists; however, there has been no proof to date of its actual existence.

The Dwarves of Stonetorn

Stonetorn, north of Dracoma and Vledarian, is the dwarven realm which has the most contact with the human kingdoms. Once the slaves of the Solan Elves during the era of the Solan Perfectionate, the dwarves of Stonetorn have a deep-seated and cultural hatred for their once overlords. Over three thousand dwarves lost their lives in shattering the Perfectionate's grip on the race. Thanks to a group of courageous dwarves known as the 'Daring 23', who stood as heroes during the rebellion, the dwarves of Stonetorn now live in peace, mining the earth for the beauty of its natural resources in their mountainous realm.

The Solan Elves

New to their mortality and living deep within the forest of Nisa Solan, east of the Trapped Sea, the Solan elves attempt to live in peace in the Solan capital city of Solinard. The elves have a long and troubled past. They once revelled in their immortality, believing themselves the prime example of perfection. This led to a period in Tiberos' history known as 'The Solan Perfectionate'. The Solan Elves successfully enslaved their close dwarven neighbours for a time during this period, before the dwarves rose in rebellion to break free from their oppressors. When the Shatter happened, the elves, for reasons unknown, lost their immortality. This struck the race to their core. While still long lived, the shock of their mortality dulled any belief in their perfection that still lingered. Now, many generations later, the elves no longer bask in their immortality, but there are still some ill feelings between elves and other free races of Tiberos, thanks to long memories and the generational impacts of the Solan Perfectionate.

Half-elves

There have been rare occasions where an elf and a human have produced a baby that inherits parts of the abilities of both of its parent's races. These are commonly referred to as half-elves, though they are very rare and an oddity in Tiberos. Half-elves are generally accepted to a certain extent around the free kingdoms when seen, although they are not entirely trusted.

The Wheyr

Not much is known about the origins of the canine-like race, but they have been linked to the ogres for some time. Their only known home, the savage city of Slaughter, resides far to the north. It is rumored that the wheyr have several hidden ports and shipbuilding facilities to support their black raiders, as their ships are known to outsiders.

The wheyr range in size from as small as a human to as large as a minotaur. They look much like a bipedal hound, with different variations depending on the bloodline of their pack.

These cunning and savage beasts are led by a Wheyr Warlord, who commands many Packlords, and below them are the Alphas who command raiding parties of warriors and other militant forces.

Races Non-canonical to the Rex Draconis Setting

The following races are not found in the Rex Draconis setting, but you can add them if your group sees fit:

- Dragonborn
- Halfling
- Tiefling
- Orc/Half-Orc

Other Races

Many other races inhabit Tiberos and other areas in the Rex Draconis setting but they are not listed in this book. Their exclusion is due simply to having no direct role in the adventure. They will be explored in detail in other adventures and products.

Starting the Adventure

The adventure starts in the bustling trade city of Avondale, the capital city of the kingdom of Dracoma. Avondale is described in further detail in **Chapter 2: Avondale**, and the city setting supplement book **Amble's Guide to Avondale**. You may wish to start your players directly within the city walls, or have them travel there from another location. Wherever you begin this adventure, it is vital that the party ends up departing on a voyage north, to Thornton Barracks, and discovers the events of the later chapters.

Quest Lines & Maps of Tiberos

The smaller regional map (map 1.2) shows the multiple quest lines the characters can take in this adventure. In each case, there are multiple decision points along the way that could dictate

how the story develops. Note the keyed plot beats along the lines. It is quite likely that your players will want to venture away from the quest line, and you should let them! Exploring Tiberos is half of the fun! It is recommended that you start to use the larger Tiberos map (map 1.1) at this point to allow maximum exploration. Familiarize yourself with the tables and information found in Appendices A and B of this book to assist you with encounters, landscapes, and possible plot ideas wherever the party might end up.

Remember, whenever your group tire of exploring and wish to progress the plot of this adventure, simply try to lead the characters back to one of the quest lines.

Note: The quest lines are purely tools and guides, and you should use them as you see fit. Not every game is the same, and some tables enjoy an open sandbox over a linear adventure, and vice versa. Use this material as best suits your particular game.



Map 1.1: Tiberos Map



Map 1.2: Regional Map



Chapter 2: Avondale

To start this adventure, simply place the characters in the city of Avondale, and run the starting encounter, “A Chore for Esc”, or proceed directly to the Avondale adventure path, “The Kwillum’s Curse”. You can launch this adventure from either of these two starting points.

A Chore for Esc

Situation

As the party stand in any street in Avondale, the characters hear a commotion coming from outside a nearby building.

Read or paraphrase the following:

An elderly human woman stands at her doorway arguing with a peculiar looking dwarf. The dwarf has an unusually short beard, spectacles, and a work belt with small tinker tools poking out in every direction. He is bending over to inspect a door frame, while the elderly lady insists she does not need any

help fixing something that is not broken.

You overhear the dwarf saying, “**oh but this will never do, it’s out by zero point five degrees, this needs fixing, I’ll have it done for you in a jiffy...**”

He then continues to mutter measurements and other calculations and is completely engrossed in his ‘work’.

The woman looks to you and asks for help to remove the bumbling dwarf from her doorstep. She offers you 10 silver pieces from a jingling purse as payment.

Esc Irontoe. The dwarf is **Esc Irontoe** (N male hill dwarf, tinkerer), a dwarf raised by gnomes, who was taught the intricacies of tinkering. Esc has a compulsion to tinker and fix things, especially when those things are not built to perfection.

Esc can be persuaded to stop fixing the door with a successful DC 8 Charisma (Persuasion) check or appropriate roleplaying; more than one check can be made in this attempt. Once



AVONDALE

- | | |
|-----------------------------------|--------------------------------|
| ① Avondale Markets | ⑩ The Great Library of Dracoma |
| ② North-Wharf | ⑪ Mageware Shop |
| ③ Mid-Wharf | ⑫ Zauber's Acadeum |
| ④ South-Wharf | ⑬ Cemetery |
| ⑤ Thon Draka | ⑭ Royal Avondale Courts |
| ⑥ Royal Guard Headquarters | ⑮ Avondale Prison |
| ⑦ Royal Guard Housing Settlements | ⑯ Abandoned Mine Shaft |
| ⑧ Drundol Bazaar | ⑰ Tor Darnathos Palace |
| ⑨ Red Leaf Bazaar | ⑱ Royal Guard Training Grounds |

persuaded to leave, Esc immediately fixates on the characters as his new friends and asks them to come with him to the Avondale Market Square and to tell him everything about themselves: their names, backgrounds, occupations and so forth.

When the group reach the edge of the market, Esc spots a street sign that needs adjusting. He offers the characters 10 gold pieces and a special tinker item to complete a chore for him, while he fixes the sign.

The Chore. Esc asks the heroes to collect components for his latest invention – a mechanical music box that also has clockwork figures that dance to the music. He needs a few things he cannot create himself and provides the characters with a small pouch containing 3 gp to procure them;

- Blue crystals (2 gp) to carve into dresses for a female figure.
- Ivory (1 gp) for the horns of a minotaur figure
- Glass beads (1 gp) for the music maker (a tumbler that has metallic prongs on the outside and a series of internal chambers where the crystal beads can fall in waves)

The heroes can purchase what they need in the market. However, at the base cost, Esc has not given the characters enough money to purchase them all. This provides an interesting problem for the characters and they can use ability checks to barter the prices down to fit their smaller budget, or try to convince Esc for more money to complete the task.

Dress the scene up for flavor, add relevant checks for bartering with market merchants to lower prices or confirm if the items are genuine or fake etc.

Light Fingers. As the PCs begin to leave the market square, they pass through a crowd containing kwillum (one per PC). Any PC with a passive Perception of 12 or higher immediately feels their pockets/backpack/pouches get lighter and immediately realizes that they

have been pickpocketed. On checking their possessions, either at the time of realization or when attempting to hand the items over to Esc, the PCs find that they have lost one or more of the items that the dwarf had requested.

If the PCs turn to confront the kwillum, the small creatures scatter into the crowd, provoking a chase. The kwillum seem unhurried each time the PCs glance them through the movement and hustle of the crowds, and yet always seem to be just out of reach.

Tactics

The Chase. Run each chase separately, per the 5e rules (basically as a series of skill checks), with the kwillum eventually congregating at a central location after three rounds, meaning only one PC needs to be successful to follow them. When confronted, they claim misunderstanding – explaining that they just found the items, **“but it isn’t what they are looking for”**.

They also give a ‘treasure’ item to the party as an apology – again claiming they found it but it isn’t what they are looking for.



Failure. If all the heroes fail, they need to either return to Esc empty handed or repurchase the items.

Success. The heroes return to Esc, who completes the music box after an hour of tinkering.

Treasure.

If the kwillum are caught in the market square, they give the characters the stolen components of Esc's shopping list, and also a small ivory flute (5 gp).

On successfully completing Esc's chore, the tinker dwarf rewards the party with 10 gp in a small pouch and a tinker device he calls the 'Fire Starter'.

Development

Hook 1. Once the PCs have either succeeded or failed with the kwillum chase, run the suggested quest line below, *The Kwillum's Curse*.

Hook 2 (alternative). The music box is a gift from a noblewoman in Aryon to her sister, who has immigrated to the north with her husband (a nobleman officer). Esc offers the characters 10 gp and a letter of referral if they deliver the music box to her husband in the far-north outpost of Thornton Barracks. He suggests the characters join a caravan that is scheduled to travel to Thornton Barracks with a small contingent of new Knights of Dracoma.

Esc advises the party to take the music box, meet **Sir Waryn Salem** at noon by the eastern gate, and introduce themselves as Esc's friends, which should allow them passage with the caravan north.

When the characters meet Sir Waryn Salem, he agrees to allow the party to ride with the caravan, and they set off into the wilds of Tiberos shortly after. Continue to *Chapter 4: The Wild Lands of Tiberos*.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires an action but no skill checks, and functions for

24 hours after first use, at which point its cogs and springs become unbalanced and the item is unusable. The fire starter remains like this until maintenance is performed by a professional tinkerer. Each time the device is maintained, the 24-hour break-clock resets on first use.

The Kwillum's Curse – Quest Line

KC1

Not what you were looking for

Situation

As the characters are in the market square, read or paraphrase the following:

The Avondale Market is lively today, as nationalities of all sorts banter, bicker and barter. You see great arrays of colors splashed across the crowd from their many exotic garments. Cheers and jeers of gambling games rise up from somewhere to your left. A large Minotaur pushes past you, then disappears into the crowd. The day is warm for this time of year, and aromas of freshly baked breads and pastries fill your nostrils. As you take it all in you suddenly hear a shout from ahead, "**Thief! Thief! Pickpocket! That way! Guards, guards!**"

The crowd ahead splits suddenly as a small figure, about the size of a ten year old human girl, swiftly darts in your direction. Her red, glistening mane of razor sharp hair alerts you that she's not a child, but instead a kwillum! She stops right in front of you and looks into the pouch.

Disappointedly, she says, "**Eh, it's not what I'm looking for**" and drops the pouch at your feet, before deftly disappearing into the crowd.

Allow the players a chance to pick up the pouch, if they wish to, then read or paraphrase the following:

Many city guards appear from the market's rabble. They hold spears, shields and wear plate armor. One of them steps forward; a red cape adorning one shoulder. He is obviously the guard sergeant of this district.

He eyes you, up and down, and then his eyes catch sight of the pouch. The sergeant grins and commands his men, "**Arrest these felons, on charge of theft!**"

The characters have the following choices, though you should reward creativity where it is plausible. They can:

- **Fight the group of guards.** Though obviously outnumbered, run the combat encounter per the *Creatures*, *Tactics*, and *Development* sections below.
- **Accept arrest.** Read or paraphrase the following then proceed to *KC2 – A New Cellmate*:

The guards tie your hands together with thick, coarse rope. They march you through the market district streets as disgusted onlookers throw jeers, rotten fruit, and insults. Before long, you reach the district prison. The guards lock you in a large cell with multiple other prisoners. The other prisoners ignore you, each keeps to their own business.

- **Plead innocence.** A successful DC 20 Charisma (Persuasion) check convinces the guards of the characters' innocence. Guard Sergeant **Morgen Washley** commands his men to stand down. Proceed to *Development D3*.
- **Attempt to flee.** A nearby alleyway provides an obvious escape route. Proceed with *Development D4*.

Creatures

11 City Guards (*guard*)

1 Guard Sergeant Morgen Washley (*veteran*)

Tactics

The guards attempt to take prisoners. However, if the threat to the guard's lives become too high and more than five guards drop below 5 HP, they seek to kill the characters rather than capture them.

Treasure

The small pouch contains 50 sp and a golden ring worth 15 gp.

If the party somehow overcomes the group of guards, the guards' weapons and armor may also be looted.

Development

D1. If the party decided to stay and fight the guards, but are captured, they are knocked unconscious and transported to the Market District Cells, continue to *KC2 – A New Cellmate*.

D2. If the party defeated the city guards, read or paraphrase the following:

As the final guard hits the ground, you realize that the now-shocked crowd have formed a circle around you. Suddenly, an old man screams "**Murderers! Guards!**"

Another, much larger, group of guards begin to make their way through the crowd, ordering you to surrender. From a nearby alleyway, the only apparent escape route, a flamboyantly-dressed man emerges and gestures for you to join him; he has a harried look in his eyes.

Any PC that wishes to stay and fight again, please see the above *Situation* encounter options with double the amount of guards.

For any PC that wishes to flee into the alley with the bard, see the *Market Alley Maze sidebar*.

D3. Hook: While bidding the PCs farewell, and a word of warning about the '**crafty little kwillum buggers**', Guard Sergeant Morgen Washley advises the heroes that if they are looking for work, adventure and decent reward, they should seek out **Captain Bartholomew Greywater** at Mid-Wharf, on the Avondale Docks before nightfall.

D4. If the PCs wish to flee the scene before fighting/encountering the guards, read or paraphrase the following:

The easiest way of escape is an alleyway on the eastern side of the market. As you look towards it, you become aware of a figure hidden in its shadows. A large green and purple feather protruding from the figure's head is the only feature not concealed in the darkness. You then hear a soft voice in your ears, and you at once know its owner is whoever conceals themselves within the alley;

“Escape into the alley with me, Velieran the Charming, if you want to live!”

Allow the characters to escape unimpeded; however the guards immediately follow them into the labyrinth of alleyways. See the *Market Alley Maze sidebar*.



Market Alley Maze Sidebar

Velieran the Charming, quickly leads the heroes through a maze of narrow lanes, secret doors and trap-riddled rooms to escape the immediate danger. These secret ways are used frequently by the Lightfingers Guild's pickpockets. The bard moves swiftly through the labyrinth however, and the party must succeed on a DC 15 Wisdom (Survival) check to keep up with him. On the event of a failed check, the party loses their savior and find themselves in a dead end alley with the guards close behind, run *KC3: Lost in the Maze*. On a success, they keep up with the bard and emerge from the alley maze in the northern middle class housing district. Proceed to run *KC4: A Dubious Conquest*.

KC2

A New Cellmate

Note: This is a good place for the party to recruit an NPC should they be lacking in a particular skill set.

Captured characters may interact with the following cellmates:

Jessna

(NG female kwillum rogue 1)

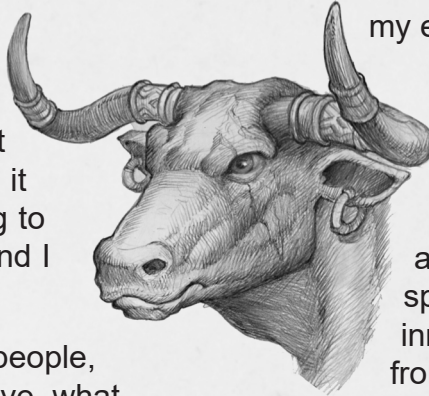
Arrest reason: Jessna was arrested by the royal guard for stealing a bag of fruit, though it wasn't what she was looking for. If given a chance, she gladly agrees to pretty much any kind of adventure opportunity.

Personality Trait: I am always curious about everything. No matter what it is, there is always something to discover about everything, and I intend to find it.

Ideal: Always be nice to people, you never know if they have what you're looking for.

Bond: Much like the rest of my kin, I am always in search for something, though I am not entirely sure what that might be. I am sure I will know it when I see it.

Flaw: I am naturally curious about everything, so much so that it often leads me into trouble on both sides of the law.



Marshok-Lora

(NG male minotaur fighter 1)

Arrest reason: This huge and muscular minotaur was arrested for being drunk and disorderly, having picked a fight and causing

significant damage to the Scaly Oyster Tavern on Mid-Wharf. He wasn't as much arrested, as he was dragged away after falling drunkenly unconscious. He is ashamed of himself and the dishonor he has caused his people. Marshok vows not to return to the empire until he has redeemed himself and his honor.

Personality Trait: When I set myself a task, that task gets done! No job is left incomplete.

Ideal: I expect those around me to be as honest as I am.

Bond: I pledge my life to serving the Minotaur Empire, everything I do is in honor of the empire.

Flaw: I can't help but drink far too much alcohol when it is on offer, often spending my entire imperial wage on drink.

Arlona Grimstone

(LG female human wizard 1)

Arrest reason: Arlona was accused of murder due to a misfired spell. She has since been proven innocent and is awaiting her release from the cell today. She was once a well respected up-and-coming wizard at the local school of magic, Zauber's Acadeum. Now, even though she has been cleared of the crime, her reputation is ruined, and she wishes only to leave Avondale to start a new life where she can practice her magic in peace.

Personality Trait: I am often shy and introverted, preferring to keep to my studies where possible.

Ideal: Knowledge is the true key to making change within this world.

Bond: My father gave me his arcane focus, a crystal shard suspended by a thin chain, which I now use as my focus and wear about my neck.

Flaw: I don't connect with other people very well, and tend to offend those who I can do talk to.

Situation

After some time, read or paraphrase the following:

The door to the cell block foyer screeches open. Footsteps approach your cell, and a weathered yet handsome, finely-dressed man wearing a tricorn stops before you. He examines you while twisting his mustache, then speaks, **“Top O’ the mornin’ to ye! Landlubbers, do I have an offer for you! One dat’s as bloated as a mother whale, jus’ too good to say ney!”**

This is **Captain Bartholomew Greywater**, the owner of the *Sea Clipper*. He is looking for adventurers who can work as deckhands on a sea voyage that is shipping supplies to the northern Dracomian outpost of Thornton Barracks. The ship is also carrying pilgrims and travelers to the northern kingdoms. He also wants the adventurers to act as a protective entourage for the shipment and a few ship’s staff during the final overland leg of the journey to Thornton Barracks.

The captain offers to post bail for the characters if they accept. Captain Greywater also details the following through conversation:

- The *Sea Clipper* is headed north, through the Trapped Sea, and will land at multiple main ports along the coast.
- The adventurers will work as deckhands for the sea leg, then escorts for a supply shipment traveling overland to a frontier outpost on the border of the human kingdoms.
- Payment offered is 60 gp total per position. 10 gp paid on departure from the wharf, 20 gp on landing in Shale port, and another 30 gp on successful delivery to the outpost.
- All food and water will be supplied by the ship during the sea voyage; however, the party would need to provide their own during the overland leg.

If the party accepts this offer, continue to *Chapter 3: Have Ship, Will Travel*.



KC3

Lost in the Maze

If the PCs were chased into the Maze of Alleyways by the town guards from KC1, run the following encounter:

Situation

You seem to have lost your pursuers in the narrow labyrinth of alleyways on the outskirts of the Market District. Unfortunately, you have also lost your savior, the flamboyant bard. You have entered a dank, dead-end lane. You can still hear the calls of the guards as they search for you. A sudden shout from a guard indicates they might have found your tracks!

Below are three ways that the characters can escape this predicament; feel free to allow others that seem appropriate.

- **Climb up the side of the two-story high building.** Requires a DC 13 Strength (Athletics) check from each character attempting the climb. If the party succeeds, see *Development D1*. On failure the guards find the alleyway and engage in combat with any characters still within the alley.
- **Attempt to sneak out of the open entrance to the alleyway past the nearby guards.** Requires a successful DC 15 Dexterity (Stealth) group check; if at least half the party succeeds, see *Development D2*. If they fail, the guards cut the party off and surround them to engage in combat.
- **Wait for the guards and fight their way out.** The guards find the alley after a few minutes and immediately engage in non-lethal combat. The guards fight until they are at half hit points, and then attempt to disengage and flee. If the party win in combat, see *Development D3*. If the party are defeated, they are knocked unconscious with non-lethal damage and carried to the Marketplace Cell Block, proceed to KC2 - A New Cell Mate.

Note: Whichever escape route the PCs use, they should all eventually end up leading to an opportunity to board the *Sea Clipper* in Chapter 3 - *Have Ship, Will Travel*.

Royal Guards in Pursuit. There are 12 city royal guards, including the Guard Sergeant, searching the twists and bends of the Market District alley way labyrinth. They have slowly begun to pick up the tracks of the heroes; however it takes them 2 rounds to discover the alleyway that the PC is in. See the *Creatures*, *Tactics* and *Treasure* sections to run the combat encounter.

Creatures

11 Royal Guards (**guard**)

1 Guard Sergeant (**veteran**)

Tactics

The guards attempt to take prisoners, knocking characters out in preference to killing them. However, if the threat to the guards' lives become too high, and they are reduced to half of their maximum hit points, each of the guards attempts to flee, except for the Guard Sergeant, who fights to the death.

After 2 rounds of combat, **Velieran the Charming**, the bard from the alley, appears on a nearby rooftop overlooking the fight. He joins the fight in Round 3 and attempts to aid the characters with buffs and ranged attacks on the guards, see *Appendix C – NPCs and Monsters* for his statistics.



Treasure

If the party overcomes the group of guards, the guards' weapons and armor may be looted.

Development

D1 - Climb the building. As the last of the PCs pulls their legs over the edge, the guards enter the alley below, look around for a few moments, then move on. Velieran the Charming then finds the characters and leads them down the opposite side of the building and on to safety. See *KC4: A Dubious Conquest*.

D2 - Stealth Escape. After the characters have spent a few minutes successfully evading the guards, Velieran the Charming steps out of a shadowy alleyway and motions for the party to follow him once again. He easily leads them to safety. Proceed to *KC4: A Dubious Conquest*.

D3 - Fight the Guards. Once the final guard either flees or hits the floor unconscious, Velieran the Charming uses his message cantrip to tell the characters to follow him onto the rooftops, and he lowers down a rope to aid them climb. Velieran then leads the party to safety. Proceed to *KC4: A Dubious Conquest*.

KC4

A Dubious Conquest

Velieran the Charming is a flamboyant bard (*Appendix C*) who plays in the local taverns and inns. Today he has a decidedly pale complexion and nervous disposition, often sweating and looking over his shoulder. When given a chance, he attempts to flirt with the most handsome/beautiful PC, although it is obviously half-hearted.

Situation

Once the PCs and Velieran are safely in the streets beyond the market district, the bard bows, tips his feathered hat, and introduces himself if he has not done so already.

He accepts thanks but no payment for helping the party out; he simply states, “**you’re welcome, though I do have a favor to ask,**

well more like a job for you...”

Before he can explain, however, several men approach the party and threaten Velieran. Velieran flirted with the wrong person – specifically the young and impressionable cousin of one of the prominent members of the Ragged Claw (Avondale’s major crime guild – see *Amble’s Guide to Avondale* city supplement book for more information).

The cousin was left with the impression that marriage was offered, and the thugs are here to return Velieran to his paramour. Velieran begs the PCs to help him overcome the thugs.

Creatures

1 Velieran the Charming (*Appendix C*)

7 Thugs

Tactics

The thugs cannot be persuaded or bluffed into believing they have the wrong man (he is known to several personally) but they can be fought, intimidated (DC 15) or bribed (10 gp) into allowing Velieran to escape. You may allow any reasonable plan of the characters to work.

Development

Hook. In the aftermath, Velieran tells the party of his plans to jump on board a ship, the *Sea Clipper*, and escape across the Trapped Sea. He implores the PCs to join him, suggesting they too might want to lay low for a while after bringing themselves to the notice of not only the Royal Guard, but also the Ragged Claw crime guild. If that fails to entice the PCs, he then, in desperation, offers the PCs employment as his bodyguards to travel with him aboard the ship for a payment of 25 gp each, paid upon their arrival at the destination.

If the party agree, move on to *Chapter 3 – Have Ship, Will Travel*.

Alternative Avondale Encounters

Run one of these encounters as an alternative to hook your players into the plot of *Rising Tides*.

The Duel

Situation

The heroes are staying or drinking at a tavern, or simply standing in the street. A heated discussion erupts between a couple of individual initiates closeby – one Royal Guard initiate, **Private Evan Elderman** (LG male human **guard**), and one initiate from the knightly Order of the Shield, **Squire Rhondar Melville** (LG male human **noble**).

The volume of the conversation escalates, as the two hotheads begin to espouse the virtues of their various callings, the Royal Guard versus the Knighthood respectively.

Before it gets too heated, a desperate innkeeper/shop owner/street merchant asks the characters for aid, suggesting that the characters might be able to settle the debate, one way or the other, as they are also warriors. In fact, the merchant doesn't really know anything about the characters, they are just looking for someone to defuse the situation.

Ultimately, one of the initiates challenges the other and one of the characters to a contest to prove their worth. The other agrees, and the characters are free to do so or decline. The innkeeper or merchant suggests they have the contest in the yard or street.

Tactics

Each participant offers a challenge that they can complete in the yard. The characters may suggest one, or the GM can prompt from the list below. The Knight and the Guard choose after the characters have made their selections.

- **Test of Strength.** A weight lifting challenge – hefting rainwater barrels for as long as can be held.

Base Strength Ability Score of 11 or more to begin the lift.

Successful DC 10 Strength (Athletics) check to maintain the lift, with a tally of 10 seconds per point the check passes by. Each of the three participants must roll and a winner is decided by the longest held lift. Draws are permitted.

- **Test of Balance.** Characters must walk the stockyard fence, succeeding on four DC 12 Dexterity (Acrobatics) checks. A failed check indicates the character falls back into the yard, finishing their turn. Tally each check total. The winner is decided firstly by how many checks they passed, and if tied, by the highest total of tallied rolls (signifying the fastest completion).
- **Test of Aim.** In this challenge, characters must throw 10 rocks as a finesse thrown ranged attack at steins across the yard. There are 10 steins, each with an AC of 10. Be sure to tally each rolled number on the hit rolls. Critical hits signify that the rock bounces off one stein, and hits a second with the same rock, both collecting the higher tallied roll. The winner is decided as the character who successfully hits the most steins. Ties are decided by the highest total tallied hit rolls, signifying the most accurate hits.
- **Test of Endurance.** Contestants need to hold their breath in this challenge by dunking their head into rain barrels for as long as they can manage. Each character must roll a series of Constitution saving throws, beginning at DC 10 and rising by one each time. Winner is the person who remains longest. Draws are permitted.

As the tests go on, a crowd is drawn to cheer on the contestants. Similarly, the antagonistic attitude of the contestants becomes one of grudging respect.

Development

Hook. By the end, the Royal Guard and Knight Initiates part ways, maintaining a respectful but growing rivalry. Both are destined to be sent north to the Thornton Barracks outpost. If the PCs belong to either group, they are assigned the same post. If they are not, they are approached afterward by a mercenary captain who watched from the crowd. She was impressed by the heroes and wants to hire them for an escort role. She is also going to the outpost. Her friend Sir Waryn Salem has a caravan which the PCs are to ride on to the outpost. Continue on to *Chapter 4 – The Wild Lands of Tiberos*.

Deckhands Wanted

Situation

The party notice a large minotaur standing on the side of the street with a look of embarrassment on his face. A sign hangs from his neck that reads:

“Adventure, riches and glory! Deckhands/adventurers needed for epic sea-voyage - Sign up at the Sea Clipper - Mid-wharf!”.

The minotaur is **Garano-Tian** (N minotaur veteran/sailor), and he has been placed on recruitment duties by his employer, Captain Bartholomew Greywater, the captain of the ship *Sea Clipper*.

Though he accepts this duty, the battle-scarred minotaur is not pleased about it. Garano was arrested by the Avondale Royal Guard following a drunken tavern brawl, and was now in debt to Captain Greywater for the cost of the bail for his release. This duty serves as both punishment and debt repayment.

Development

If the characters attempt to engage with Garano, he is deep voiced, and short of temper, though he does keep up conversation should the heroes continue. If asked about the voyage, the minotaur gives the following information:

- The *Sea Clipper* is headed north, through the Trapped Sea, to land at multiple main ports along the coast.
- Recruits will act as deckhands for the sea leg, then escorts for a supply shipment traveling inland to a frontier outpost on the border of the human kingdoms.
- Payment offered is 60 gp total per position. 10 gp paid on departure from the wharf, 20 gp on landing in Shale port, and another 30 gp on successful delivery to the outpost.
- All food and water will be supplied by the ship during the sea voyage; however, the party will need to fend for themselves on the overland leg.
- To apply, the characters should meet with Captain Greywater at the *Sea Clipper* on Wharf 2.

On acceptance of the job, proceed to *Chapter 3 – Have Ship, Will Travel*.





Chapter 3: Have Ship, Will Travel

Once the characters are employed or make the decision to travel to the new outpost in the north, they can make their way to the harbor to board their assigned vessel. The *Sea Clipper* is a three-mast caravel with lateen sails (triangular), around 75 feet long with three decks – the open upper deck, the below deck and the hold, as well as stern and aft quarterdecks.

The *Sea Clipper* sails under **Captain Bartholomew Greywater**, a weathered yet handsome **veteran** sailor who is finely dressed in a white linen fleesy shirt, and a tri-cornered captains hat.

Boarding The Sea Clipper

Situation

Read or paraphrase the following:

The early morning wind cuts like a knife as you gather on the docks ahead of your journey. The *Sea Clipper* bobs against the stone pier, and you survey the vessel that will carry you hundreds of miles to the north.

The ship is a three mast caravel in good - if weathered - condition, its green triangular sails standing out boldly against the steadily lightening horizon. A green pennant with gold edges flies from the main mast, snapping sharply in the crisp breeze.

A cluster of other passengers crowd nearby, each waiting their turn to board over one of several gangways, while crew load cargo and

livestock with a net and a swinging-arm apparatus. The rest of the passengers look like colonists or merchants from their garb, though there are a contingent of regular Dracomian soldiers aboard as well.

A deep growling voice issues from behind you, and breaks you from your reverie. “**Hey landwalkers! Lend a hand or get gone**”.

Turning you see a huge minotaur, thickly muscled and even more heavily scarred, his left horn broken to a jagged point and his left ear missing. From his light pants, loose shirt, and bare feet you can tell he's part of the crew.

The minotaur is the first mate, **Redjak**, a veteran of many battles and retired soldier of the Empire. Though still hale and no more than middle aged, Redjak felt the call of the sea over the call of battle, and devotes himself to the service of the sea goddess, Duac. For all his tone, he doesn't care if the characters help or get out of the way, so long as they do one.

Tactics

Redjak appreciates any offers of help, though the characters won't be able to tell from his manner, and Redjak gives characters a long, appraising stare before assigning them a task hauling cargo or wrangling livestock onto the ship (the latter requires a successful DC 10 Wisdom (Animal Handling) check to achieve). Characters merely moving out of the way are spared no more of his attention... for now.

Characters that take offence or, in turn, seek to confront Redjack (or offer impertinence or insult) raise his ire. He looms over the character, cracking his knuckles menacingly and smiling in anticipation. However, before any hostilities break out, **Captain Bartholomew Greywater** appears at the rail and intervenes. Redjak is sent on his way, and the Captain assigns backbreaking labour to any involved characters, suggesting if they have the energy to fight, they have it to work. Anyone refusing is told in no uncertain terms that they will not board if they do not help.

Ship Prepping

In this section, you can find interesting NPCs for the characters to interact with, who may provide adventure opportunities in the latter portions of this and the *Into the North* chapters.

Lena Harrow

(Human, female, 25 years, long dark hair, severe expression, scholarly nature) – a herbalist and alchemist traveling north to seek out new species of plants for research and possible importation.

Gregory Brendle

(Human, male, 43 years, graying red hair and beard, friendly disposition) – a blacksmith with a commission to attend the forge at Thornton

Cooper Family

Silas Cooper (Human, male, 29 years, brown hair, thin and nervous looking)

Harriet Cooper (Human, female, 26 years, blonde, wary and guarded)

Grant Cooper (Human, male, brown hair, 14 years, shy and furtive)

Ellie Cooper (Half Elf, female, 9 years, black hair, open and energetic)

Ellie's racial heritage is difficult to discern (DC 15 Nature or Investigation) and the family is hiding something (DC 15 Insight). The Coopers are moving to the port of Shale to establish a cooper shop. Ellie is an orphan the family took in when she was three and her mother (a neighbor) died, but the family is afraid the elven father will seek her out and tries to pass her off as their own daughter.

Callistorio Averum

(Human male, 35 years, blonde and clean shaven, outgoing and gregarious) – a cloth merchant from Aryon Port who delivered his Avondale cargo, but heard about the opportunities to deliver good cloth to Thornton.

He has a dozen bolts of good wool cloth and one of fine cotton. Callistorio also gathers information during his travels for a spy named Dano, who is located in the port city of Aryon to the west. He reports to Dano using coded letters.

Matroness Isella, priestess of Couras

(Human, female, 45 years, brown hair, mirthful eyes) – a priestess of the goddess of faith, Couras, on a journey to the shrine at Thornton. Her role is to help supply and staff it, but she tends to mother everyone she comes across.

Rix and Rella

Rix (kwillum, male, elderly, drooping grey spines, vacant, searching, occasionally cheeky) – an elderly kwillum, Rix spends most of his time staring into the horizon, and requiring assistance from his niece. Every so often he seems to come to life, making jokes and good naturedly flirting with any female on the trek. Rix is adamant ‘what he’s looking for’ is just around the bend or over the next hill, and suffers from bouts of melancholy.

Rella (kwillum, female, 23 years, brown spines, patient but concerned) – Rix’s niece; she assists the old kwillum on their journey. She doesn’t know where they are going or why, but is devoted to her uncle.

Sticks

(Human, male, 13 years, rough black hair, determined) – a street kid who somehow afforded passage, Sticks is out to see the world and make his fortune. He has limited equipment and funds, but is both stubborn and optimistic.

Underway

The voyage from Avondale to the port of Shale takes approximately six days in total. In addition to the set scenes below, the ship may encounter a number of other events along the journey, either selected by you or randomly rolled. To randomly determine encounters, roll a d20. On a roll of 16+, an encounter takes place. Roll a d8 and consult the *Encounters at Sea table* to determine what The *Sea Clipper* encounters.

Encounters at Sea

1d8	Encounter
1	Whale pod migration.
2	Passing merchant ship heading in opposite direction.
3	Enormous Shark sighting – follows the ship for half a day looking for castoff scraps or dead bodies buried at sea.
4	A burned out ship – remnants of pirate attack. The name of the ship – <i>Saint Serene</i> – is still visible. A successful DC 12 Intelligence (Investigation) check indicates that wheyr pirates attacked the ship a little over a day ago.
5	A playful dolphin pod that skips in and out of the wake, and across the bow of the ship for a few hours.
6	A sighting of an enormous bird of prey that takes a whale calf in a dive (ie Roc). The bird is miles away and does not approach.
7	Castaway clinging to a broken spar. He is either 1) a genuine survivor of a pirate attack on the <i>Saint Serene</i> (see 4 above) or someone claiming to be a survivor, but in reality is a pirate forced to walk the plank after a failed mutiny (GM’s discretion).
8	Pirate attack. A 2 masted coaster fitted with several ballista and a crew of 20 pirates chases the <i>Sea Clipper</i> . Some bow or spell fire may be exchanged, but ultimately the <i>Sea Clipper</i> outruns the pursuit and the pirates break off. The name of the pirate vessel – <i>Mermaid’s Deathly Kiss</i> – can be perceived with a successful DC 15 Wisdom (Perception) check.

1 square = 5 feet



Map 3.1: Sea Clipper

H1

Wrath of the Storm God

The weather turns poor on the first night of travel. Read or paraphrase the following:

Violent motions tear you from your fitful rest, your hammocks swinging wildly while objects crash to the floor all around you. It takes a moment to orient yourself in the darkness, but between the crashing waves against the hull and the lurching of the ship you realize that this is more serious than just rough seas.

The door bursts open and a drenched sailor calls for aid. **“We’re in dire straits here, landlubbers! The Captain calls you to deck!”**

He then turns on his heel and bolts up the nearby stairs.

Allow the heroes a few moments to gather anything they might need before proceeding to the deck above, then continue:

The deck is a nightmarish scene of oceanic fury as waves and wind lash the vessel mercilessly, and a driving rain reduces visibility to almost nothing. Cracks of lightning illuminate the surrounding seas, which buck and heave like some titanic beast, tossing your ship around as if it were a child’s toy.

The snapping of wood and crack of parting ropes can be heard above the roar of the storm, as the ship begins to give under the assault. Several barrels and crates fly past, carried away by wind and wave. A scream sounds from above as a sailor is swept from the rigging and plunges into the dark waters. Others scramble to throw lifelines to the beleaguered man as they fight to keep their own feet.

Up by the wheel the captain stands defiantly by the helmsman, bellowing orders and cursing into the night. Spotting you he demands **“Don’t just stand there! Lend a hand or go down with the rest of us, ye lackwit landdwellers!”**

Situation

The weather turns poor overnight, and in the early hours of the morning a massive storm wracks the ocean, causing the ship to be tossed about like a toy in the waves.

Tactics

The following encounter tactics apply;

- Three crew members, who are not the PCs, have been thrown overboard, and will be lost if not rescued within the 8 round time limit – assume they can tread water that long.
- Characters swimming in the rough waters require a successful DC 14 Strength (Athletics) check to make headway. If they roll 9 or lower, they sink and are removed from play – see Development below.
- The party must succeed on 10 tasks collectively within 8 rounds to successfully secure the ship against the storm – see the Completing Tasks and Development sections below.
- There are 3 active crew members remaining on deck not including the captain. Redjak is one.
- Remaining crew can be used to assist the characters if they are on deck. This evokes the help action where it makes sense.

Tasks. The characters may pitch in of their own accord, or assist in securing the ship as the captain and first mate order. Tasks include;

- **Reefing the sails** – DC 12 Strength (Athletics) check
- **Making fast the lines** – DC 12 Dexterity check
- **Battening hatches and securing cargo** – DC 12 Intelligence check
- **Throwing lines to men overboard** – Attack roll vs AC 12 (Strength or Dexterity based)

- **Assisting in piloting the ship.** Calling wave movements to the helmsman – DC 12 Wisdom check
- **Calming the passengers on the lower levels** – DC 12 Charisma (Deception or Persuasion) check
- **Additional tasks** may be completed as suggested by the PCs, with DC 12 checks assigned by the GM. Similarly, any actions or spells the PCs might creatively use to assist the ship can be counted as a single “task success” as below.

Completing Tasks. One task can be completed per turn. At the start of each creature’s turn, a creature on deck needs to succeed at a DC 12 Dexterity saving throw or be tossed around, suffering 2 (1d4) bludgeoning damage. On a failure, they are unable to perform any task. A creature that fails the saving throw by 7 or more is thrown into the ocean. The heroes must complete 10 tasks collectively to help secure the ship. If the ship has not been secured after 8 rounds, its masts tear free and are lost, and the ship begins to take water. The Captain orders everyone below to try to ride out the storm, as the ship is now at the mercy of the sea.

Development

Successfully completing the tasks allows the ship to ride out the storm intact, with little damage or loss. The next day the squall has blown itself out and the ship may continue onward. Within a few hours, the ship comes in sight of a cluster of small tropical islands that are only slightly off the ship’s course (see *H2 – Isles of Death*).

Failure indicates the ship is adrift with no means of control, the masts and sails lost and the rudder damaged. Repairs commence with the limited resources available but the ship drifts for three days, until it comes insight of a small cluster of tropical islands. At this sight, the Captain orders a landing party formed to cut trees for makeshift masts and asks the PCs to accompany the landing party (see *H2 – Isles of Death*).

Any crew members – or characters - lost overboard in the storm and not recovered are rescued by merfolk and brought to the local islands (as above). The merfolk outpace the ship easily, and deposit the castaways on the beaches long before the ship gets underway again. This is not a kindness. A dark shaman has aroused the ire of the Storm God, Tawyr, and the merfolk placate her with sacrifices.

Keeping Players Involved

If a player lost their character overboard, give them an NPC to run until the characters are recovered in the next encounter. Stat blocks are provided in *Appendix C: NPCs and Monsters* for a number of crew members that can be used as an interesting interlude for players, and this keeps them active within the game.

H2

The Isles of Death

Read or paraphrase the following if the *Sea Clipper* made it through the previous chapter with light or minimal damage or loss of crew/characters:

After the fury of the storm has blown itself out, the ship sails on calmer waters. The new day dawns and allows the crew to take stock of the damage. The *Sea Clipper* has sustained only minor damage and loss, though it is not altogether unscathed.

Congregating on deck to make personal assessments, you can see to the east a string of small islands, with dense green foliage and white sand beaches.

As you gaze over these picturesque islands you can see there seem to be figures on the beach of one of the large islands. They are waving to you!

Read or paraphrase if the *Sea Clipper* took heavy damage or losses:

The day dawns mercifully clear, the furious storm having blown itself out. The *Sea Clipper* is in shambles, with broken masts and listing heavily to one side. Jagged wood lies everywhere, both on deck and in the now calm seas around you. Many crates and barrels bob nearby, though you can see no bodies of the lost.

To the east, you can see a string of small islands, covered in dense green foliage and surrounded by white sand beaches. The largest has palm trees that might suffice as replacement masts if harvested.

As you look, you can make out figures on the beach of the largest island, which appear to be waving at you. Maybe some of your lost comrades were washed ashore?

Situation

Whether drifting or sailing, the ship passes within sight of a cluster of tropical Islands, each several miles across and large enough to support dense, lush jungle. The islands teem with life and are seemingly a paradise, complete with white sand beaches, fruit-bearing trees and small game. However, in the very center of the largest island is an ancient stone altar to Tawyr, the storm god. If activated correctly, the altar is capable of generating harmful weather and currents for many miles around. Unfortunately for the local shipping and seafolk, a mad shaman learned about the shrine and how to use it, then journeyed here, deliberately wrecking her vessel and taking up permanent residence. She now calls herself the Shaman of the Seas. It is from this island that she dispenses capricious destruction on her whims.

Merfolk. The local merfolk have taken to placating her with sacrifices of treasure or sailors, both of which seem to stay her destructive urges, at least for short periods.

Land Ho! When the ship sails or drifts nearby, the Captain and characters can observe figures on the beaches waving to them. Fires have also

been set on the beaches by the lost crew of either the *Sea Clipper* or another ship. Depending on the state of the ship, the Captain either orders a work detail to gather repair supplies or a landing party to investigate. In either case, by the time any landing party arrives, the figures are gone. If a constant watch is kept on the figures, a successful DC 18 Wisdom (Perception) check reveals creatures made of twigs attacking the crew and dragging them into the underbrush. If no constant watch is kept, assume the moment of abduction is not witnessed.

If the character proceed ashore, see *The Island* section later in this chapter.

H3

Stories of the Minotaur

In the latter stages of the journey, on a clear night, the the characters find **Redjak**, the minotaur first mate, up on deck. If the PCs have demonstrated honor and/or been effective in acting in the interests of the ship, he warms to them. If they have not, paraphrase the encounter below but remove the historical story. He still grudgingly converses with them out of respect, but does not become friendly.

You awaken in the darkness, roused from your sleep by something unknown. Unlike the last time you were awakened prematurely, you are filled with a sense of calm and a desire to take in the night air. Your companions are similarly moved, and together you climb to the main deck.

It's a clear night, still and crisp. The sky sparkles with a million bright stars, and the pale moon Huum reflects a silvery trail on the boundless ocean. From the bow, you hear a deep and surprisingly melodious voice chant a hymn to the sea goddess Dauc, and you observe the hulking form of Redjak sprinkling the waters with holy oils while invoking the deity's blessing. Time passes, and you find yourself lost in the hypnotic song and ceremony. Finally, the minotaur turns from the rail, and noticing you he motions you to join him. He settles on a crate, pulls forth a large horn pipe and proceeds to pack it.

“I didn’t think much of you lot when I laid eyes on you on the docks” he begins without preamble, “but you’ve proven yourselves in the face of the storm and on the island against the sea witch. You aren’t too bad for landwalkers, I guess”.

He looks around the ship, talking in the creaking lines and fluttering sails. **“She’s a good ship and a decent crew. I’d hate to lose either to storm or fell enchantments”.** He lights the pipe with a taper and snorts **“Still, she’s a minnow compared to the great Minotaur war vessels.”**



If the PCs have earned his friendship through their deeds, continue below;

“I don’t suppose you landwalkers would have ever heard the legend of how we achieved mastery of the sea now, would you?”

He takes a deep breath, inhaling from the pipe, then breathing out a cloud of sweet, cloying smoke. **“In an Age before the founding of our great empire, the minotaurs were a scattered, tribal people. We were a young, powerful race, facing the horrors of the shadow times. We were a landlocked race, dwelling in mountains and the labyrinthine caves within. It was from deep within the earth the ancient foes came.**

Our legends talk of demons of utter blackness, fell creatures intent on consuming the world. They came against us with destruction in their fiery eyes. We sharpened our blades and horns, and waded in the blood of the infernal monsters. Endless battles, endless glory. We revelled in it, our legends say. Called to blood by our blood, or some such.

But eventually one minotaur tired of death and glory. Mineria the Golden, chief of the Bleakrock clan. She’d killed thousands before her thirst for blood was quenched. One day, in the midst of battle she dropped her axe, and just walked away. She headed due east for eighteen days without stopping. She walked without food, water or sleep. She walked until the land ran out. She found herself on pebble beach at the foot of a forested cliff – the very site our grand capital of Gillan stands today. She stood with the water lapping at her bloody feet, staring out with awe at the endless expanse beyond.

It was the first time Mineria had seen the ocean, and it called to her like nothing else had. No victory, nor accolade, nor glorious battlefield deed moved her as the sea did.

She beseeched the vastness to relinquish its secrets to her, and Dauc heard her prayer. A massive wave formed and struck the cliff, toppling the rock and leaving the bay littered with floating trunks. Dauc bequeathed Mineria the knowledge to shape the wood, and harness the wind in sails. It was on the back of this blessing we first took to the oceans, and for this we give Dauc our gratitude and respect..."

Redjak trails off, staring out into the night and drawing on his pipe. The silence stretches comfortably between you all, and you realise you've been given a rare gift of insight into the history of the Minotaur race.

The characters are free to converse or question Redjack further, but while he is happy to discuss the *Sea Clipper* or his personal adventures (of which the GM is free to extrapolate), he speaks no further on the minotaur race or their history. He happily discusses the differences between modern minotaur ships and humans (or other seafaring races) and the fact that they are responsible for passing on knowledge of modern shipbuilding to the human kingdoms. He's also interested in the character's histories and future plans. His future plans are simple – sail the seas until Dauc takes him.

This encounter is almost purely roleplaying, designed to cement a connection to an NPC that will reappear later in the adventure series.

The Island

When the characters make landfall, the island seems quiet enough. A search of the area around the fires reveals a lot of churned sand, and a successful DC 10 Wisdom (Perception or Survival) check allows them to pick up drag marks through the underbrush. Failing this, a detailed search of the island will eventually lead them to the shrine at the center. They hear the location before seeing it. Every twenty seconds there is a watery roaring and splattering sound.

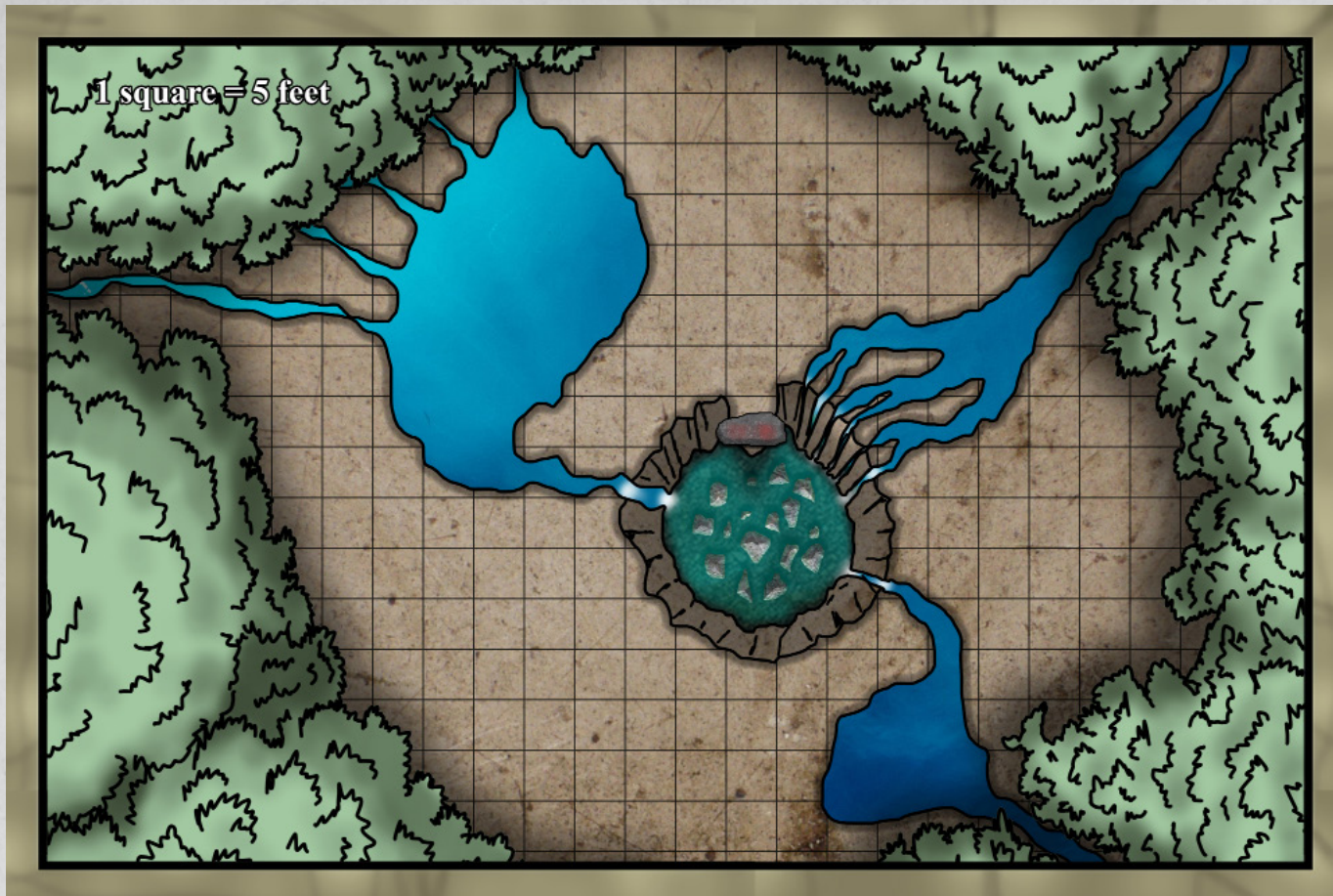


The Shrine

Situation

This is a grove surrounding a natural tide pool that breaches the island through a series of underwater caves and tunnels. At high tide, the water sits just below the edge of the pool. At low tide, it sits 20 feet below and reveals sharp rocks and the bones of countless sacrificed sailors. Every third round, the wave action forces water through a series of rock channels (causing the roaring) and sprays a burst of salt water over the general area. The rocky grotto is slick. Rusty manacles hold prisoners in the pool. At low tide they hang painfully. At high tide they struggle to keep their heads above the water level. On one edge of the pool is a stone slab that serves as a sacrificial altar, where the shaman slits the captive's throats before dumping the bodies into the pit. The Shaman of the Sea holds captives without food and water until they go unconscious from exposure near to death. She then sacrifices them to the Fury of the Sea.

As the characters arrive she has an unconscious sailor on the slab prepared for sacrifice, and any characters or crew from the *Sea Clipper* are manacled in the pit.



Map 3.2: Storm God's Shrine

Creatures

The Shaman of the Sea is protected by a number of blights – twig and needle – appropriate to the party level/composition. For a 1st level group there are two of each. For each level the party is above 1 add two more blights in any desired combination.

1 Shaman of the Sea (**druid**)

2 **Twig Blights**

2 **Needle Blights**

Tactics

The Shaman of the Sea casts *barkskin* as her first action, followed by *entangle* and then attacks with *produce flame* (range) or *shillelagh* (melee). If hard pressed in melee by multiple foes she casts *thunderwave*. The Twig blights close to melee while the needle blights strike from range where possible.

Treasure

While the Shaman of the Sea eschews material wealth, there are some personal trinkets from

the sacrifices in the bottom of the pit;

3 plain silver rings (10gp each), a plain gold ring (40gp), a silver and topaz necklace (50gp) and a scattering of 16gp, 42 sp and 56 in loose coins.

However, the characters must be willing to risk climbing the slick walls (DC 12 Strength (Athletics) for the climb) or fall onto jagged rocks below. The wave action threatens to dislodge climbers, who must make a successful DC 10 Strength saving throw on both the climb up and down to not be dislodged and fall. Any character falling takes 1d6 bludgeoning and 1d6 piercing damage.

Development

With the death of the Shaman of the Sea, the seas along this trade route become calmer, which may be later overheard as a rumor by the characters in various seaports.

However, the slain shaman eventually rises as a banshee bent on revenge on the living, though when and how this affects the campaign is up to you.



Chapter 4: Wild Lands of Tiberos

The wilds of Tiberos can be both dangerous and beautiful, and sometimes both at once. This part of the adventure allows the party to travel across the wild lands of Tiberos and experience the wondrous sights to be beheld. This is presented as a hexcrawl, that can be referenced against the map of Tiberos (map 1.1).

Hexes

Each hex on the landscape map covers 24 miles of movement, which takes the party 1 day to traverse at normal pace. Characters can move through 1.5 hexes in one day if moving at fast pace, with a -5 penalty to all passive Wisdom (Perception) scores. If force-marching (pushing the travel time per day beyond 8 hours), consult the movement rules for 5th Edition. All characters move at the same overland movement speed regardless of their walking pace.

Tiberos Regional Landscapes

Unusual features found in the wilds of Tiberos can be found in the *Tiberos Landscape Matrix* and *Notable Landmarks & Major Cities* section in *Appendix B*. Landmarks are also keyed on the smaller regional map (map 1.2) included with this adventure for location reference. These will help you distinguish various regions from each other. You may find this particularly handy on travel days where no random encounters happen.

Random Encounters

Each day the characters travel in the wilderness with no set encounter, roll 1d20 to determine if they have a random encounter. On a roll of 16 or more roll 1d100 on the *Tiberos Random*

Encounters Table (Appendix A) to see what encounter the party come across. Feel free to choose encounters instead of rolling, if this best fits your game's narrative.

Overland Quest Line Encounters

If the party take the overland route between Avondale and the north lands that are described in Chapter 6: Into the North, their caravan should follow the North Road. Certain story-driven encounters take place along this journey, and are described below. Check the smaller regional map (map 1.2) for the location of these encounters.

W1

Shooting Stars

Situation

As night creeps in, any character with a passive Wisdom (Perception) score of 12 or higher notices three fiery orange shooting star streak across the night sky. A successful DC 10 Intelligence (History) check recalls that some cultures in Tiberos believe such a sight to be a warning, or a precursor to the godly phenomenon known as The Shatter (see *Chapter 1 - Rex Draconis, The Moons & The Shatter*).

W2

Knights of Dracoma

Situation

The characters notice a small group of people on the horizon; on a successful DC 15 Wisdom (Perception) check a character can make out 3 (1d6) figures on horseback. The figures ride at a steady pace southwards towards the party.

After 10 minutes, the riders are close enough to recognize as Knights of Dracoma, with

glistening armor and a rigid riding formation. A few minutes later, the knights reach the party.

The knights are all from the Order of the Shield, and they ride in haste to make their next posting at Thon Draka - Citadel of the Knights of Dracoma (headquarters). They have been delayed by an encounter with a band of ogres, and are now running late.

Development

Rumor. The knights have heard rumors of an increase of wheyr groups in the northern regions of Tiberos. The knights mention that the tales say that the wheyr seem more unified than usual, though they dismiss this as 'bored farmers telling wives-tales, it must be a slow crop season'.

Warning Word. The knights warn the party that ogres are prowling the areas to the north, and request that they also pass this information on to any knights that the party might meet.

After a brief chat and respite from a long ride, the knights bid the party farewell and continue on their trek.

W3

Minotaurs of the Empire

Situation

The party come across a small contingent of 3 (1d6) minotaurs of the empire. The minotaurs are hunting a wild boar, and not doing a very good job at it. While minotaurs are fierce warriors, they are not the most stealthy of hunters.

The commanding minotaur is Rotath (LN male minotaur **veteran**). He is standing back while issuing orders to the two younger looking minotaurs, Mertha (LG female minotaur **berserker**), and her smaller brother Jern (NG male minotaur **spy**). The siblings have been in the service of the Minotaur Imperial Navy for a decade. This is the group's first land-based mission and are traveling to the nearest city to join an Imperial outpost there.

Tactics

Helping Hand. If the party lend a helping hand in securing the wild boar that the minotaurs are attempting to hunt, the Rotath invites them to join their camp and feast for the evening.

What the Minotaurs Know. Rotath has orders to report to the new post and to travel by land, something that he is not happy about, but he accepts his duty nonetheless. Mertha and Jern have both heard of rumors of more wheyr ships than normal being spotted in the Trapped Sea, but neither have seen this firsthand. Rotath knows for certain that the wheyr activity in the north and in the Trapped Sea has increased, but says nothing of this to the party. A successful DC 15 Wisdom (Insight) check suspects Rotath might know more than he is prepared to tell.

Development

When departing, the three minotaurs wish the party safe travels, and ‘may the minotaur god, Ramrath, show them glory in battle’.



Hammer of Garan, rumored to be hidden in an ancient tomb buried beneath a giant broken statue known as the Fallen Perfectionate. The Fallen Perfectionate is located on the western edge of the elven lands of Solanas. The dwarven Hammer of Garan is an heirloom of Eilidh's bloodline and she wishes to return it to its rightful place amongst her clan in Stonetorn, thereby increasing her clan's chances of winning the next dwarven seat of leadership. They plan to leave for the Fallen Perfectionate at the next dawn, but are wary of the elven archers protecting the Solanas border hidden within the forest treeline.

Development

Side Quest. Eilidh offers an even split of any treasure looted (with the exception of the Hammer of Garan), an ally for life, and a welcome stay with her clan at Stonetorn to any of the party who wish to assist the dwarves with their mission.

If the party accept the offer, see the side quest orange quest line leading east to **G1**, then move to *Chapter 5 - Garan's Tomb*.

W4

Eilidh Hammerfist and the Twins

Situation

The party come across a group of three dwarves sitting by a campfire (replace with a burnt-out campfire if encountered during the day or if it's raining) lead by Eilidh (AIL-ih) Hammerfist (NG female mountain dwarf **veteran** - with a battleaxe). Her two companions are a pair of twin brothers, Fergus Regor (CG male mountain dwarf **berserker**) and Angus Regor (LG male mountain dwarf **priest**).

Shelter. If the weather is inclement, the dwarves have built suitable shelter from fallen tree trunks, bushes and overgrown ancient ruins. There is enough additional space to provide shelter for 4 more medium sized creatures.

The Rumor. The dwarves are on a mission to retrieve a fabled dwarven magic item, the

W5

Wulf and the Wheyrs

Situation

The party approach a small wood just to the east of their intended course. They hear a snarl and a yelp for help. If the party investigates further, they find three **wheyr warriors**, one with a bloodied snout, circling a half-elf who is sitting cross legged on the ground, his eyes closed in meditation. A successful DC 12 Intelligence (History) check identifies the half-elf as a monk of Nuin, god of the crimson moon.

The monk's name is **Wulf Nuinchild** (LG male half-elf monk - *Appendix C*). He is clean shaven with long, dark brown hair bound in tail, and wears an open vest with padded shoulder protection. Arm guards and protective gloves designed for movement and martial arts adorn his forearms and hands.

As soon as the heroes see this scene, a wheyr warrior attacks Wulf; however, the monk punches the wheyr in the nose sending it tumbling to the ground. Wulf then springs to action. Roll initiative if the party wish to join the combat, otherwise narratively describe Wulf defeating the three wheyr in 3 rounds of combat.

Development

What Wulf Knows. After the combat, if the party converse with Wulf, he advises them that he had noticed an increase in wheyr activity in the area, and he is doing his part, in the name of his god Nuin, to hunt and eradicate their evil

presence from the area, thus protecting the good people of the free lands.

If the party offer, Wulf will join the party on promise of hunting any rumor or sighting of the wheyr.

Tracking Wheyr. Wulf is experienced in tracking wheyr and as such, he has advantage on any Survival or Perception checks used to track them. The party may find this very useful to the party in the later chapters of this adventure.





Chapter 5: Garan's Tomb

During the final battle of the Solan Perfectionate rebellion, a courageous young dwarf known as Garan Hammerfist, and later classified as a member of the 'Daring 23', sacrificed himself to turn the tides of battle against the Solan War Commander, Laranthian. Garan, having taken a mortal wound to the stomach during the fight, swung a desperate and final time at his adversary. Using his godly-blessed hammer, the dwarf struck down Laranthian, thereby turning the tide of the battle. Garan died a hero that day, and the dwarves built a tomb for him and those others who fell in the battle, at the base of the Fallen Perfectionate. It is said that his blessed hammer was also placed within Garan's tomb, resting atop a mighty pillar and safeguarded by a molten guardian.

General Features

Ceilings. Unless otherwise noted, the ceilings in each of the chambers of the tomb are 12 feet high, and the corridors are 10 feet high.

Secret Doors. Unless otherwise noted within the encounter text, all secret doors are locked stone facades that open on hinges, and are cleverly hidden within the masterful stonework walls. They can be discovered with a successful DC 15 Wisdom (Perception) check, and opened via a successful DC 12 Intelligence (Investigation) check that reveals some very minor inconsistencies in the mortar that lead to a pushing stone opening mechanism on the wall a foot from the door.

Tomb Occupants

Laranthian and his Officers

Laranthian (**ghost**) and his three officers (**specters**) haunt the halls of Garan's Tomb beneath the Fallen Perfectionate.

In their bitterness towards their oppressors, the dwarves buried Laranthian and his three favored officers in makeshift graves within the tomb (*Areas 3 & 5*). Their heads were turned to

face west, away from their forest. The spirits of the four elves are cursed to guard the tomb of their enemy from any intruders.

Giant Tunnel Grub

A Giant Tunnel Grub has made its lair in Area 8.

G1. Tomb Areas

1. The Fallen Perfectionate

Situation

As the characters approach the area of the fallen perfectionate, read or paraphrase the following:

Just over the horizon, you catch sight of a pair of stone monoliths reaching into the sky. As you get closer, the pillars become recognizable as a pair of stone legs, their feet forever planted into the earth. It seems this may have been a giant statue once, but it now stands destroyed. Next to the stone legs, a giant sword blade, also made from stone, protrudes out from the ground and soars into the sky above, its tip hidden deep beneath. Between the stone feet lies the entrance to a tomb, a plaque above the archway entrance reads "Here Lies the Tomb of Garan Hammerfist - Hero of the Daring 23."

Thirty feet beyond the broken giant statue looms the Solanas Forest, home to the Solan elves.

Tactics

Solan Border Patrol. The Solan Elves border patrol keep a close eye on any intruders who venture too close to their forest homeland, from within the thick forest treetops. If any of the heroes approach the forest within 20 feet, three (3) arrows are fired from within those treetops at as many heroes as possible who are currently within that 20 foot zone. They attack with a +5 to hit, dealing 5 (1d6+2) piercing damage on a successful hit.

The border patrol scouts can neither be seen

or heard, as they are magically hidden from outsiders. They do not respond to any attempts at engagement or negotiation, as their duties deny them of that risk. Entry further into the forest by the characters is certain death.

Secret Doors. There are two secret entrances, one in the base of each stone foot.

Development

If **Eilidh Hammerfist** is with the party, she rushes into the tomb, opening the double doors in the archway, eager to recover her rightful heirloom.

2. Entrance Hall

Situation

As the double doors swing open the heroes see a spiral stone staircase leading down into darkness. The ceiling is 20 feet high in this entrance hall. There is a 15-foot tall, 10-foot wide stone pillar standing behind the spiral staircase, engraved around the top of the pillar are the words "**In memory of those who made the ultimate sacrifice for our freedom**" written in dwarven runes. Hundreds of dwarven names are engraved on the pillar's western surface.

Engraved Names. These are the names of all of the dwarves that lost their lives in the Battle of the Fallen Perfectionate. The pillar is a war memorial.

Development

There is a small cursed pouch on top of the pillar, which is only visible to those who climb to the top and check. If any hero takes the small pouch, they must make a DC 15 Wisdom saving throw; on a failure, they become blind for 1 hour. This curse was placed here to deter grave robbers from raiding Garan's Tomb or desecrating the memorial pillar.

Treasure

The pouch contains rubies worth 20 gold pieces.



Map 5.1: Garan's Tomb

3. Garan's Last Stand

Situation

A large 10-foot tall obsidian statue of a male dwarf with his hammer raised to the skies stands in the eastern part of this room. A plaque reads, in Common, "**Garan's Last Stand**". Before the statue are three mounds of pebbles and rubble.

Three Graves. A successful DC 10 Intelligence (Investigation) check determines that these are makeshift, shallow graves. They have no gravestones, and their owners remain nameless to the heroes. These are, in fact, the graves of Laranthian's three officers, those of whose specters now guard this tomb.

If the characters linger in this room, the room's temperature drop a few degrees, and a **specter** materializes above the middle grave and attacks.

Creatures

1 **Specter**

Tactics

The specter attempts to life drain as many of the heroes as possible and fights until destroyed.

Development

Once the specter is destroyed or somehow removed from the encounter, if any dwarf touches the obsidian hammer of the statue of Garan, that character is blessed for 8 hours, receiving the effects of the *bless* spell. If Eilidh Hammerfist is with the party, she does exactly that.

4. Northern Crypts

Situation

As the heroes enter this corridor, read or paraphrase the following:

As you enter the cobweb-laden corridor, you soon realize that there are small nooks on either side of the hallway. Each nook holds a single white marble sarcophagus, that in turn adorn a different name engraved onto each of their lids.

As soon as the heroes make it to the halfway point of the crypts corridor, two specters (one at each end of the corridor) of elvish warriors appear from nooks.

Creatures

2 Specters

Tactics

The specters attack the nearest living creature with visible hate and despite.

Development

Wind Gust. As the final specter is destroyed and evaporates into wisps of ethereal mist, a large gust of wind force blasts southwards through the corridor, originating from the room at the northern end. Dust and cobwebs fly through the hallway. Any creature within the main area of the corridor when this happens must make a DC 13 Strength saving throw; on a failed save, the creature falls prone and takes 2 (1d4) bludgeoning damage. Any creature that takes cover in a crypt alcove is immune to the gust effect.

Secret Door. There is a secret door hidden behind a sarcophagus in one of the eastern nooks. This leads down a dark and dank corridor which links up to the passage leading into *Garan's Final Resting Place*.

Treasure

If any of the heroes open the two northernmost sarcophagi, they find tattered and useless ceremonial garbs hanging loosely on dwarven skeletons, and an ingot of gold (50 gp each) within each.

5. Laranthian's Grave

Situation

As the heroes enter this chamber read or paraphrase the following:

Opening up before you is a rectangular room. A thematic stone sculpture stands over a large stone slab. The sculpture depicts a brave and mighty dwarven hero standing triumphant over his adversary, an evil-faced elvish warrior who cowers with spiteful hate. An incorporeal figure kneels before the stone slab muttering

a prayer to the goddess, Niso. With venom in its ghostly voice, it demands that the goddess grants it passage to the afterlife; there is no answer. Suddenly it stops and twists its neck around to look at you with the same spiteful face adorning the elf in the sculpture behind it.

The incorporeal figure is the ghost of Laranthian, the Solan Perfectionate War Commander. His ghost is now doomed to protect the tomb of his most hated enemy, the dwarven slaves.

Creatures

1 ghost

Tactics

Laranthian attacks the party with his *horrifying visage* action on his first turn. He then attempts to attack the first dwarven character that he can reach with his withering touch action, or the smallest character if there are no dwarves present.

Development

Once Laranthian is defeated, the heroes can inspect the area.

The Stone Slab. This is indeed the "gravestone" of Laranthian, a makeshift grave with a slab of stone dumped on top. A successful DC 15 Intelligence (Investigation) check deduces this. Laranthian's name is crudely etched into the slab in dwarven runes.

Secret Door. There is a secret door on the eastern wall. This leads to *Garan's Final Resting Place*.

6. Southern Crypts

Situation

This corridor is much like the northern crypts, however there are no specters in this area. Each of the sarcophagi have a long dead dwarf's remains within.

Treasure

The two southernmost sarcophagi each have a pouch of rubies (10 gp).

7. The Sword of the Perfectionate

Situation

As the heroes reach this part of the corridor, read or paraphrase the following:

As you move through the dark subterranean corridor, it suddenly comes to an abrupt end. Before you is a wall of stone, much the same material as the destroyed Fallen Perfectionate statue above.

This is the stone blade of the statue's sword that had been driven into the ground by some great force many moons ago. Its tip is buried deep enough to sever this passage, and create a blockage. A successful DC 15 Intelligence (Investigation) check reveals this.

Development

Secret Door. There is a hidden hole that has been dug into the southern wall of this corridor, where the edge of the giant stone blade meets the crafted tomb's stonework. It offers passage for medium or smaller sized creatures to pass through, one at a time. A successful DC 17 Wisdom (Perception) check discovers the hole hidden behind illusionary magic created to appear as though the wall was still intact. Casting detect magic on the area detects an aura of illusionary magic emanating from the secret door.

8. Storage Area

Situation

This area was once a storage space for the builders of the tomb during its construction. Corroded ancient hammers, picks and other stone-working tools are littered across the floor. A **giant tunnel grub** has eaten through the earth and western wall of the room and now makes the area its lair.

These giant worm like creatures use their two heavy club-like tendrils to break through the hard earth devouring the rubble left in its place. Doing so creates vast underground

tunnel systems. A successful DC 13 Intelligence (Nature) check remembers this.

This particular giant tunnel grub has broken through the western wall and it is now hibernating after having digesting vast amounts of hard rubble, with its head and tendrils sticking through the hole and into the room.

Northern Wall Door. There is a door on the northern wall that opens into an underground tunnel leading to a trapdoor hatch. This hatch opens into the floor of the *Left Perfectionate Foot*.

Creatures

1 giant tunnel grub (*Appendix C*)

Tactics

The giant tunnel grub wakes unless each creature trying to pass by succeeds at a DC 15 Dexterity (Stealth) check. If woken, the giant tunnel grub attacks instantly, lashing out its club like tendrils at the closest creatures. It does not move, but attacks from its place of rest.

9. Left Perfectionate Foot

Situation

This area is the empty space inside the Fallen Perfectionate's left foot. The walls are smooth, worked stone. In the center of the flat stone floor is an iron trapdoor with a large pulling ring on one side, and hinges on the other.

Development

Trapdoor. The trapdoor can be lifted by a hero or group of heroes with a cumulative Strength ability score of 25 or more. A shaft under the trapdoor drops 15 feet into a dark and dank tunnel leading south to *Area 8 - The Storage Area*.

Secret Door. A secret facade door is cleverly hidden along the northern wall of the area. The stonework so pure that the seam of the facade door is barely visible to the naked eye. This leads out to the entrance area at ground level in *Area 1 - The Fallen Perfectionate*.

10. Right Perfectionate Foot

Situation

This area is much the same shape as the left foot room, except this inner space holds three chests. Each chest is locked and a character must either succeed on a DC 15 Dexterity check with thieves tools, or break the chests. Each chest has an AC of 17, and 18 Hit Points.

Treasure

Chest 1. This chest contains 10 golden ingots (25 gp in total).

Chest 2. This chest contains a handaxe of darkvision (see Appendix D).

Chest 3. This chest contains a scroll of parchment detailing the final battle of the final battle of the Solan Perfectionate rebellion, and Garan Hammerfist's heroics (see the introduction paragraph to this chapter for more detail).

11. Garan's Final Resting Place

Situation

As the heroes enter this chamber, read or paraphrase the following:

A vast chamber opens before you, and your eyes are drawn immediately to a hulking figure, 15 feet tall, illuminated with the glow of molten lava. Heat radiates from the being, which seems to be made entirely of black, ashen coal with deep cracks revealing flowing molten lava beneath.

On the far side of the tomb rests a large stone coffin. A 20-foot high pillar stands behind it, over which hovers a large warhammer that glows with radiant light, slowly rotating in a controlled and majestic fashion.

Creatures

1 Molten Guardian (*Appendix C*)

Tactics

As soon as a hero enters the room, the **molten guardian** animates. It has been created for

the sole purpose of protecting the final resting place of Garan Hammerfist, and the Hammer of Garan.

If the molten guardian is forced out of the room, it falls into pieces of cold charcoal. If a Lawful Good creature seizes the Hammer of Garan, see Development, below.

The pillar requires a successful DC 15 Strength (Athletics) check to climb.

The molten guardian attacks any hero within 10 feet of the pillar with its *lava blast* attack, attempting to knock the hero away from it. Otherwise, the guardian attacks the biggest physical threat first.

Development

If a character of lawful good takes hold of the Hammer of Garan and the molten guardian is not yet destroyed, it turns towards the hero and bows to the character in fealty.

Regardless of alignment, read or paraphrase the following once combat has completed:

As the hammer of Garan is finally wielded for the first time in an age, a bright and radiant light fills the tomb. A voice, rough like gravel, yet warm and wise like that of a loving grandfather speaks to to each of your minds.

"Welcome, my children. The future of Tiberos is balanced on the Great Axe of Fate, and a great evil rises in your path. Take this blessed hammer as a tool to forge good over the evil that lies ahead. I cannot say which forks on the path you may take, but know that the blessings of Hagryn may help light the way."

And with this the light draws down and into the Hammer of Garan before flickering away, leaving the tomb in darkness.

Note: If Eilidh is with the party she, having been touched by the god that she worships, falls to her knees with tears streaming down her cheeks. The twins also drop to their knees if they are present. Eilidh chooses to donate the hammer to the party for the sake of good,

although she requests that the party return the hammer to her clan in Stonetorn when the evil perils are defeated. Eilidh advises the party that she will travel back to Stonetorn to report the happenings in the tomb and the message of Hagryn to the dwarven council.

Treasure

The heroes find the *Hammer of Garan* (see *Appendix D*). Within Garan's sarcophagus, the characters can loot a handful of assorted shiny baubles (20 gp), and pristine dwarven half plate armor.





Chapter 6: Into the North

Regardless of whether the heroes take the land or sea route, their expedition should pass through the small settlement of Shale before heading into the North.

Shale

Your first look at Shale gives you an impression of order and permanence. The town is built on a small promontory overlooking the bay, with an impressive stone pier jutting directly out into the water. The pier is large enough to easily berth a dozen deepwater galleys at need, though currently there are only a handful of small coastal fishing boats moored here.

The town itself consists of drab, stone structures, arranged in rows, surrounded by paved streets. A main avenue splits the town, running from the pier, through the centre of the settlement, then out into the wilderness to the north and east.

The inhabitants, primarily a mix of humans and dwarves, go about their business in a studious fashion.

Shale is a small settlement of around 20 buildings, and no more than 70 inhabitants. It's a way station to greater Stonetorn and beyond, catering to travelers and ships. It is a no frills, no nonsense town, with functional buildings and public works, muted colors and a prevailing business-like attitude. The town is governed by a middle aged female dwarf known as Gendra Rockbreaker, who holds the title of Reeve. The place has a militia of 10 soldiers, and "adventurers' shenanigans" are poorly received, resulting in a night in the watchhouse for most infractions.

The heroes can resupply and rest in Shale before heading into the North. There are several general stores and equipment suppliers, as well as a stable and a boarding house.

Shale is the kind of utilitarian settlement that offers what travelers need, but no incentive to

stay any longer than necessary. That is the way the locals like it.

This is as far as the crew of the *Sea Clipper* go. If the party have been helpful, useful crew members and developed a rapport with Captain Greywater and/or First Mate Redjack, they are bid a fond farewell, with promises they are always welcome on the vessel. If they made a poor impression on the crew, they are ushered off the ship and not given another thought.

The road caravan stops here as part of the journey to resupply, pick up some freight from the *Sea Clipper*, and rest a few days before moving on. Those characters that came by ship (and associated NPCs) are able to join it for the remainder of the trek to Thornton Barracks.

The Journey Continues

As the party depart northwards with the caravan, read or paraphrase the following:

The wilds of the North have a rugged, untamed beauty. The rough road cuts through the uneven hill country, with sparse woods and scrub covering the undulating terrain. The land both rises and plunges periodically, exposing you to amazing views over valleys and various streams that meander through the countryside. Always visible to the east, the great line of mountains stretches onward, a giant wall of stone between the frontier and the savage Ogre lands. The temperatures grow ever colder as your caravan travels deeper into the northlands under the endless slate sky.

The Northlands are generally cold, windy and perpetually overcast. Occasional icy rain falls, usually in light drizzles, but on rare occasions a flash downpour deluges the caravan and threatens to wash out the road.

Note: You can use the *Weather Generator* (Appendix E) to add a more dynamic quality to the journey.

N1

Ogre Ambush

Situation

Read or paraphrase the following:

Early one morning, while traveling through a lightly wooded crag, you encounter a tree fallen across the road, apparently felled by one of the frequent storms in the area. While you think you could easily traverse around it, the wagons would not be able to continue.

There are 5 young ogres (use **half-ogre** statistics) waiting in ambush here. A successful DC 10 Wisdom (Perception) check allows a character to spot one of the ogres, with an additional ogre spotted for every 2 points the total exceeded 10.

Creatures

5 Ogres (**half-ogre**)

Tactics

Moving the tree requires a combined strength of 50, or it can be cut through using axes and time (AC 10, 100 hp). A close examination (DC 10

Roster Change

Shale is where you can remove NPCs that have served their purpose, or have not made an impact on the characters. At your discretion you could also add new faces for the journey North.

It is also a great point to replace lost or slain heroes with new characters, should the need arise.

Perception or Investigation) shows drag marks and damage to the tree consistent of being uprooted and placed across the road.

The ogres wait until they are spotted or the wagons seem vulnerable, before they emerge. Read or paraphrase the following:

From the concealing brush around the road several brutish humanoids burst forth, bellowing war cries. Their massive forms top out at over nine feet, and they are garbed in animal skins festooned with bones and skulls. Their exposed skin is pale and covered in tattoos and they wield wicked-looking iron clubs.

One steps forward and roars in broken common, **"Give us gold and tasty children and we's let you's live! Fight and we's club you to dead!"**

These are young ogres looking to make a name for themselves amongst the ogre tribes. They are not overly bright, but they have learned some caution when dealing with travelers on the military route. They know if they cause too much disturbance they are likely to see an increased military presence. For now they are content to rob caravans of some valuables.

The characters can negotiate with the ogres with a reasonable degree of success using Persuasion or Deception (depending on their tactics). A DC 10 convinces the ogres that there either are no children, or they are poor tasting. Success by 5 or more convinces the ogres the caravan is poor and can get away with down to 50 gp in bribes to pass. The ogres do not accept less than that. Any attempt at Intimidation insults them, and they attack.

If a fight ensues, the ogres battle until 3 or more fall, then they attempt to retreat.

Treasure

The ogres have 27 gp, 54 sp, 35 cp, a silver necklace (worth 10 gp), a bone flute (worth 20 gp) and a gold bracelet (worth 50 gp). They have numerous items that were once fine but are now ruined (silks, musical instruments etc).

N2

Burned Down Village

Situation

The smell of smoke wafts through the crisp air, unusual for the fact that the untamed north has so few settlements. You are passing through a series of rocky gullies on this leg of the journey. The landscape is rough, with scree slopes and ridges limiting vision, but it's not long before you round an outcropping and see a larger valley spread to the east. The road continues northward, deeper into the crags, but the scent of and just barely visible trails of smoke come from deeper into the wild valley. You cannot see the source, but you'd estimate it may be a few miles in. A small access road leads in that direction.

The characters can choose to continue on their way north, or stop to explore the local valley and its possibilities. If characters wish to explore the area around the road fork, they may make a DC 10 Intelligence (Nature) or DC 15 Wisdom (Perception) check. A character who succeeds on either check discovers the tracks of a large number of clawed creatures that have passed this way recently; the tracks seem similar to wolf tracks. Success on either by 5 or more also conveys that the area is unusually quiet. Furthermore, the area has a feeling of 'wrongness' about it. Nothing substantial, but the characters are uneasy here.

Delving deeper into the valley, the characters pass into a lightly wooded area, where the road meanders around large boulders and uneven ground for several miles. The smell of smoke gets stronger, and begins to change to a slightly sweeter odor, as if more than wood has been burned. Eventually the trail opens up onto a small, burned out town.

The smell of smoke mingles with the stench of burned and rotting meat, and something... darker... fouler...

The woods give way to a small cluster of burned out huts, the remains of a small

village. More than half the buildings are charred ruins, while the rest are in various states of disrepair.

In the center of the village the communal fire pit has been transformed into a nightmarish scene, where a huge blacked effigy of a hyena-headed figure has been erected over an ash pile. Within the heaped coals you can see scorched bones and skulls.

The entire village is under a supernatural pall due to the dark ritual performed by the Whyer here. Within the village all characters are subject to a **bane** effect (as the spell) until the effigy is cleansed.

Tactics

Examining the Village

Looking around the village shows tracks similar to those above.

- **A - Effigy of the Wheyr God.** Standing here is a 20-foot-tall effigy of a humanoid with a dog-like head, crudely carved from a thick tree trunk. The wood is

blackened and twisted but still retains its shape and emanates a palpable sense of menace. The ash pile below it is filled with bones.

A successful DC 12 Wisdom (Medicine) check reveals the bones come from both humans and animals, and, with some digging (if they are so inclined), the characters can retrieve the bones of 21 humans (17 adults, 4 children) and 7 animals (2 goats, 3 pigs, a cow and a dog).

A successful DC 14 Intelligence (Arcana or Religion) check indicates the effigy was used in some form of sacrificial blood ritual designed to invoke a dark power.

- ***B - Burned Out Huts.*** These huts are completely burned out, leaving nothing but ash, charred wood, and a few melted metal lumps that might once have been various household items (pots, nails etc).



Map 6.1: Burned Down Village

- **C - Damaged Huts.** These huts are damaged but mostly intact. They show signs of having been searched. Furniture has been overturned, and personal items have been flung about and broken. Nothing of value remains, but the characters might find the odd keepsake – a portrait, a child's doll or a hairbrush – to remind them the occupants were innocent villagers.
- **D1 - Pig Run.** An empty pig run, splashed with blood
- **D2 - Chicken Coop.** An empty chicken coop. The remains of a dozen chickens lie here; they were torn apart savagely, but not eaten.
- **E - The Hut with the Cellar.** This appears to be similar to the Damaged Huts (area C, above), but perceptive characters or those that search thoroughly (DC 15 Perception or Investigation) find a loose board that allows access to a small hollow under the house. A sleeping toddler (male, 2 years old) lies within, dirty and exhausted but alive.

The child's name is **Antonius**, and he is afraid and desires to see his parents (who are among the dead). He did not see the attack. He was told to hide and not make any sound by his parents before they put him in the hollow. He recalls hearing screaming as well as growls and yips like there were dogs nearby. He is not sure how long ago this happened, but he is very hungry. Antonius is brave and resilient, and will recover if sheltered with a caring family.
- **F - Vegetable Gardens.** These have been maliciously torn up and destroyed, again seemingly for no better reason than the act of destruction itself.

N3

The White Casadan

Situation

Read or paraphrase the following:

As your journey north continues, you climb deeper into the hills and crags, and into a wild woodland. As the road cuts through the forest, it becomes thicker and more primal, the towering trees blocking out the sunlight. Insects and rustling noises emanate all around you, and the perpetual chill is lessened in this verdant place.

Suddenly, a shaft of sunlight breaks through, illuminating a white casadan standing on a rocky outcrop. It paws the rock several times, then bounds away a few steps, turning to regard you, as if beckoning. A small game trail leads in its direction.

The casadan is an emissary from the Nature Goddess, Niso. The wheyr are plaguing the Northlands with their destructive ways, and the characters are fated to be drawn into the conflict. This is her way or blessing and endorsing their contribution.

Tactics

Only the player characters can see the casadan. If any of the NPCs are consulted, they can see the shaft of light but not the animal.

If the casadan is attacked, it vanishes and the encounter ends.

Development

If the cassadan is followed peaceably, read or paraphrase the following:

The casadan bounds deeper into the woods, keeping at the edge of your vision; a flash of white against the dark greens and browns. The narrow game trail is heavily overgrown, making passage difficult. Frequently you stumble or are lashed with stray branches. Soon, you become hopelessly lost.

Finally, after what seems like hours, the thick undergrowth gives way and you find yourselves on a bluff overlooking a forest grotto.

Sunlight streams down from the opening in the canopy, illuminating a crystalline pool in a natural depression some 50 feet below you. It is fed by a waterfall, and you see that the trail into the area passes under it. Small animals of all kinds, predator and prey alike, drink from the pool but do not interfere with each other. The casadan rests on a rock in the center of the pool, completely at ease. A supernatural serenity suffuses this place, and you feel its peaceful caress reaching out to you.

This grotto exists on the border of the world of Tiberos and the fey realm. It can only be found by the will of the nature goddess, and once the characters leave, they can't find their way back.

Grotto Animals. The animals range from mice, squirrels and other small forest critters, through to birds of all varieties. The pool has frogs and fish in it, as well as a family of otters. The GM is free to include any other creatures they choose, and this is an excellent place to introduce animal companions or familiars to characters. The characters instinctively feel that no creatures should be harmed in this place.

Grotto Time Effects. The bushes and vines surrounding the pool produce a variety of edible berries and nuts, though the characters feel no hunger here, nor do they age. Regardless of how long they stay here, when they leave they almost immediately return to the edge of the forest near the road, and find only a few minutes have passed for everyone else.

Refreshment. While in the grotto, any existing wounds heal at the rate of 1 hp per hour. Swimming in the pool removes all conditions, curses and harmful magical effects.

The White Casadan. The characters may approach and attempt to speak to the casadan. It does not converse with them, instead it bows its antlers low (by bending at its front legs while its rear legs remain upright) and vanishes. In its place on the rock are a number (exactly the number of the characters) of necklaces made from twisted vines that entwine around a smooth striated river rock of blues and greens.

Treasure

Niso's necklaces appear simple but are imbued with the magic of nature. When worn, if a character fails a saving throw, they may choose to succeed instead. The feature works just once, then the necklace merely becomes a non-magical memento of their time here.

Casadan

Akin to the antelope crossed with a mountain goat; Two long, curved horns on a narrowing head; a bearded face; with hooves adapted for running and climbing.



Chapter 7: Trouble at Thornton Barracks

Thornton Barracks is a wooden fort built by the kingdom of Dracoma to serve as a far-flung outpost at the edge of civilization to keep watch on the activities of the ogres and wheyr in the North, and as a political reminder of the reach of the kingdom. The barracks houses a contingent of 40 soldiers and a squad of 5 scouts. The town has grown up around the barracks, providing essential goods and services. The town population is around 350.

Traveling to Thornton

As the heroes approach their destination, Thornton Barracks, several things can occur along the trail.

1. A passive Wisdom (Perception) of 15 and above smells hints of mold in the air in certain areas along the trail leading up to Thornton Barracks.
2. A successful DC 15 Wisdom (Survival) check discovers footprints of multiple wheyr moving northward as a pack, all the way into Thornton Barracks from the direction of the destroyed and raided village (see Chapter 6: Into the North).
3. There is a 10% chance for each trail hex entered, that the wheyr pack have set a pit trap to waylay any pursuers. If the heroes decide to move off the trail, and travel the open wilderness instead, they bypass all pit traps though it may take longer to reach the barracks.

T1. Thornton Barracks

As the party enter their last day of the journey before reaching Thornton Barracks, read or paraphrase the following:

You entered the last day of your journey north with renewed energy, the footsore and weary travelers buoyed by the knowledge that you'd soon reach your destination.

That feeling changed an hour ago, when you saw the first plumes of smoke rising in the morning sky from the direction of the barracks. Traveling ahead of the caravan, you hurried toward the site of the military outpost.

If the characters investigated the *Burned out Village* in chapter 6, include the following:

Thoughts of the despoiled village fresh in your mind.

Then continue to read or paraphrase the following:

Riding into the relatively flat surrounds of Thornton Barracks, you see that, not only has it been attacked, but the assault is continuing! The barracks, which is situated on a bluff above the lowlands, appears relatively untouched, but the makeshift town below is being sacked. Roving bands of the canine-like wheyr set fire to buildings, chase civilians, and fight with a few defenders, as the soldiers attempt to protect the townsfolk and escort them to the safety of the fort.

Any character with military experience recognizes that the 'raid' is unfocused, and not as effective as it should be with better coordination or leadership.

As the characters enter the town they can meet the following encounters, choose or randomly determine as desired.

T1a Wheyr Patrol

Situation

A small patrol of wheyr are applying burning brands to the thatched roof of a wooden hut. The screams of a family can be heard from within. As the characters arrive, the hut is already beginning to burn.

Creatures

3 wheyr warriors (*Appendix C*)

1 wheyr scout (*Appendix C*)

Tactics

Unless the heroes extinguish the flames, with water or something else, the roof is consumed within 5 rounds. On the sixth round, the family's screams end as they are overcome by smoke. The family suffocate if not rescued by the end of round 10.

The doors are barred (AC 12, hp 15), and the interior is heavily obscured with smoke. Each creature that enters or starts its turn in the smoke must make a DC 15 Constitution saving throw; on a failure, the creature becomes poisoned.

The wheyr resist any attempts by the characters to free the trapped people.

T1b The Old Man

Situation

Several wheyr warriors (one for each character) chase an old man down a street, harrying him with arrows but not going for the kill.

Creatures

(Number of characters) x wheyr warriors (*Appendix C*)

Tactics

The wheyr warriors are clearly toying with the man, but he has already sustained wounds and will die from his wounds in 4 rounds if the wheyr don't tire of the game and finish it.

T1c

Barracks Soldiers

Situation

The characters encounter a squad of six barracks soldiers holding off a larger force of wheyr.

Creatures

4 wheyr scouts (*Appendix C*)

4 wheyr warriors (*Appendix C*)

1 wheyr brute (*Appendix C*)

6 barracks soldiers (**guard**)

Tactics

Without intervention from the PCs the barracks soldiers fall in 2 rounds.

T1d

Thornton Barracks Barricades

Situation

Eventually, the characters win through to the main force of soldiers near the base of the bluff, where a series of barricades has been set up. The attacks continue, but it is soon apparent that the wheyr are withdrawing in multiple directions, perhaps trying to lure the soldiers into a pursuit.

Development

The current commander is a Company Leader, Jillian Marius, a young but competent soldier. She relays the following;

- The wheyr forces attacked at dawn, assaulting the fringes of the town from many directions.

- The garrison was forced to sally against the wheyr, as the townsfolk were at risk. The garrison had to split their forces to meet the many wheyr bands.
- While many of the attacks seemed like feints, the commander of the garrison's unit was wiped out by a concerted attack; a garrison scout saw the commander, Captain Corven, carried off by the wheyr toward the north.
- The remaining garrison wanted to follow, but the remaining wheyr required their attention.
- Marius believes that the wheyr intended to capture the captain, and that this isn't a poorly executed attack, but a well-executed kidnapping. The wheyr attacks aren't causing much damage, but they have been delaying the garrison.
- Captain Corven knows the strength and disposition of the current troops in the North, as well as the future plans for the area, and Marius is worried the wheyr want military intelligence.
- Marius asks the characters to pursue the wheyr force heading north and rescue the captain.

The wheyr have had several hours head start, know the territory, and have competent scouts. She suggests the party takes no more than a short rest before setting out. Now that most of the citizens are safe, She'll have the soldiers harry the remaining wheyr squads to distract pursuit while the heroes break north.

Pursuit Through the Northlands

The characters are supposed to catch the wheyr force at the clifftop for the climax. This is the “big reveal” moment, and sets up the next adventure.

The GM is advised to allow the characters to follow the wheyr without requiring checks, but keep the quarry one step ahead until they reach the cliff.

If the players have means of getting ahead, you can either have them beat the wheyr to the cliff or run the encounter before, but you risk losing the impact of the scene. If the clifftop scene does not play out, the sighting of the wheyr army can be made by a scout and reported back. It's less dramatic, but keeps the plot moving.

T2. Tracking the Wheyr Force

Pursuit

Your pursuit of the wheyr band takes you further north, deep into the savage, untamed wilds. The ground becomes steadily rockier and more barren, though copses of ragged trees still stand here and there. The weather has turned very cold, and dark clouds threaten to unleash rain at any moment.

The trail is little more than a worn portion of the stony ground, and it forks just ahead, both options leading down into craggy terrain. The right fork heads toward a more barren area, while the left leads into a small sparsely wooded valley.

The tracks you have been following appear to go in both directions. As you consider your choices, a chilling, unearthly howl echoes through the air. A second, longer howl turns your blood to ice. It seems to emanate from the left path.

A successful DC 12 Wisdom (Perception) check confirms the origin of the howl is from the left. A successful DC 15 Intelligence (Nature) check

reveals it resembles that of a large canine creature, although it's not like any dog or wolf the characters have heard before.

A successful DC 15 Wisdom (Survival) check confirms that wheyr tracks lead in both directions, as well as some large canine prints like giant dogs or wolves. A successful DC 20 Wisdom (Survival) check reveals that the tracks to the right are more recent, and that there also signs of a man in boots traveling in that direction.

If the heroes choose to go left they move on to *T3. Shadow Fort*. If they choose to go right they move on to *T4. Confrontation on the Cliff*.

T3. Shadow Fort

The Shadow Fort is an ancient and mostly destroyed ruin of a fort that was established by Sir Edoran Ravenshield (a knight errant) over one thousand years ago. The knight was a member of the Knights of Dracoma in their early years, and travelled with a band of retainers to establish an isolated fortress in lands that were overrun by monsters in that time. The knight's quest to civilize the northland failed, and after he fell to the fangs of a lich hound, he was interred in his keep. The keep fell not long after to an ogre assault, and has been abandoned ever since. Occasional travelers, bandits and wheyr scouts shelter in the ruins, but never for

long. The keep is rumored (among those that know of its existence) to be haunted, but the truth is far more troubling.

Lich Hound. The creature that felled Sir Edoran regularly returns to the site, drawn by the mysterious obelisk (Area D), and plagues the location with half-seen apparitions and disembodied howls. At present, it does not accost the characters, but anyone removing Sir Edoran's shield will likely encounter the hound in the future, as it holds a special enmity for the knight and that enchanted bulwark.

As the characters approach the ancient fort, read or paraphrase the following:

The road dips and turns and eventually leads to a small ruin in the sparse woods. A thin mist blankets the area, slowly drifting and swirling. You can't hear any birds or insects, and, though the undergrowth rustles from time to time, you can't see any animals either. An ominous, oppressive feeling hangs over the broken stone ruin. From somewhere nearby you hear the water lapping at a shore.

Tactics

The lich hound is keeping its distance and not actively using its abilities, but its mere presence has an odd effect on the area. Ask the characters to make occasional Wisdom (Perception) checks and read one of the descriptions below. There is nothing substantial to see, but this builds atmosphere.

- **A low, consistent growl reverberates through the ruin. It is barely audible, and you can't quite pinpoint its direction of origin.**
- **You catch movement out of the corner of your eye, but, turning, you see nothing in that direction. Again, something flashes on the edge of the ruin in your peripheral vision, but it is maddeningly gone again after you turn to face it.**
- **The mists swirl oddly, and for just a second you can see a face in the fog. Then it is gone.**

- **Twigs snap in the underbrush nearby. At first it's just one, then another. Suddenly a series of cracks sound, faster and closer, like an unseen beast charging toward you! You brace yourself but nothing emerges. It is silent again.**
- **You hear a strange whisper, soft and insistent, like a soft song. You strain to make it out... it is a sibilant voice, barely audible. It whispers your name, once, then it is gone.**

None of these effects are real, and only the character in question sees or hears them. They are all hallucinations generated by the hero's subconscious, a side effect of the lich hound and this place.

T3a

The Arch

Situation

Read or paraphrase the following:

A stone archway stands here; the last remains of an ornate entryway. The stone is worn but has the hints of carving and bas-relief. Chipped indents indicate where hinges once held the doors, but these are long gone. A carved raven on a shield still remains visible at the apex of the arch.

Tactics

A successful DC 18 Intelligence (History) check identifies the crest as belonging to Sir Edoran Ravenshield, a Dracomian knight of antiquity, and more specifically of the Order of the Shield. Any Characters that are Dracomian knights get advantage on this check.

T3b Well

Situation

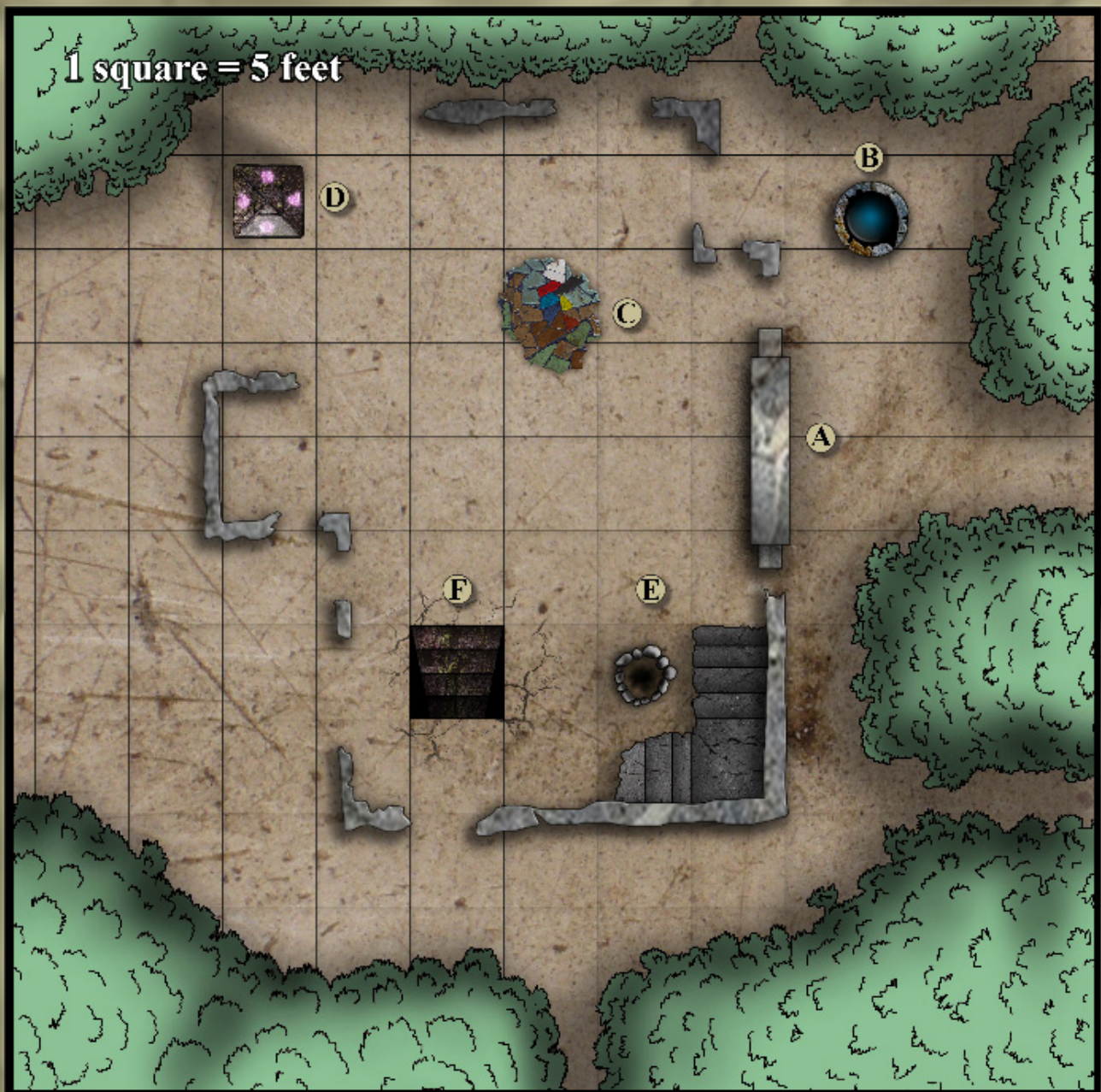
A low crumbling wall surrounds a well here. Any mechanism for drawing water is long gone. From below you can hear the sound of moving water.

The wall is a mere 2 feet high at its best, and half that where it has crumbled. The well shaft descends 20 feet to the water's surface, which itself is 4 feet deep and very cold. The current is

slow, moving Northwest to Southeast, so there is no risk of being carried away, but Dwarves, Gnomes and Kwillum will be fully submerged if they drop down.

Tactics

Attaching a rope to the crumbling wall is a bad idea. If any significant weight (50 lbs or more) is placed on a rope anchored to the wall, there is a 20% chance it pulls loose, the character falling into the well and being showered with debris for 1d6 bludgeoning damage. The failure chance is cumulative, with each successive character weakening the wall further.



Map 7.1: Shadow Fort (Upper)

T3c Mosaic

Situation

Read or paraphrase the following:

A half buried, half missing mosaic pattern can be seen on what remains of the foundations here. Despite the gaps, there are enough tightly packed, smooth stones remain to make out the vague image of a mounted knight charging at some sort of four-legged beast comprised of blue and black stones.

Tactics

A successful DC 18 Intelligence (History) check (DC 12 if the check was successful at the Arch in Area A) reveals this to be the archaic knight Sir Edoran Ravenshield attacking some sort of monster. Sir Edoran was a famed monster slayer. Any characters that are Knights of Dracoma have advantage on this check. The check doesn't reveal the monster type, but once the characters leave the ruin and see the lich hound the resemblance is unmistakable.



Map 7.2: Shadow Fort (Lower)

T3d Rune Obelisk

Situation

Read or paraphrase the following:

Surrounded by scrub, a tall, squared, basalt pillar stands here. Each of its four sides has tiny intricate runes carved into its face, with a large unique rune displayed in the center. Warmth radiates from the obelisk.

The obelisk is crafted from black basalt, which is a very different stone to that used to construct the keep or found in the surrounding terrain. The obelisk is warm to the touch and oddly slick, but not harmful. The obelisk appears somewhat time worn, yet is immune to any damage.

Tactics

The secrets of its construction and purpose are lost to time, but the characters can glean some information about it with the following skills and abilities;

A successful DC 15 Intelligence (Nature) check reveals that basalt is not native to this region, so the stone was imported at some time.

A successful DC 15 Intelligence (History) check reveals it is old. It predates the Keep construction.

A successful DC 15 Intelligence (Arcana) check indicated the runes are of an arcane nature, mostly associated with abjuration and conjuration magic. The check also reveals the obelisk serves as a permanent Teleportation Circle focus for the spell of the same name.

Using *detect magic* reveals the presence of Abjuration and Conjuration auras, and using identify reveals the teleportation circle aspect, as well as indicating the obelisk is the source of the local mist.

T3e Camp

Situation

Read or paraphrase the following:

A burned out campfire sits in the shadow of the least ruined corner of the keep, the broken stairway offering a sliver of shelter and partial protection from the wind. However, due to the torn ground, scuff marks and dried blood, it's clear the last use of this fire was not a restful one.

Tactics

Hidden under a layer of dirt is a small silver locket with a broken chain, presumably lost in the attack. It requires a passive Wisdom (Perception) score of 14 (or a successful DC 14 Wisdom (Perception) check) to discover.

A successful DC 15 Wisdom (Survival) check allows the character to discover marks relating to medium-sized humanoids (hand prints, boot prints) that are over a week old. They are definitely not related to the attack on Thornton Barracks.

A successful DC 15 Intelligence (Medicine) check indicates the amount of dried blood is sufficient to kill one or more medium-sized humanoids.

Treasure

The locket has the picture of a regal looking middle aged woman inside, engraved with the name "Lenore". It is worth 25 gp if sold.

T3f Stairs down

Situation

When the characters are at the top of the stairs, read or paraphrase the following:

A set of moss-covered stone stairs lead down into darkness, the wan light of the day barely penetrating the mist. You can smell mildew and hear the lapping of water from below.

The stairs descend sharply for 20 feet to the cellar below. The last 2 feet are submerged in water.

Tactics

Anyone stating they are moving with care (half move speed) can traverse the stairs safely, otherwise each creature must succeed on a DC 12 Dexterity (Acrobatics) check or slip on the slippery stairs, tumbling to the water below, and sustaining 1d4 bludgeoning damage. This also affects anyone exiting the cellar (or fleeing) via this route.

T3g Flooded Descent

Note: Areas G through K are completely dark. The only light sources are those the characters bring with them.

Situation

When the characters reach the bottom of the stairs, read or paraphrase the following:

Dark water laps at the walls of this stone cellar, and covers the base of the stairs. The scent of mold is thick in the air, and the bare walls are slick with moisture.

The floor of this room, which is submerged under 2 feet of murky water, is littered with sodden debris from crates, barrels and furniture that was once housed here.

Creatures

5 Giant Leeches (*Appendix C*)

Tactics

The room is considered difficult terrain. Sifting through the debris turns up nothing of interest, but doing so, or just crossing the room, stirs up the **giant leeches** that make their home here.

The leeches subsist on vermin and the occasional bandit or treasure hunter (and on each other), and voraciously attack any creatures that cross the room through the water.

T3h Statue

Situation

Read or paraphrase the following when the characters approach the statue:

Set in a recess in the north wall, the statue of a knight in full armor stands at attention. His right hand rests on the pommel of a stone sword, while the left arm is by its side, the hand broken away.

Tactics

If the characters search the water at the base of the statue, they can discover the stone hand. The hand is carved to include a stone signet ring displaying a raven on a shield design. This is the same ring that can be found in area I.

T3i Spider Lair

Situation

Read or paraphrase the following as the characters approach the entrance to this room:

Through the doorway, you can see this room is thick with cobwebs from the roof to the waterline. Several shapes that might be furniture anchor the webs toward the back of the room. Several other smaller shapes, about 1 foot in length hang in the webs.

A glint of silver catches in the light, and you see that a small silver ring is suspended from a single web strand in the center of the room, at about head height.

This room is the lair of a cunning Phase Spider that has pilfered and uses Sir Edoran's signet ring as a lure for foolish treasure hunters of bandits.

Creatures

1 Phase Spider

Tactics

If the characters have used any light source, or have made noise or been forced to fight leeches (or the ghost), the spider is aware of them and waiting on the ethereal plane to ambush them. If they have no light source, not engaged in combat, and made no noise, they have a chance of surprising it if their Dexterity (Stealth) checks exceeds its passive perception of 10.

It's a Trap! The ring is an obvious trap, but the spider has found that the greedy fall for it regularly. There are three humanoid bodies webbed to the ceiling, while the smaller shapes are desiccated leeches (the spider catches them after they feed). Burning the webs away releases these bodies.

Treasure

The webbed bodies have nothing of value beyond degrading clothes and cracked leather armor, except one bears a salvageable silvered dagger and another has a pouch with 15 cp, 23 sp, 5 gp and a *potion of healing*.

The ring is a silver signet band with a flat device bearing a raven on a shield. It is enchanted with a minor magic that keeps it clean, shiny and allows it to float on water. It is otherwise unremarkable, but may be very helpful in Area K. It can be sold for 50 gp as a curiosity.

T3j

Flooded Storeroom

Situation

Read or paraphrase the following:

The smell of mold is strong in this area. Stone benches and shelves extend upward from the water, lining the walls and appearing as small islands in the slowly moving liquid. A few clay containers can be seen here or there amongst the mostly smashed and ruined pottery.

A crack in the north wall leads to a tunnel beyond, and from it you can hear fast-moving water. This is clearly the origin of the flooding.

The floor of this room is less cluttered with debris than area G due to the mostly stone furnishings,

and the violent motion of the water keeps the leeches away. The intact containers are all dried up or filled with unsavory mold growth.

Tactics

The crack in the north wall is 2 feet across and 4 feet in height. It is tight for medium creatures but can be traversed. It widens toward Area L, and angles downward so that the water depth increases to 4 feet.

Treasure

A thorough search with a successful DC 18 Wisdom (Perception) check reveals that one container has a small sealed pot inside, but it is under a layer of nasty sludge. The sealed pot found within the container holds *restorative ointment*.

T3k

Tomb

Situation

Read or paraphrase the following:

This chamber is split into two levels, the closer part submerged like the rest of the cellar, while further away another section rises from the water, supporting an ornate stone sarcophagus. The rot smell is muted here, and while the chamber is slick with moisture, it is cleaner than the previous areas. You can just make out faded murals on the walls, and a tattered tapestry at the far end.

This tomb is the final resting place of Sir Edoran Ravenshield. When he was slain this area was converted into a tomb.

The murals on the walls have mostly faded, and the moisture has caused the paint to run in drops down the scenes. A few details remain, and the heroes can make out a scene where Sir Edoran kneels to receive his knighthood. A second scene shows Sir Edoran mounted at the head of a troop of foot soldiers. A third scene appears to show the early stages of the keep being constructed.

The tapestry on the far wall is a scene similar to the mosaic in area C. Sir Edoran, mounted, charges with his lance. However the section

where the foe should be is torn and missing.

Sarcophagus. From the raised section, the heroes can see the sarcophagus has been opened; the lid (carved in a likeness of a raven) is ajar and a corpse can be partially seen, a withered left hand awkwardly twisted, while the rest lies concealed under a silver shield with the device of a raven on it. The corpse is withered but has not succumbed to rot, a result of a blessing from the god of justice, Legatian, for a lifetime of faithful service.

The first tomb robber (of the three in *Area T3i*) managed to get this far, open the sarcophagus and steal the signet ring from the corpse's left hand. He was then ambushed and killed by the phase spider. The other two robbers were lured by the dangled ring to their deaths and never made it this far.

Creatures

1 Sir Eddoran's **ghost**

Tactics

The loss of the ring has left Sir Eddoran's spirit uneasy and drawn it back to his body. He now haunts it as a **ghost**, though he is observing the characters for now.

If the characters open and try to loot the sarcophagus, he deems them to be tomb robbers and attacks.

If the characters instead seek to return his signet ring, he manifests and thanks them for their service, offering his shield as a reward for their honorable behavior. He does not tarry to talk, as he is a man of few words in both life and death.

Treasure

Inside the sarcophagus, the body wears decayed robes, grasps a pitted steel longsword in its right hand and has the raven shield laid over the top of that. Aside from the signet ring, Sir Eddoran was buried with no valuables.

The Raven Shield (Appendix D) is a +1 shield that grants the bearer advantage on saving throws against the abilities of lich hounds. The bearer need not be attuned, but they must be wielding the shield to gain this benefit.

T3i

Underground Stream

Situation

Read or paraphrase the following:

A stream runs through here, the frigid water splashing up against the rock walls and entering a small crack in the stone to the south.

The water here is 4 feet deep and very cold. The current is slow, moving northwest to southeast, so there is no risk of being carried away, but dwarves, gnomes and kyllium will be fully submerged and it is treated as difficult terrain. The river runs underground in both directions for some distance before emerging to the surface.

Leaving the Fort

Situation

If the heroes leave without the shield, read the following:

As you exit the ruin, the mist clears somewhat, and you see the silhouette of a massive hound on a hill some distance to the south. Two red points of glowing light indicate eyes, and it gazes maliciously at you. Something growls - too close to be the hound! - but somehow you know it is. Then the beast turns, and vanishes into the shadows.

If the heroes leave with the shield, read the following:

As you leave the ruins, a piercing howl splits the air, long, mournful and full of malice. The mists roll away and you clearly see the silhouette of a massive black hound on a hilltop to the south. The stench of decay hits your senses. It might be a mile or more away, but the hound's presence beats down on you like the summer sun. You can feel the heat of its hatred. Then it turns and vanishes behind the rise, leaving you shaken as the mists slowly close in again.

T4. Clifftop Confrontation

The description of the clifftop confrontation varies depending on whether the characters arrive during the day or at night;

The trail north leads into lands that are rockier and more arid, with little scrubby plant life and few trees. The air is biting cold and the cloudy skies seem endless.

Day approach; continue to read or paraphrase the following:

You finally catch sight of your quarry in the fading light of the overcast day. Ahead of you is a small encampment on the edge of a cliff. Several wheyr mill about, and you can see the huddled form of the Thornton Barracks commander at the feet of one of the brutes. He is alive, though clearly wounded. A powerfully built wheyr seems to be in command.

However, before you can set any rescue plans in motion your eyes are drawn to the north, to the plains beyond the cliff. Your breath catches...

Thousands, perhaps tens of thousands, of armed wheyr encamp in a huge military force, spread far across the planes. This is no raiding party. This is an invasion force. You **HAVE** to get to the captain before they start down the cliff. It's your last chance.

Night approach; continue to read or paraphrase the following:

After days of tracking you finally reach your quarry. The glow of firelight flickers from ahead. Moving carefully in the darkness to avoid the pitfalls, you edge toward their camp, set by the precipice of a massive cliff. You assume they did not want to make the treacherous climb in darkness, and are waiting for the dawn.

As you approach their camp, you realize that their small campfire cannot be accounting for the rising glow in the north. As you close in, you get a view into the plains below, and you stop short, stunned by what you see. Hundreds of campfires stretch out below. There is an army down there, numbering in the thousands. This is no mere raiding party. This is an invasion. You need to act before dawn if you want any chance of rescuing the Captain.

Situation

The camp itself consists of wheyr scouts, warriors and the wheyr alpha, which is currently under the possession of Gnarfang (see sidebar). The wheyr scouts and warriors can be surprised if the heroes are careful, but the Alpha cannot, thanks to his current state.

Combat on the cliff, or any loud noises, brings the attention of at least some of the warriors below, who rush to their champion's aid. However, the cliff is tall and steep, meaning that it is unlikely they will reach the conflict before its conclusion. If the heroes are still in the vicinity of the clifftop 10 minutes after the commencement of combat, they are faced with overwhelming odds.



Creatures

2 wheyr scouts (*Appendix C*)

3 wheyr warrior (*Appendix C*)

1 gnarfang possessed wheyr alpha (*Appendix C*)

Tactics

The wheyr camp is detailed in map 7.3. The scouts are standing on the edges of the camp as sentries for the night, while the wheyr warriors and the alpha begin close to the center of the camp. When combat starts, one warrior drags Captain Corvan towards the trail down the cliff, while the rest attack. The wheyr fight to the death.

Treasure

The wheyr are carrying some spoils of war, including 45 cp, 56 sp, and 75 gp in loose coin, several gilded weapons worth a total of 50 gp, a silver brooch (worth 20 gp) and a small incense burner (worth 30 gp). The wheyr alpha carries a *+1 greataxe* of minotaur make and wears a *ring of protection* (included in his stat block).

Development

Once the Alpha falls, read or paraphrase the following:

As the savage wheyr champion falls, an inky black shadow leeches from the corpse and coalesces above you. It appears as a wheyr of dark aspect and burning red eyes, its powerful malevolent presence causing you to take an involuntary step back. The presence of Gnarfang, the savage war god of the wheyr, is unmistakable, and you realize that he is goading the wheyr to war on the southlands.

The shadow wheyr glares at each of you in turn, as if memorizing your features. It then throws its head back in a howl, and fades away.

Possession of Gnarfang

Gnarfang is the savage and capricious god of the wheyr, a warlord and scavenger god that inspires violence, chaos and conquest in his followers. Wheyr can invoke the “**possession of Gnarfang**”, a powerful blood ritual whereby a champion or warchief imbues himself with a sliver of Gnarfang’s power and awareness. This can only be invoked through blood sacrifice, such as the one the characters saw at the *burned out village*. This gift offers the warrior;

- Ten temporary hit points, which return at the start of each day
- Advantage on Wisdom (Survival) and Strength (Athletics) checks, and
- Preternatural awareness that ensures they are unable to be surprised.

However, at the start of each combat the imbued champion must make a successful DC 15 Wisdom saving throw or become overcome with bloodlust and go berserk, unable to determine ally from enemy, fighting until death or it starts its turn with no living creatures within 100 feet. Once invoked the possession remains until a remove curse or similar spell is cast on the recipient. Gnarfang is able to observe and recall anything a creature sees while under the possession.

1 square = 5 feet

← Trail Down





Conclusion

The revelation of a massive wheyr invasion force mustering in the north represents a significant threat to the civilized lands of the south, Dacoma included. The shaken Captain Corven urges the heroes to return to Thornton Barracks with all haste, so that they may send word to their superiors and await orders.

The captain can walk, and, in fact, runs from the scene if need be, especially given the rapidly approaching wheyr from the base of the cliff. If the heroes linger for the wheyr to close they are harried for several days until they come within the patrol limit of Thornton Barracks, when the

remaining wheyr abandon the pursuit.

Once back within the safety (at least temporarily) of the fort at Thornton, Corven assumes command once more, sends messages south via carrier birds called mockers (a variety of avian capable of quick learning and later repeating messages), and conveys his gratitude to the heroes. He asks them to remain close, and confides he has requested that they be considered for special commendations for their timely heroism.

For now, the heroes can rest, as they wait for the next stage of the imminent war to begin.

Appendix A: Random Encounters

Tiberos Random Encounters Table

Encounter	Westwater Kingdoms	The Druun	Spanya Dracoma Ergyn Vledarian Hesh	Koma Stonetorn The Edge Kingdoms	Denk Ogre Lands	Minotaur Empire	The Trapped Sea Bab
Ancient Vledarian Ruins	1-10	–	1-20	1-10	1-3	–	–
Barapha Migration	–	–	–	11-12	4-13	1-5	–
Bear Attack	11-13	–	21-25	13-21	14-17	6-10	–
Cave	14-18	1-20	26-35	22-40	18-25	11-17	1-10 (reef caves)
Crocodiles	19-35	–	36-39	41-44	–	18-21	11-17
Deep Fog	36-45	–	40-48	45-49	26-27	22-28	18-27
Giant Catfish	46-50	21	49-56	50-54	–	29-30	28-31
Giant Eagle	51-54	22-30	57-60	55-64	28-38	31-32	32-55
Giant Spiders	55-64	–	61	–	39-45	33-36	–
Giant Toads	65-79	–	62-67	–	–	–	–
Lions	–	31-35	68-80	65-78	46-59	37-44	–
Ogres	80-92	36-55	81-84	79-81	60-76	45-56	–
Treghorn's Traveling Treasures	93-97	56-69	85-89	82	–	57-69	56-69 (anchored boat)
Wandering Minstrel	98-99	70-84	90-91	83	–	70-79	–
Wheyr Scout	–	85-00	92-99	84-99	77-99	80-97	70-00 (single manned scouting boat)
Wolf Howls	00	–	00	00	00	98-00	–

Ancient Vledarian Ruins

As the heroes make their way through the wilderness, they see stone structures in the distance, that once stood high and proud, but now lie in ruins and overgrown with vegetation. A vestige of a time long before this one. These fallen stone columns and foundations can help to provide protection from the elements. Characters have advantage on any Wisdom (Survival) checks made to create suitable shelter with the use of the ruins. Feel free to inform the PCs of this advantage.

Barapha Migration

The party are traveling through a snow-laden plain when they notice a family of three barapha (two adults and a cub) a few miles away. Barapha are large yeti-like creatures with six limbs (two thick legs and four powerful arms), found in the northern mountains of Tiberos. The Barapha are slowly migrating across a snowy plain from a heavy forest area to the mountains. A successful DC 13 Intelligence (Nature) check discerns that this kind of migration pattern is a common occurrence for baraphas during this time of year. Succeeding this Nature check by five or more also reveals that the barapha are quick to anger, protective of their kin, dangerous to encounter, and that it is best to keep a wide

berth of the family.

If the party get within 50 feet of the family the two adult baraphas charge at the party to protect their cub. If combat ensues, use the **yeti** stat block with the following changes:

- Baphara are Large beasts, unaligned
- **Multiattack.** The baphara makes four claw attacks.

Bear Attack

The party are moving through some woodland, when two large **brown bears** burst from a grove of trees, and attack with force. After the bears are either subdued or slain, a successful DC 10 Intelligence (Investigation) check discovers the corpse of a half-eaten brown bear cub just behind the brambles, its body covered in bite marks and its throat slit. A successful DC 13 Intelligence (Medicine) check reveals that the bite marks were made by a canine of some sorts, and its throat slit by a large rusty blade.

While impossible to confirm by the characters, the bear cub had been hunted and killed by a wheyr scout, who slit its throat and then proceeded to feed on the cub's corpse. The mother bear and an older sibling have been mourning the cub for the past few hours, and enraged by the loss, they attacked the first perceived threat to enter the area.

Cave

As they party travels through the wilderness, they come upon a shallow cave. It is, however, enough to provide shelter from the elements without the need for a Wisdom (Survival) check.

There is a 10% chance that the cave has recently been used, in which case the party finds the remains of a recently burnt out campfire. A successful Wisdom (Perception) check of 15 or higher notices freshly loosened dirt towards the back of the recently used cave. If a character digs there, they find a small makeshift chest containing a +1 *dagger* and 55 sp.

Crocodiles

The characters come upon a small fresh water lake. Characters can refill their waterskins and take a rest here. If a character gets close to the water's edge, a passive Wisdom (Perception) score of 13 or higher notices the eyes and snouts of four **crocodiles** slowly approaching within the water, otherwise the characters are unaware. If given the opportunity the crocodiles attack, but retreat if lowered to fewer than 5 hit points.

Deep Fog

As the party travels or makes camp for the night, a thick fog envelops the land around. This fog lasts for 4 (1d8) hours, during which time all passive Perception is lowered by 5, active Perception checks are made with disadvantage, and Stealth checks are made with advantage.

Visibility. Unless a creature has the blindsight ability, all visibility is limited to 20 feet in any direction.

The Adventure Continues. Once the fog rolls in, roll again on the random encounter table to see if any other encounters happen while the fog takes effect.

Giant Catfish

As the characters are near to a river, they notice a large shadow swimming through the river's depths. If a character is swimming in the water, there is a 20% chance that the **giant catfish** (Appendix C) mistakes them for food, and attacks.

If the heroes attempt to catch the catfish, they must either dive down and succeed on a DC 20 Dexterity check followed by a successful DC 25 Strength (Athletics) check to wrangle the catfish to the shore. Alternatively the characters can use fishing tackle coupled with the use of a fishing line thick enough to hold the fish (e.g. hemp rope). There is a 50% chance that the catfish takes the lure of the fishing tackle,

in which case the character must succeed on a DC 20 Strength (Athletics) check made with advantage to reel in the catch. Ordinary fishing tackle snaps.

Giant Eagle

A **giant eagle** soars overhead; its screeching can be heard for miles around. It travels northward at great speed.

Giant Spiders

While traveling, the characters come upon a large spider web stretched between two trees. The web is hard to see, though a passive Wisdom (Perception) of 14 or higher notices a shimmer of reflection shining from it. Any character that is unaware of the web walks directly into it and must succeed on a DC 15 Strength saving throw. On a failure, the character is restrained, and may take an action to attempt to escape.

As soon as a creature is caught in the web, 2 (1d4) **giant spiders** quickly rush in to feed on their prey.

Giant Toads

The party come across 2 (1d4) **giant toads** half-submerged in a swampy pool. The toads do not attack and keep to themselves unless otherwise provoked. Every now and then, they shoot out a tongue and capture and swallow one of the many large flying insects frequenting the area.

Lions

As the party make their way through the wilderness, they pass 2 (1d4) female **lions** hiding in a patch of long grass. A passive Wisdom (Perception) of 15 or higher notices the pack. The lions, if not dealt with, follow and track the party for three days, making daily opposed Dexterity (Stealth) checks versus the highest passive Wisdom (Perception) score in the party.

On the third evening the lions attack during the third watch, attempting to surprise the party.

Any lion reduced to half hit points or lower attempts to flee.

Ogres

A small band of 3 (1d6) **ogres** has set up camp in a nearby wood; they belch and curse in their uncouth, ancient tongue. The ogres have caught an unlucky wandering traveler and are rummaging through their captive's backpack in search for food, weapons and treasure. The captive lies trussed up next to the ogre's campfire. The ogres do not notice the party immediately, but if the characters loiter for longer than a minute, an ogre notices the scent of them, and attacks. The ogres abandon their current captive and chase any fleeing heroes for 1 mile before giving up any chase and returning to their camp.

Treghorn's Traveling Treasures

The party come upon a parked trade caravan with the words '*Treghorn's Traveling Treasures*' painted in bright orange on the side. The caravan's owner greets any passerby with a welcoming smile and introduces themselves as a Tregorn Brother or Sister from the "**finest traveling merchant family in Tiberos! You want something? We got it! We don't have it? We'll have it tomorrow!**"

The caravan sells all standard purchasable items, and has a 20% chance of holding an uncommon magic item (GMs Discretion) for sale.

Sample caravan masters:

- Trevos, male human **commoner**; a squat man with a wax-twisted mustache.
- Caros, female human **commoner**; a tall, thin woman with her dark hair in a bun.

Wandering Minstrel

The party come by a wandering minstrel who offers to sing them a song of the great and powerful minotaur empire (see *Chapter 3 - Stories of the Minotaur*) or the three moons and the shatter (see *Chapter 1 - Rex Draconis, The Moons & The Shatter*) if the party provides them a meal or coinage for the same. This song provides the same effects as the bardic *song of rest* ability.

Wolf Howls

During the evening, as the two visible moons rise in the night's sky, **wolves** can be heard howling in the distance. The wolves do not engage the party.

Wheyr Scout

A **wheyr scout** (*Appendix C*) has been sent south to gather information about the terrain and settlements of the region. If she notices the party without them becoming aware of her, she attempts to follow them until they make camp. Make a Dexterity (Stealth) check against the characters' passive Wisdom (Perception) scores every two hours to determine if the party notice her.

If she successfully remains unnoticed when the party set up camp, she attacks during the second watch, intending to take a prisoner, who she will then torture and interrogate for information on the region.

If combat ensues, she attempts to flee when reduced to fewer than a quarter of her maximum hit points. If she's successful, she escapes unless a character succeeds on a DC 15 Wisdom (Survival) check; in that case, the party catches up to her after half-an-hour of pursuit.



Appendix B: Tiberos Regional Landscapes

Tiberos Landscape Matrix

Region	Roads Paths Trade Trails	Swamp Bogs	Lakes Rivers	Flat Plains Long Grass	Forest Woods	Rolling Hills	Mountains Cliffs	Shore Beach Coastal	Desert Dunes	Snow Ice
Aryon	✓		✓	✓	✓	✓		✓		
Bab (and other Islands)			✓		✓		✓	✓		
Denk	✓		✓		✓	✓	✓			✓
Dracoma	✓		✓	✓	✓	✓		✓		
The Druun				✓					✓	
Edge Kingdoms	✓		✓		✓	✓	✓	✓		✓
Ergyn	✓		✓	✓		✓			✓	
Hesh	✓		✓	✓		✓				
Koma	✓		✓		✓	✓		✓		
Minotaur Empire	✓		✓	✓	✓	✓	✓	✓		✓
Ogre Lands			✓		✓		✓			✓
Spanya	✓		✓	✓	✓			✓		
Solanas	✓		✓		✓					
Stonetorn	✓		✓			✓	✓	✓		✓
Velarian	✓	✓	✓	✓	✓	✓		✓		
Westwater Kingdoms	✓	✓	✓		✓	✓		✓		

Tiberos: Notable Landmarks & Major Cities

The following landmarks and cities can be found in the specific hexes as shown on the map of Tiberos and the smaller regional map (maps 1.1 and 1.2). Once a character enters the hex, they become aware of the landmark, then encounter it after traveling towards it for a short time. Avondale City and The Fallen Perfectionate are featured in this adventure, but the remaining cities and landmarks are not. We've given you brief descriptions of these areas, but you are free to expand them as you like. Some may

feature in future publications.

Note: The following cities and landmarks are only a small portion of what can be found in Tiberos, and only those that have are likely to be encountered in this adventure have been detailed below.

Major Cities

Aryon

The free port-city of Aryon is home to an ever-changing population. Ships of all types sail in and out of Aryon port constantly. Many of the Tiberos kingdoms have either a base of operations or an outpost in Aryon, and the resulting mix is a multicultural phenomenon, with the inhabitants living in relative peace despite their differences.

Avondale

A large city of splendor, and a trade hub connecting the southern regions of Tiberos to the northern and eastern regions. Avondale City is also home to the fabled Knights of Dracoma who reside in the towered citadel, Thon Draka.

(For further information on Avondale, please see *Chapter 2* of this module, or the fully fleshed-out Rex Draconis RPG setting supplement, *Amble's Guide to Avondale*.)

Hesh

While outer Hesh remains a wild land, the inner city of Hesh is as modern as any other kingdom in Tiberos. Although Hesh is allied with many other kingdoms as part of the Kingdom's Alliance out of the necessity of trade and military allegiance, the kingdom and its people largely see outsiders as "unclean blood" and make strict precautions with their laws to restrict the inclusion of outside blood being introduced into their population. To safely and legally travel through Hesh, one must obtain a scroll of introduction, which allows merchants and democratic leaders to legally travel within the realm, usually only on official business.

Heshite faces show hints of some elven blood introduced from long ago. They vehemently deny any such taint exists, however.

Stonetorn

The dwarven city of Stonetorn is a sprawling suburbia built deep within the region's mountainous and hilly landscape. It is split into multiple subregions that connect beneath the earth in labyrinth like tunnels. Each of Stonetorn's subregions maintains its own outside entrance, typically on the side of a large hill or mountain. Each entrance has been built with defensive mechanisms that allow the dwarves to collapse it in times of emergency.

Stonetorn is ruled over by a council of 15 political members, each a representative of one of the 15 remaining bloodline clans, with one member awarded leadership during an annual competition involving their own personal feats and which lines had most recently held the throne.

Landmarks

The Fallen Perfectionate

Once the heroes enter this area they come across a giant pair of stone feet, and a 50-foot tall broken stone sword blade driven deep into the earth. This is all that remains of an ancient giant statue, now known as the Fallen Perfectionate. Between the feet stands a small stone building with the words "**Here Lies the Tomb of Garan Hammerfist, Member of the Daring 23**" written upon a plaque above the entrance door.

Lore. Long ago, during the age of the Solan Perfectionate, a mighty statue stood high over the treetops that ran along the western edge of the Solanas border. This statue was made to represent the image of the perfectionate for the world to see. When the dwarves rebelled against their oppressors, the Solan elves, the liberated clans destroyed the giant statue at the conclusion of an epic battle that ended the infamous era.

Solan Border Patrol. Any hero that gets within 20 feet of the forest treeline finds themselves being shot at by elven border patrol archers hidden within the treetops.

If the heroes decide to enter Garan's Tomb, please see *Chapter 5 - Garan's Tomb*.

Vledarian Point

This peninsula thrusting out of Vledarian ends in a high, pointed cliff overlooking the Trapped Sea. The walls of the cliff are riddled with caves and smaller holes that thousands of sea birds use to make their nests. The birds can dive deep to get food, but they are also known to have an eye for shiny objects. Any characters in these hexes, will have a 50% chance of being attacked by a giant sea bird (**giant vulture**), that attempts to grapple and steal any shiny objects that the characters may be holding or carrying (shields, swords, helms, amulets etc). If this happens, the giant sea bird must succeed on an opposed Strength (Athletics) check versus the character's Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the giant

sea bird manages to take the object and flies away with it, though still provoking an attack of opportunity from the character. If the giant sea bird is successfully hit, it drops any objects that it is holding and flees back to its nest. Any sea bird that successfully escapes with loot flies over to their respective nest and drops the object within.

Giant Sea Bird Nests. Each nest holds 2 (1d4) large sized, unhatched giant sea bird eggs, and is frequented by another 2 (1d4) very protective and hostile giant sea birds. If a hero approaches within 20 feet of the nest, the birds launch into the air and attack from above.

Hesh Borders Warning

As the characters approach within one hex of the borders of Hesh, they see wooden boards nailed to the sparse trees found in the region. These signs have warnings on them, some simple painted images of hangmen on in the gallows, and others written in Common with messages such as;

- **“Unclean outsiders not wanted”**
- **“Heshites Only, trespassing punishable by death”**
- **“No permit, no business. Turn back now!”**

If the characters enter the Hesh region, after a short time they notice a lone figure stumbling towards the party - obviously dehydrated and exhausted. Before long, the figure approaches close enough to identify as a female minotaur. She is barefoot and stumbling, and the characters immediately notice that she is malnourished. A character with a passive Wisdom (Perception) of 13 or higher notices dried blood and torn flesh around the minotaur’s wrists and ankles.

Ramna-Lega (LG female Tiberos minotaur, scout) currently suffers from four levels of exhaustion. She had been on an errand to deliver a message to an outpost in Ergyn, but travelled too far east and was captured just within the Heshian borders. As she did not have a scroll of invitation (see the Hesh major city entry), she was imprisoned in an older border patrol cell on

charges of trespassing. After five days, during which she was given little food or water, she managed to escape while being transported to the inner city of Hesh for punishment. She has been fleeing her pursuers for the last two days.

The Request. If given the opportunity, Ramna pleads with the party to escort her to an Imperial minotaur outpost near Stonetorn, along the coast of the Trapped Sea. She will owe the party a favor if they accept. A character who makes a successful DC 8 Intelligence (History) or Wisdom (Insight) check understands that the minotaurs of the empire are well renowned for their trust and honor.

As soon as Ramna has finished pleading her case to the party (something that she is visibly ashamed of), her eyes roll back into her horned head and she collapses unconscious, as her hit points reduce to 0, and she gains a fifth level of exhaustion.

Darnagoth Ruins

Here lies the ruined towers of an ancient Darnthian Imperial outpost. Some believe that a powerful mage once mastered it, though none can confirm this. The towers once stood nearly 1000 feet tall, but today all that remains are two broken, overgrown and moss-covered stone foundations, cylindrical in shape and standing only twenty high at their peak.

A successful DC 10 Intelligence (History) check confirms that these are the Darnagoth Ruins. They are ancient and a relic of a time almost forgotten, a time ruled by the ancient Darnathian empire, which is a rulership only spoken of in legend and bard’s tales.

The ruins can offer easy shelter for weary travelers without the need for Wisdom (Survival) checks. These ruins are intentionally left quite vague, and present an opportunity for you, the Game Master, to create your own imprint on your group’s experience within Tiberos. Otherwise, you can use these ruins to share lore of Rex Draconis with the characters as they explore.



The Bargath Bog

This swampy bog covers a vast portion of land in the southern parts of Vledarian. While roads travel along some of the rare dry stretches of land in the Bargath Bog, travel is slow. Any travel through these hexes is made at half speed.

Inhabitants. There are many dangerous creatures living within Bargath Bog. Crocodiles, constrictor snakes, flying snakes, eidek (lizardfolk), and even the odd troll are most commonly encountered.

The Klarg Tribe Eidek. There is a tribe of eidek (**lizardfolk**) living in the Bargath Bog, commonly known as the '*Bargathian Klarg Tribe*'. While they keep mostly to the eastern areas of the bog, they have been known to scout outside their territory from time to time. The tribe is currently ruled over by King Lu'cop, who lounges upon his muddy throne within the Klargup wetlands, an eastern subsection of the bog riddled with nests, boggy springs and thick groves.

The Klarg Tribe are very territorial, and any adventurers traveling through the Klargup area are likely to encounter a scouting band of 6 (1d12) eidek (**lizardfolk**) who seek to kill (and feast on) any intruders.

Eradur River

This is a very, very deep and wide river. It takes almost an hour to cross and is populated by a lot of life, including some monstrous creatures. It acts as a natural barrier for the elven domain of Solanas. It derives its name from the formal elven words for "the deep runner".

Mt. Draconis Nidum

The highest peak in the Darnolan Mountains, the range that runs through Stonetorn primarily. The mountain can be seen from 20 miles, and its peak disappears into misty clouds which cling to Draconis Nidum's craggy zenith. Giant flying beasts can be seen darting and soaring about its heights, though it is not immediately clear on what those creatures might be. A successful DC 20 Intelligence (Nature) check deduces that the creatures are either Giant Griffons or Giant Eagles.

Gods Home. A successful DC 11 Intelligence (Religion) check remembers that scripture says that Mt. Draconis Nidum is where the Dragon god that Judges All - Rex Draconis - once lived in the time before the Shattering.

Lore. A character who succeeds at a DC 15 Intelligence (History) check knows that no one is known to have ever reached the mountain's zenith and returned alive. In addition, the character knows the dwarves revere the mountain and do not mine the rich resources found within or around Mt. Draconis Nidum.

Appendix C: NPCs and Monsters

ESC IRONTOE

Medium humanoid (hill dwarf), neutral

Armor Class 12 (leather armor)

Hit Points 32 (5d6+10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	16 (+3)	10 (+0)	9 (-1)

Saving Throws Con +5, Int +6

Skills History +6, Investigation +6, Perception +3,
Tools Artisan's Tools (tinkers tools)

Senses darkvision 60 ft., passive Perception 13

Languages Dwarven, Common, Gnomish, Draconic

Challenge 1 (200)

Artificer's Lore. Esc gains twice his proficiency bonus (+3) to Intelligence (History) check related to magic items, alchemical objects, or technological devices.

Tinker. Esc can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device (AC 5, 1 hp). The device functions for 24 hours (unless Esc spends 1 hour repairing it to keep the device functioning), and he can use an action to dismantle it and reclaim the materials used to create it. Esc can have up to three such devices active at a time.

Esc can choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires an action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches

the song's end or when it is closed.

Inventor. Esc can create pseudo-magical devices. He may select any spell of 3rd level or lower, and using a number of hours and materials equal to 100 gold pieces per spell level (ie a 3rd level spell takes 3 hours and 300 gold pieces) he may craft a device that can generate the spell effect as if he had cast it. Cantrips are treated as 1st level spells for the purposes of this ability. Anyone may use the created device, but the device must adhere to the rules of the spell (ie concentration spells still require concentration to use). Each device may be used a number of times equal to his Intelligence modifier (3), and then ceases to function unless Esc repairs it with another use of his Inventor ability. The device lasts until he takes a long rest, but may be maintained by expending a use of this ability.

Devices are fragile and temperamental. Each device has an AC of 12, and hit points equal to twice Esc's hit dice (10 hp). A device losing all of its hit points is destroyed.

Esc may use this ability 3 times per long rest, or maintain up to 3 devices at one time. The materials are not consumed.

ACTIONS

Wrench. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Sample Inventions.

Parachute – featherfall spell

Energy projector gun – magic missile spell

Flamethrower – burning hands or aganazar's scorcher spell.

Hot Air Balloon – levitate spell

Improved Hot Air Balloon – fly spell

Inflatable raft – waterwalking spell

GIANT LEECH

Small beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 10 (3d4 + 3)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Skills Stealth +5

Senses Darkvision 60 ft., Passive Perception 9

Languages --

Challenge 1 (200 XP)

ACTIONS

Blood Sucker. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the giant leech suctions to the target. While attached, the giant leech doesn't attack. Instead, at the start of each of the giant leech's turns, the target loses 6 (1d6 + 3) hit points due to blood loss.

The giant leech can detach itself by spending 5 feet of its movement. It does so after it drains 15 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the leech.

GIANT CATFISH

Large beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 18 (4d8)

Speed swim 30 ft.

STR 12 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 3 (-4)

Saving Throws DEX +4

Skills Perception +4, Stealth +3

Senses Darkvision 30 ft., Passive Perception 14

Languages --

Challenge 1/4 (50 XP)

Suction Grapple. The giant catfish can attempt to suction grapple a target without needing to bite it. The catfish has

advantage on its Athletics check when attempting this with its suction mouth whilst underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the giant catfish can't bite another target.

Swallow. The catfish makes one bite attack against a Small or smaller target it is currently grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the catfish, and it takes 5 (2d4) acid damage at the start of each of the catfish's turns. The catfish can have only one target swallowed at a time. If the catfish dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT TUNNEL GRUB

Huge monstrosity, unaligned

Armor Class 18 (Natural Armor)

Hit Points 145 (10d20 + 40)

Speed 40 ft., burrow 25 ft.

STR 22 (+6) **DEX** 7 (-2) **CON** 18 (+4) **INT** 1 (-5) **WIS** 8 (-1) **CHA** 4 (-3)

Saving Throws CON +8, WIS +3

Senses Blindsight 30 ft., Tremorsense 60 ft., Passive Perception 9

Languages --

Challenge 9 (5,000 XP)

Tunneler. The giant tunnel grub can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The giant tunnel grub makes three attacks: one with its Bite and two with its Pseudopod Clubs.

Pseudopod Clubs. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. If the target is a Large or Smaller creature it must succeed on a DC 14 Strength saving throw or be knocked back 10 feet and fall prone.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the grub. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the giant tunnel grub, and it takes 10 (3d6) acid damage at the start of each of the grub's turns.

If the giant tunnel grub takes 15 damage or more on a single turn from a creature inside it, the grub must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giant tunnel grub. If the grub dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



LICH HOUND

Medium undead, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR 18 (+4) **DEX** 16 (+3) **CON** 16 (+3) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 6 (-2)

Saving Throws STR +7, CON +6, WIS +4, CHA +1

Skills Perception +4, Stealth +6

Damage Vulnerabilities Radiant

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Senses Darkvision 120 ft., Passive Perception 14

Languages Telepathy

Challenge 5 (1,800 XP)

Undead Regeneration. The lich hound has the ability to regenerate itself when injured. The lich hound can regain 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the lich hound has taken radiant damage or damage from a kwillum's quill (or a weapon crafted from a kwillum's quill) since its last turn, this trait doesn't function at the start of the lich hound's next turn.

Pack Tactics. The lich hound has advantage on an attack roll against a creature if at least one of the lich hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Hive Mind. Lich hounds within 100 feet of each other are connected telepathically, and think as one hive mind.

Anything that a lich hound may learn or know within any situation, the hive mind also knows. An example of this is when a lich hound discovers an enemy, others within the hive mind instantly know of the enemy's presence too, and may come to the lich hound's aid.

Harmed by Kwillum Quill. If successfully attacked and hit with a quill from a kwillum's mane, or a weapon crafted from one, the lich hound takes 20 piercing damage and is unable to use its Undead Regeneration trait.

ACTIONS

Multiattack. The lich hound makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Paralyzing Force (recharge 5-6). The lich hound can use an action to force a creature to make a DC 14 Wisdom saving throw if the lich hound isn't incapacitated, it can see the creature and it is within 30 feet. A creature that fails the save becomes paralyzed for 1 minute unless the lich hound wishes to release it before hand, or when the lich hound dies. A paralyzed creature can attempt to break the paralyzing force by repeating the DC 14 Wisdom saving throw at the end of each of its turns until it is released, broken, or expires.

The lich hound can only use its paralyzing force against one creature at a time and is considered a concentration spell.

MOLTEN GUARDIAN (MINOR)

Large construct, unaligned

Armor Class 17 (Natural Armor)

Hit Points 52 (5d10 + 25)

Speed 30 ft.

STR 18 (+4) **DEX** 9 (-1) **CON** 20 (+5) **INT** 3 (-4) **WIS** 13 (+1) **CHA** 1 (-5)

Skills Perception +5

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., Passive Perception 15

Languages Understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Immutable Form. The molten guardian is immune to any spell or effect that would alter its form.

Magic Weapons. The molten guardian's weapon attacks are magical.

ACTIONS

Multiattack. The molten guardian makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 1 (1d2) fire damage.

Lava Blast (Recharge 3-6). The molten guardian expels a blast of lava, from an opening in its face, in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



VELIERAN THE CHARMING*Medium humanoid (human), neutral good***Armor Class** 15 (Chain Shirt)**Hit Points** 22 (4d8 + 4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws DEX +4, WIS +3**Skills** Acrobatics +4, Perception +5, Performance +6**Senses** Passive Perception 15**Languages** Common, Minotaur**Challenge** 1 (200 XP)

Spellcasting. Velieran is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *message*, *vicious mockery*1st level (4 slots): *charm person*, *healing word*, *comprehend languages*, *illusory script*2nd level (2 slots): *invisibility*, *heat metal*

Song of Rest. Velieran can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Velieran can confer this benefit on himself as well.

Bardic Inspiration (Recharge 4 - 6). Velieran can use a bonus action on his turn to choose one creature other than himself within 60 feet of him and who can hear him. That creature gains one bardic inspiration die, a d6. Once within the next 10 minutes that creature can use the bardic inspiration die to roll and add the result to an ability check, attack roll, or saving throw that they make. This can be done after the d20 has been rolled for the check but must be done before the GM states if the check was successful or not. Once the bardic inspiration is used, it is lost and a creature can only have one bardic inspiration at a time.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

WHEYR ALPHA*Large humanoid, any evil alignment***Armor Class** 17 (Half Plate + *Ring of Protection*)**Hit Points** 59 (7d10 + 21)

69 (7d10 + 21+10) for Gnarfang Possessed

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws STR +7, DEX +2, CON +4, INT +0, WIS +1, CHA +0**Skills** Athletics +6, Intimidation +1, Perception +4**Condition Immunities** Charmed**Senses** Passive Perception 14**Languages** Common, Wheyr**Challenge** 3 (700 XP)

Lockjaw. If the wheyr alpha succeeds in hitting a foe with its Bite attack by 2 or more against the target's AC, the target is then grappled (escape DC 15). If the target is still grappled at the start of the wheyr's next turn the target takes an automatic 8 (2d4 + 4) slashing damage.

Keen Sense of Smell. Thanks to the wheyr's keen canine sense of smell, it gains proficiency and a +2 added bonus to Perception. The wheyr also can't be surprised, and other creatures can't gain advantage on attack rolls against it as a result of being hidden from the wheyr.

Gnarfang Possessed (OPTIONAL). If the wheyr alpha has undertaken the possession of Gnarfang, it gains 10 temporary hit points at the beginning of each day, Advantage on Wisdom (Survival) and Strength (Athletics) checks, and is unable to be surprised.

ACTIONS

Multiattack. The wheyr warrior can make two melee attacks: one with its Bite and one with its Glaive, or Handaxe.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 4) piercing damage.

Greataxe (+1). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 4 + 1) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Alpha Redirect. When a creature the wheyr alpha can see targets it with an attack, the wheyr alpha chooses another wheyr from its pack within 5 feet of it. The two wheyrs swap places, and the chosen wheyr becomes the target instead.



The Wheyr

No one is certain as to the origins of the canine race, although some claim them an offshoot of the ogres. The first reports of wheyr show up in old texts from before the Shadowtimes and refer to "a party of literal curs out of the chill north who laid waste to the Darnathian Empire's colony of Bastas".

They have several hidden ports and shipbuilding facilities to support their black raiders, as their ships are known to outsiders.

Wheyr vary in size, ranging from medium to large. Strength matches accordingly. Their appearance resembles a bipedal hound, with variations based on pack bloodlines.

Leaders are chosen by strength, cunning, and savagery. The wheyr are led by a warlord, underneath whom are individual pack lords. Under the pack lords are alphas, who command raiding parties. If an alpha is killed, the second in command takes over as alpha.

WHEYR BRUTE

Medium humanoid, chaotic evil

Armor Class 16 (Scale Plate)

Hit Points 33 (6d8 + 2)

Speed 30 ft.

STR 16 (+3) **DEX** 15 (+2) **CON** 12 (+1) **INT** 8 (-1) **WIS** 8 (-1) **CHA** 8 (-1)

Saving Throws STR +5

Skills Athletics +6, Perception +4

Senses Passive Perception 14

Languages Common, Wheyr

Challenge 2 (450 XP)

Lockjaw. If the wheyr warrior succeeds in hitting a foe with its Bite attack by 2 or more against the target's AC, the target is then grappled (escape DC 15). If the target is still grappled at the start of the wheyr's next turn the target takes an automatic 4 (1d4 + 2) slashing damage.

Keen Sense of Smell. Thanks to the wheyr's keen canine

sense of smell, it gains proficiency and a +2 added bonus to Perception.

Bounding Tackle. If the wheyr brute moves at least 10 feet straight toward a target and then hits it with a shoulder attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature and no more than 1 size larger than the wheyr brute, it must succeed on a DC 14 Strength saving throw or be knocked prone along with the wheyr brute, and become grappled on the floor. The target can contest the grapple on their next turn.

ACTIONS

Multiaction. The wheyr warrior can make two melee attacks: one with its Bite and one with its Handaxe.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shattering Shoulder. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

WHEYR SCOUT

Medium humanoid, chaotic evil

Armor Class 13 (Hide Armor)

Hit Points 13 (3d8)

Speed 30 ft.

STR 13 (+1) **DEX** 15 (+2) **CON** 10 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 8 (-1)

Skills Perception +4, Stealth +6, Survival +2

Senses Passive Perception 14

Languages Common, Wheyr

Challenge 1/2 (100 XP)

Lockjaw. If the wheyr warrior succeeds in hitting a foe with its Bite attack by 2 or more against the target's AC, the target is then grappled (escape DC 15). If the target is still grappled

at the start of the wheyr's next turn the target takes an automatic 4 (1d4 + 2) slashing damage.

Keen Sense of Smell. Thanks to the wheyr's keen canine sense of smell, it gains proficiency and a +2 added bonus to Perception.

Light Feet. The wheyr scout has expertise in stealth.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shortbow. *Melee or Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Long Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

WHEYR WARRIOR*Medium humanoid, chaotic evil***Armor Class** 15 (Hide Armor, Shield)**Hit Points** 23 (5d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	10 (+0)	8 (-1)	10 (+0)	8 (-1)

Skills Athletics +4, Perception +5**Senses** Passive Perception 15**Languages** Common, Wheyr**Challenge** 1 (200 XP)

Lockjaw. If the wheyr warrior succeeds in hitting a foe with its Bite attack by 2 or more against the target's AC, the target is then grappled (escape DC 15). If the target is still grappled at the start of the wheyr's next turn the target takes an automatic 4 (1d4 + 2) slashing damage.

Keen Sense of Smell. Thanks to the wheyr's keen canine sense of smell, it gains proficiency and a +2 added bonus to Perception.

ACTIONS

Multiattack. The wheyr warrior can make two melee attacks: one with its Bite and one with its Long Knife, or Handaxe.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Long Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**WULF NUINCHILD - MONK OF NUIN***Medium humanoid (half-elf), lawful good***Armor Class** 14 (Unarmored Defense)**Hit Points** 27 (5d8 + 5)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

Saving Throws STR +3, DEX +4, INT +3, WIS +4**Skills** Insight +4, Perception +4**Senses** Darkvision, Passive Perception 14**Languages** Common, Elvish**Challenge** 2 (450 XP)

Fey Ancestry. Wulf has advantage on saving throws against being charmed, and magic can't put the Wulf to sleep.

Unarmored Defense. While the Wulf is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Tracking Wheyr. Wulf is experienced in tracking wheyr and as such, he has advantage on any Survival or Perception checks used to track them.

ACTIONS

Multiattack. Wulf makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the hit exceeds the target's AC by 2 or more, the target must succeed on a DC 12 Dexterity saving throw or be knocked prone. This is a magic weapon attack.

REACTIONS

Nuin's Defensive Reaction. Wulf can use his reaction to dodge one attack when hit by an enemy.

Appendix D: Magic Items

Handaxe of Darkvision

Weapon (handaxe), uncommon

While holding this magic handaxe, you have darkvision out to a range of 60 feet. If you already have darkvision, holding the handaxe increases its range by 60 feet.

Hammer of Garan

Weapon (warhammer), rare (requires attunement by a good or neutral aligned character)

The Hammer of Garan is a warhammer blessed by the god of creation, Hagryn.

You gain a +1 bonus to attack and damage rolls made by this magic weapon.

The hammer also has 3 charges. While attuned to it, you may use a bonus action to speak its command words and spend a charge to activate one of the below abilities. The hammer regains all expended charges daily at dawn.

Command words:

- **'Praise Hagryn's Beard'** - You gain advantage on your next attack roll made this turn against an evil-aligned creature. If you do not attack an evil creature, the charge is still lost.
- **'Nåst Gedor'** - You target one creature you can see, and learn if that creature is evil-aligned or not.

Niso's Necklace

Wondrous item, very rare

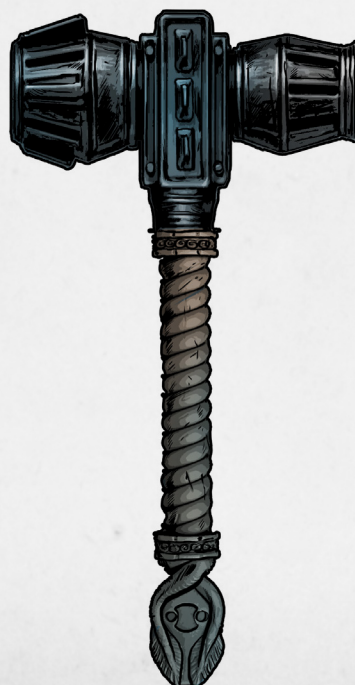
These necklaces appear simple but are imbued with the magic of nature. When worn, if you fail a saving throw, you may choose to succeed instead. The feature works just once, then the necklace merely becomes a non-magical memento.

Raven Shield

Armor (shield), rare

While holding the Raven Shield, you have a +1 bonus to your AC. This bonus is in addition to the shield's normal bonus to AC.

In addition, Sir Edoran Ravenshield had the Raven Shield imbued with magic for a specific purpose; to defend against lich hounds. While holding the Raven Shield, you have advantage on all Wisdom saving throws against a lich hound's Paralyzing Gaze ability.



Appendix E: Tiberos Weather Generator

Weather

If you wish to add the element of weather patterns and effects to the exploration pillar of this adventure, you can use the following method and tables to randomly determine the weather and temperature for each adventuring day. These tables are designed to give a feel for the different climatic zones and environments found around the known world of Tiberos.

- Once per day, roll a 1d100 against the Random Weather Table and cross reference the current specific region. Do this at the beginning of each adventuring day.
- Roll another 1d100 on the Random Daily Temperature Table each morning (only once per day) to determine the whole day's temperature.

Random Weather Table

Region	Sunny Clear Night Skies	Overcast	Light Rain	Heavy Rain	Storm	Hail (Auto-Cold)	Snow (Auto-Freezing)
Aryon Dracoma Ergyn Spanya	1-70	71-80	81-85	86-89	90-100	-	-
Bab Hesh Koma Vledarian	1-40	41-60	61-70	71-80	81-90	91-100	-
Stonetorn The Edge Kingdoms	1-30	31-45	46-60	61-75	76-87	88-98	99-100
Minotaur Empire	1-15	16-25	26-40	41-70	71-94	95-96	97-100
The Druun	1-90	91-92	93-97	98-99	100	-	-
The Trapped Sea	1-40	41-60	61-70	71-80	81-90	91-100	-
Westwater Kingdoms	1-40	41-60	61-80	81-90	91-100	-	-
Denk	1-19	20-40	41-50	51-69	70-89	90-95	96-100
Ogre Lands	1-19	20-40	41-50	51-64	65-79	80-90	90-100

Random Daily Temperature

Region	Hot	Warm	Cold	Freezing
Aryon Dracoma Ergyn Spanya	1-50	51-80	81-100	-
Bab Hesh Koma Vledarian	1-30	31-60	61-100	-
Stonetorn The Edge Kingdoms	1-15	16-50	51-95	96-100

Region	Hot	Warm	Cold	Freezing
Minotaur Empire	1-10	11-40	41-80	81-100
The Druun	1-80	81-100	-	-
The Trapped Sea	1-30	31-60	61-100	-
Westwater Kingdoms	1-50	51-95	96-100	-
Denk	-	1-40	41-90	91-100
Ogre Lands	-	1-20	21-70	71-100

Surviving the Elements

Surviving the elements whilst traveling across the vast lands of Tiberos can be challenging and unforgiving at times. There are many different environment types across the different regions. Use the following points to guide you on how to run survival of the party in the wilderness through certain environmental circumstances:

- **Temperature: Hot.** Characters must drink at least 2 gallons of water per day during this temperature to stay hydrated. If they fail to do this, they must succeed on a DC 17 Constitution saving throw at the end of that day (at the beginning of the Evening period), taking 1 level of exhaustion on failure.
- **Temperature: Freezing.** Characters must wear suitable cold weather clothing during these temperatures, to avoid the adverse effects of the freezing temperatures. Failure to do so results in characters having to succeed on a DC 15 Constitution saving throw at the end of that day, taking 3 (1d6) cold damage and 1 level of exhaustion.
- **Weather: Hail.** As soon as the hail starts, the characters must succeed on a DC 15 Dexterity saving throw, taking 4 (1d8) bludgeoning damage on a failure. Unless they seek out or build suitable shelter, for every hour exposed to the fist-sized hailstones, they must succeed on a DC 15 Dexterity saving throw, taking 4 (1d8) bludgeoning damage on failure. If this happens during a long rest, any sleeping characters automatically fail the Dexterity saving throw and do not receive the benefits of the long rest.
- **Weather: Snow.** Unless the characters seek out or build suitable shelter, or are wearing suitable cold weather clothing during that snowy adventuring day period, at the end of that period they must succeed on a DC 15 Constitution saving throw, taking 3 (1d6) cold damage on failure. If this event happens during a long rest, any sleeping character automatically fails the Constitution

saving throw, and suffers 3 (1d6) cold damage after the long rest.

- **Weather: Storm.** Unless characters seek out or build suitable shelter (see shelter below), there is a 30% chance that one of the following storm events happen:

Storm Event Table

d10 Event

1-4 **Flying Tree.** The gale-force winds break a large tree from its roots, which comes flying towards the party. Each party member must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failure.

5-8 **Wind Blown.** A tremendous gust of wind hits the party. Any character not already prone must succeed on a DC 15 Strength saving throw to keep their footing; on a failure, the character is knocked prone and takes 4 (1d8) bludgeoning damage.

9 **Flash Flood.** Rain pours down in heavy sheets as the unlevelled ground drains it southward. Suddenly the water level begins to rise. Each character must make a DC 10 Wisdom (Survival) check. On a success, that character recognizes this as a sign of flash flooding approaching, and has advantage on the next check.

After a minute, the water levels rise quickly and the characters need to succeed on a DC 12 Strength (Athletics) check to hold onto a tree branch, bush, large rock or the like. Any character that fails the check is swept away and is deposited 1 full hex south 4 hours later and gains 1 level of exhaustion.

Animals. Any horse (or beast of burden) that is with the party must succeed on the same Athletics check, however failure means death. A character can help the animal by succeeding on a DC 15 Wisdom (Animal Handling) check, which gives the animal advantage on their Athletics check.

The flash flood passes after 20 minutes for a character who successfully held their spot.

10 **Lightning Strikes.** One of the characters (GM's discretion) is struck by lightning, dealing 11 (2d10) lightning damage.

- **Shelter.** Succeeding on a DC 15 Wisdom (Survival) check enables a character to build suitable shelter that exempts the characters from the above requirements. This check can only be attempted once per day for each character, and that check stays in effect until the next dawn. At sunrise the following day, building new shelter can be reattempted.

Note 1: If the party ride in a caravan, they have automatic shelter while traveling.

Note 2: If static shelter is built and used for one adventuring day or more (daily long rest is exempt), thereby interrupting the journey's progress, it takes an additional day to reach the next hex on the map.

Pre-rolled Daily Weather and Encounter Table

Day	Weather	Encounter	Storm Event
1	Hot Sunny/Clear Night Skies	Ancient Vledarian Ruins	
2	Warm Storm	Treghorn's Traveling Treasures	Wind Blown
3	Hot Overcast	Bear Attack	
4	Hot Sunny/Clear Night Skies	Giant Eagle	
5	Warm Sunny/Clear Night Skies	Deep Fog	
6	Cold Hail	Wolf Howls	
7	Cold Overcast	Treghorn's Traveling Treasures	
8	Warm Storm	Wheyr Scout and Wandering Minstrel	
9	Warm Sunny/Clear Night Skies	Crocodiles	Flying Tree
10	Hot Heavy Rain	Giant Catfish	
11	Cold Light Rain	Giant Spiders	
12	Warm Sunny/Clear Night Skies	Terrain Description	
13	Cold Storm	Ancient Vledarian	Lightning Strikes
14	Cold Overcast	Wheyr Scout	
15	Cold Overcast	Terrain Description and Treghorn's Traveling Treasures	
16	Freezing Snow	Barapha Migration	
17	Cold Overcast	Lions	
18	Cold Light Rain	Ogres	
19	Cold Storm	Ancient Vledarian Ruins	Flash Flood
20	Cold Light Rain	Wheyr Scout	
21	Cold Heavy Rain	Wolf Howls and Shooting Star	
22	Freezing Hail	Terrain Description	
23	Cold Heavy Rain	Wheyr Scout	

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