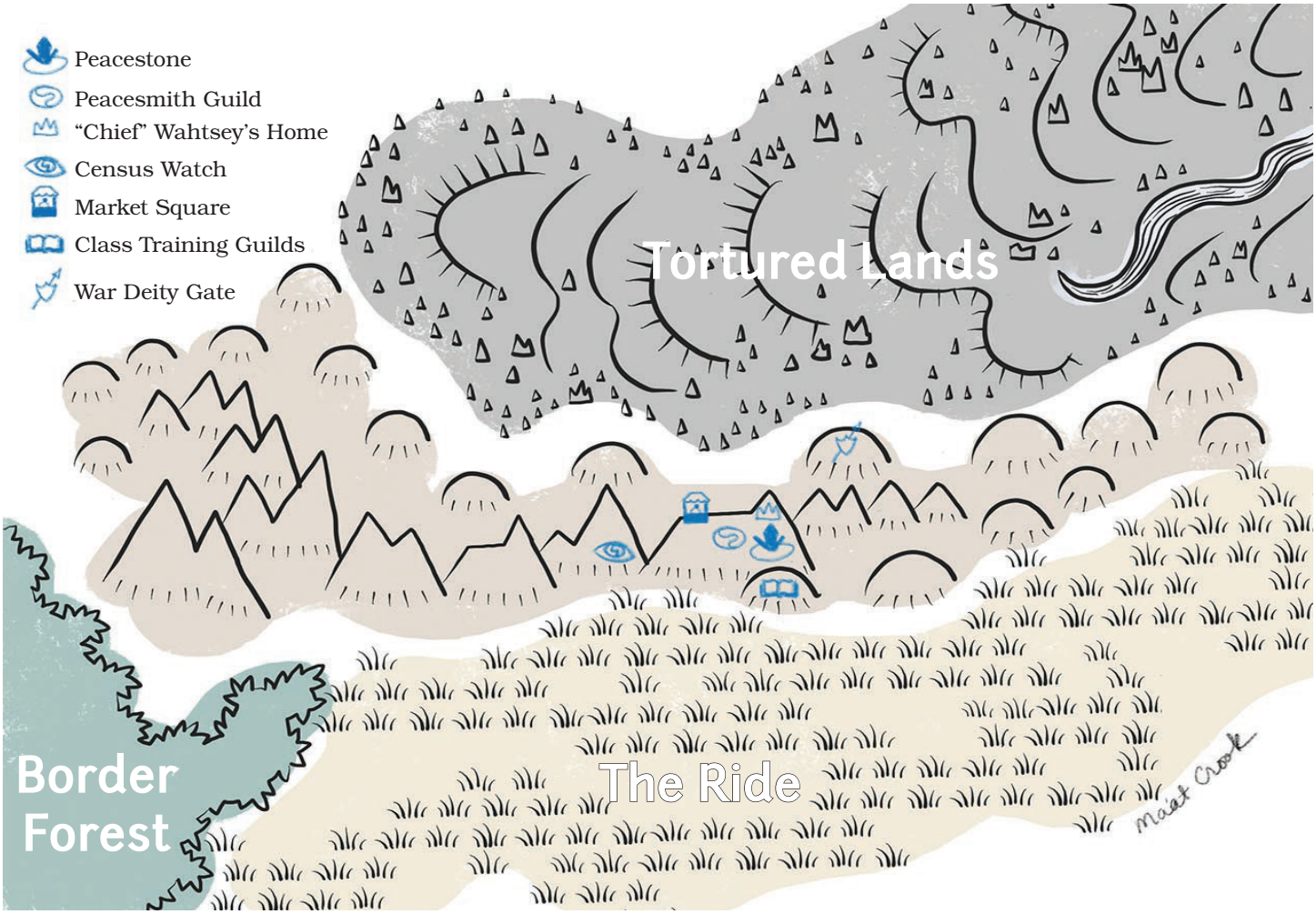
BLEEDING GATE: SUPPLEMENTALS

FOR MODULES 1-3 OF THE BLEEDING GATE DUNGEONS AND DRAGONS ADVENTURE BY MA'AT CROOK

D&D ADVENTURERS LEAGUE

GUILD

Emudomier


Peacestone
Peacesmith Guild
"Chief" Wahtsey's Home
Census Watch
Market Square
Class Training Guilds
War Deity Gate
Tortured Lands
Border Forest
The Ride
Moat Creek

Supplemental Materials for The Bleeding Gate Adventure Modules 1 to 3

By Ma'at Crook

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This document is formatted to print double-sided on 8.5x11(letter) paper, automatically allowing for blank pages on the back of those handouts and tokens that need it.

Peacesmith Story Award

Chosen by the Peacestone

The Peacestone glowed, acknowledging your exceptional potential to broaden peace. You receive the two benefits below.

- **Extraordinary Long Lifespan** - The Peacesmith aging process is slowed considerably. Currently the Paragon is over 500 years old; normally dwarves live about 350 years.
- **Free Lodging at Emudomier's Peacesmith Guild** - Anytime you are in Emudomier you have a free bed in the Peacesmith Guild dorm.

You may reject or accept the calling to become a Peacesmith Negotiator (below).

DM signature for Chosen by the Peacestone Story Award

Peacesmith Negotiator

Peacesmith training takes years, but after a few days study, meditation, and mentoring from the Paragon himself, you begin to understand the art of broadening peace. You may choose to spend 15 downtime days and make a donation of 50 gold to the Peacesmith Guild to gain the following benefit.

- **Novice Negotiator** - **+2 bonus to one Charisma (Persuasion) check** to attempt to persuade a creature to stop fighting, or to otherwise help cause a peaceful resolution in a conflict. This ability recharges after a long rest.

DM signature for Peacesmith Negotiator Story Award

Peacesmith Principles

1. Honest
2. Respectful
3. Kind
4. Takes only what is given willingly and enthusiastically, with the person's full understanding
5. Attempts to negotiate peace

Negotiation Techniques

to help with principle number five

- **Listen More Than Speak**
  Listen to their concerns, obstacles, and goals. Quiet your own thoughts so you can truly hear.
- **Ask**
  Ask questions that can **not** be answered with a "yes" or "no." These questions usually start with "What," "How," "When," and "Where" and can lead to far more information.
- **Validate What They Say**
  Repeat what you hear them saying, in your own words, it's validating and shows your understanding. They'll correct you if you don't have it quite right but they will know you are trying to hear them.
- **Focus on the Problem**
  Accusatory "You did..." word choices shut down conversations or derail negotiations because the listener feels they need to spend energy defending past behaviors. Saying things like "When ____ happened...," focuses on the problem, not the person, and provides an opportunity for the other person to have an active role in future problem-solving.
- **You Do Not Have the Answers, They Do**
  Don't give advice and avoid the words "should," "have to," "need to," and "must;" they ignore personal wisdom and choice. Allow them to tell you what will work best for them and find a common solution or compromise all parties are open to.
- **Respect Autonomy**
  Part of negotiations is the likelihood of hearing "No." That is not a failed negotiation, it is one of many possible outcomes.
- **Be Patient**
  As long as the parties are willing to come back to the table to negotiate at a future date, negotiations are still open.
- **Check In**
  Even after a solution has been agreed upon by all parties, more communication may be necessary to maintain the agreement. What is working? What adjustments are needed, if any?

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From the Journal of the Paragon, Peacesmith

On Anger and the Value of All Life

"Take a breath with me.
Think, 'Today I am fortunate to be alive. My life is valuable. I will not let my anger take control of me; I will not use my anger as a weapon to harm others; I will not waste my day on anything unworthy of the value of my life. I will use all my energy to improve myself, to better myself so I may better help others. I will have compassion toward all life, toward all those fortunate to be alive because all life is valuable.' "

When You Can't Help

"A Peacesmith's purpose in life is to help. If help is not wanted or possible then our purpose in life is to do no harm. This is how we broaden peace."

On Autonomy

"Everyone is the master of their own lives. A Peacesmith's roll is not to tell others what they 'should' do. We can not know what path others should take; only they know the obstacles in their path, only they know where they have been, where they are going, and how they will get there."

Where Peace is Found

"In my long life I have begun to believe peace is not found in the absence of violence. Peace can be found in our acts of compassion."

On Death and Living Life

"We live and we die, even Peacesmith. Even the gods die from time to time. It is a truth none of us escape. So while you are still here, what obstacles can you remove so you may live the best life you want for yourself?"

On Happiness

"When we hurt others, we do so to selfishly pursue our own happiness. If we gain any happiness from harming others, it is brief. Compassion can bring a happiness that endures for both parties."

Mistakes are Easy, Change Takes Work

"We are not infallible. Yet we want to be forever thought of as kind, respectful, and loving. If we truly want to be these things we listen when we're told we've made a mistake, we quietly consider and look into what they've said, we think what improvements can be made, we acknowledge the mistakes, and we work to change. Some would say this is not easy. They are correct. Change is not easy. It is easier to keep making the same mistakes because repetition is how we became so good at them. It takes time for a change to become an old habit. And once it is, **then** life is much easier."

Heroics and Adventure

"The most heroic endeavor is to acknowledge the destruction, violence, abuse, hatred, and aggression we are capable of. Our greatest adventure is to address those parts of ourselves, to challenge ourselves to learn and do better. That is true strength.

On Self-Improvement

"In order to broaden peace in our communities we first broaden peace within ourselves."

Negotiation

"A good negotiator listens more than they speak; they do not dictate the path someone takes to the desired destination; they acknowledge even the least progress; they are aware that guidelines are there to escort not to imprison."

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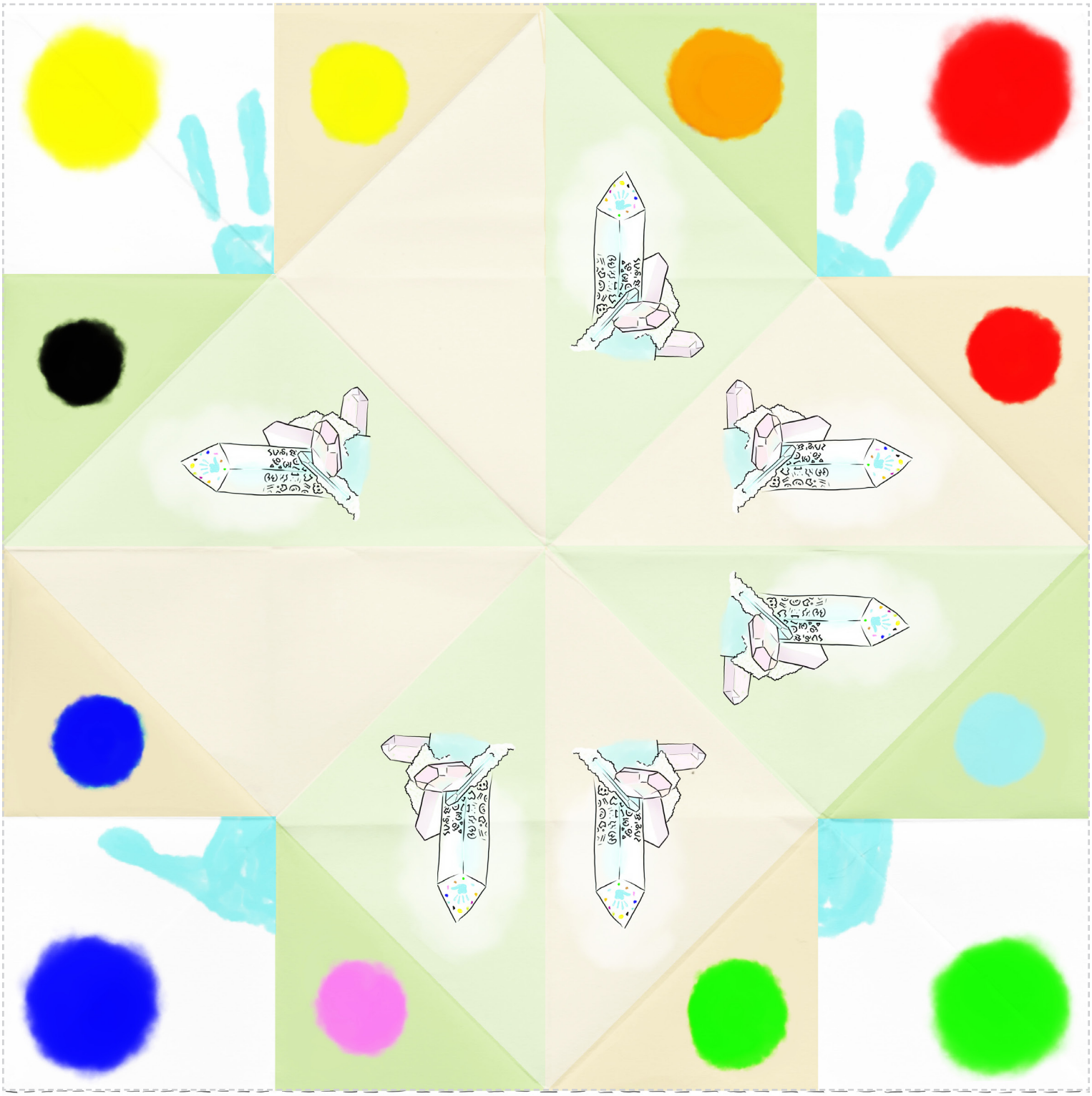

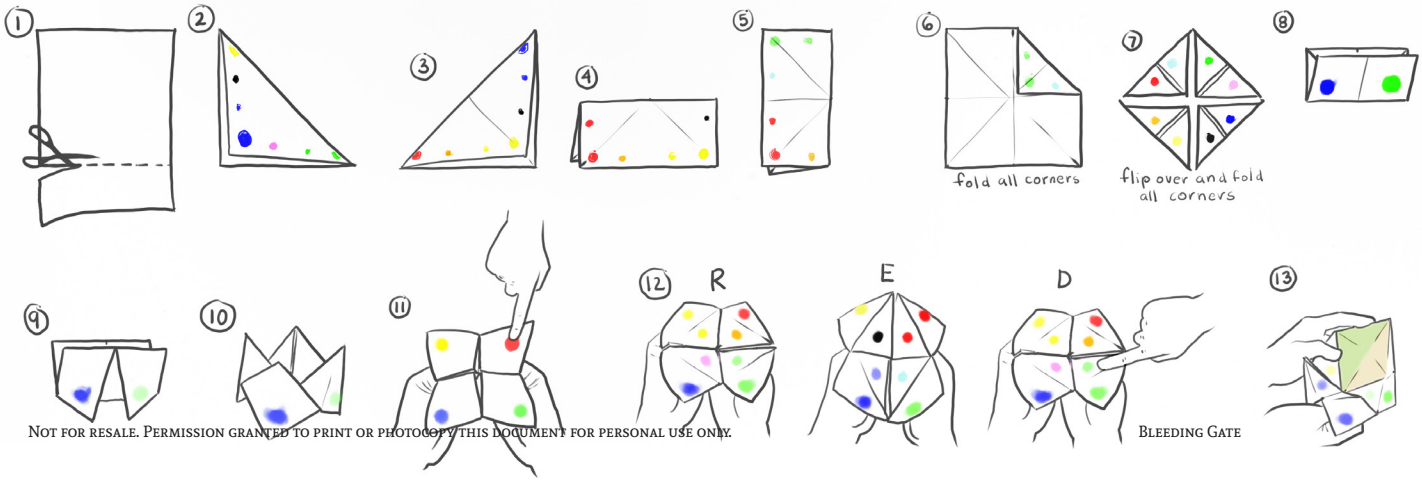

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Dream Chaotic Scribbling Bleeding Gate: Pandemonium

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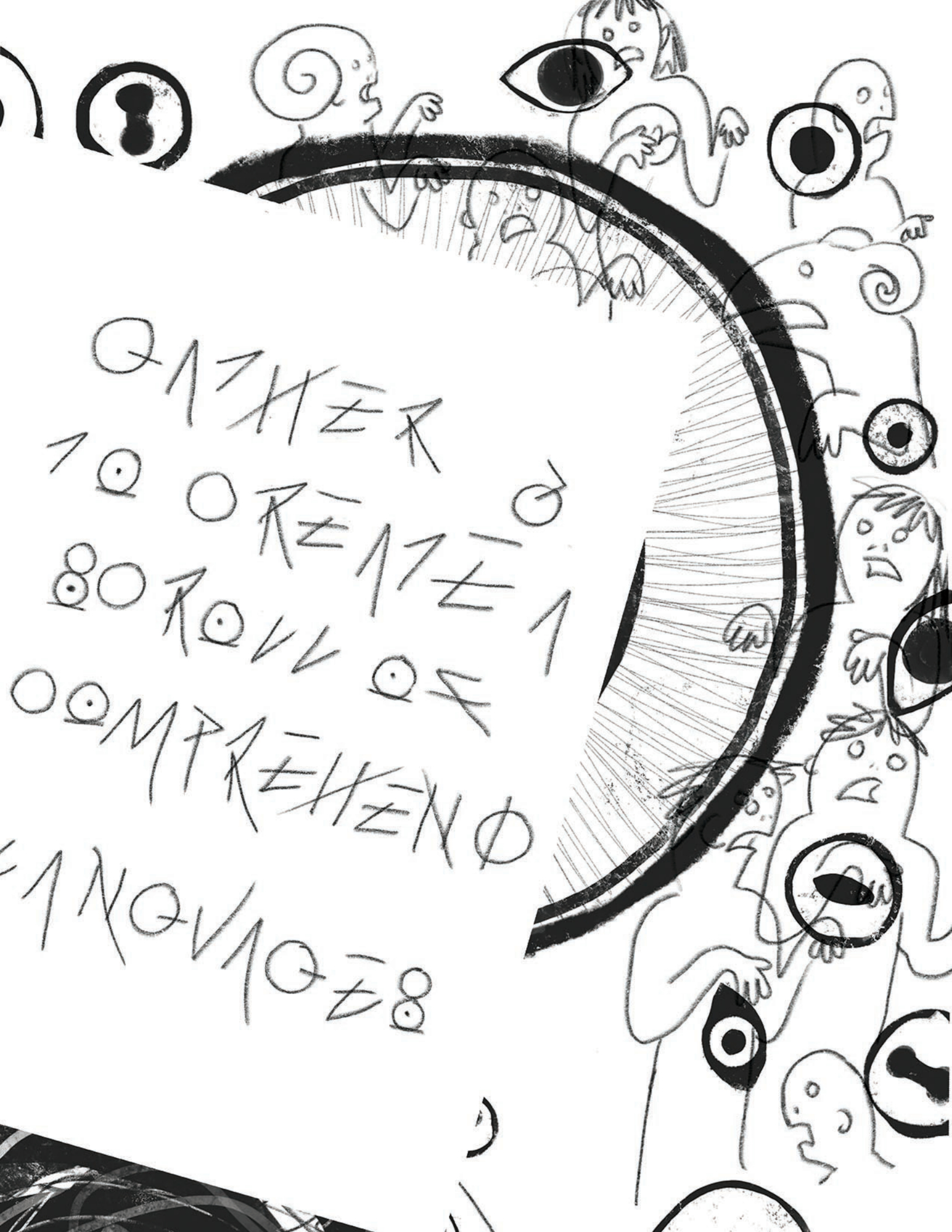

Dream Chaotic Scribbling Bleeding Gate: Amalgamation

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Dream Chaotic Scribbling Bleeding Gate: Lineage

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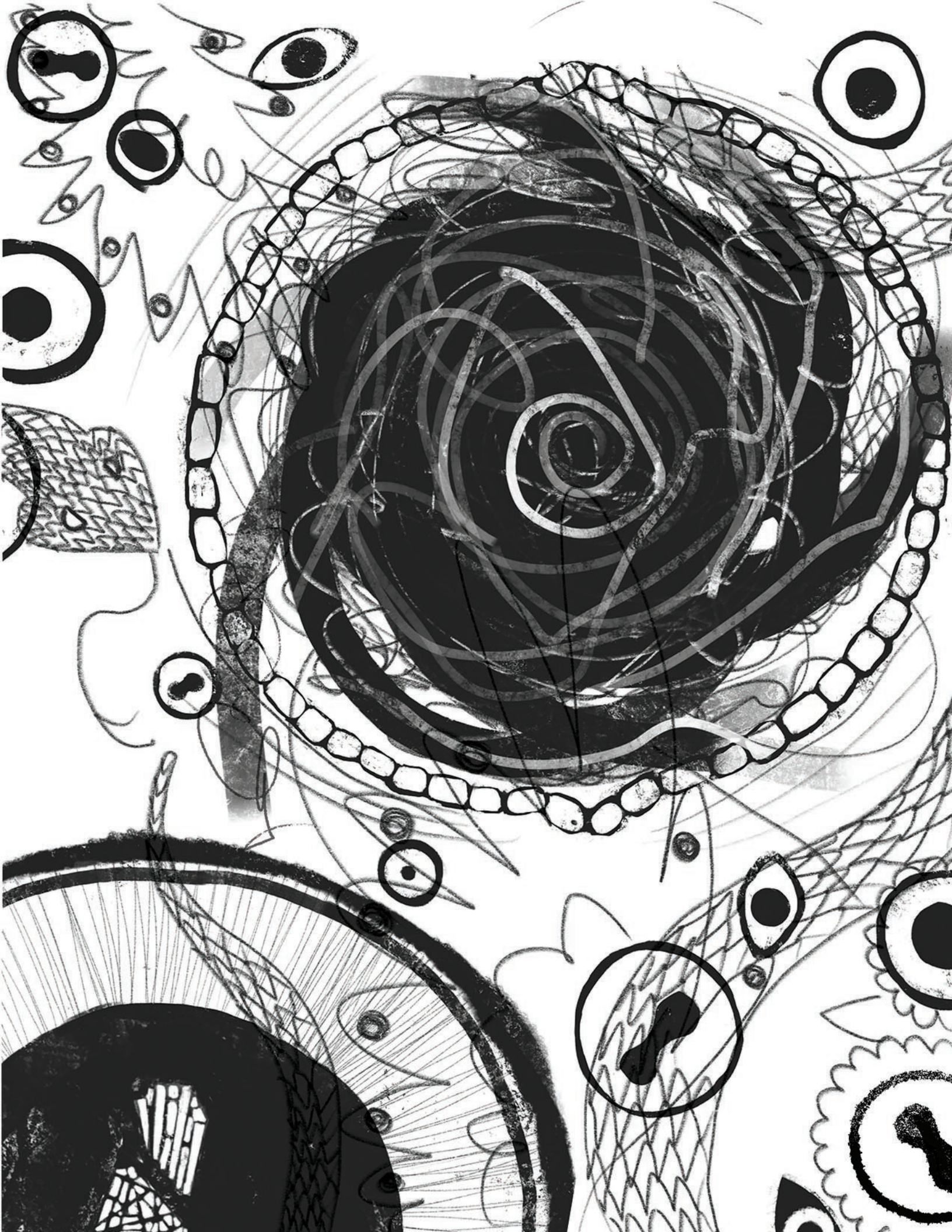
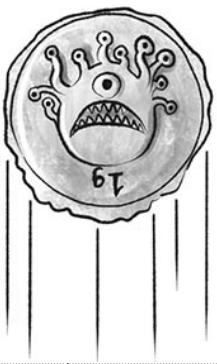


Bleeding Gate, Far Realm Effects Tents

Page 1/3

Chaos bleeds through the open gate taking up a 5 ft space. On the each round the space enlarges to cover 5 more ft on all sides. Any creature within this area experiences 1 of the following effects. These tents can help you keep track of the effects.

1d20 Roll	Affect Duration
1	one round of rain. Coins remain.



Coins from Heaven. Gold falls from the sky; roll a % die & 1d10 for the amount of gold. The coins hit all creatures within the area of effect for **1d6 damage**

2	one round

Sinking Sand. The environment becomes the texture of sand, sloping toward the ground below the portal which has become a sink hole. If a creature moves they must make a Dex **(Acrobatic) DC 12** saving throw or fall prone & slide 10 ft toward the sink hole.

3	one round

Burning Snow. Snow falls from the sky. All hairless creatures touched by the burning snow receive **2d6 damage**. Any character with hair or no head covering receives **1/2 damage,** & lose any exposed hair, until it grows back naturally.

4	one round

Gravity Falls. Gravity is decreased, making creatures float uncontrollably, 10 feet above the ground. Flying creatures float uncontrollably. Just as in space, any force will send the acting creature in the opposite direction.

5	one round

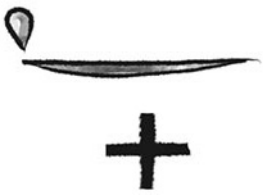
All Exalt. Everything that is vocalized sounds like, "Lord Saultrophine, Master of Chaos."

6	one round

Bounce Back. Any attacks made do no damage to the target but instead bounce back to heal the attacker for the same amount of hit points.

7	one round

Karma Fire. Each creature catches fire but does not receive damage. Their attacks are made at disadvantage. If hit by a melee attack they receive the damage as normal however the attacker also receives an equal amount of fire damage.



8	one round

Wound Benefit. Any wounded characters are no longer in pain & instead feel better than they ever have. They gain advantage to attacks.

9	one round

Health Hurts. Any uninjured characters within the area of effect are in excruciating pain. They take 1d6 psychic damage & their attacks are at disadvantage.

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Bleeding Gate, Far Realm Effects Tents

Page 2/3

Chaos bleeds through the open gate taking up a 5 ft space. On the each round the space enlarges to cover 5 more ft on all sides. Any creature within this area experiences 1 of the following effects. These tents can help you keep track of the effects.

1d20 Roll	Affect Duration

10	ends when hit points reach 0

Druid Owlbear Party. All creatures make a **DC 15 Con saving throw** or become an owlbear. They have the max points of an owlbear but keep their Wis, Int, & Cha stats. They can not speak or cast spells, they attack as an owlbear. When their hit points reach 0, they return to their original form with the hit points they had before the transformation.

11	one round

Worlds Fall. An invulnerable bubble appears, for each character in the area. On a failed **DC 13 Dex saving throw** it absorbs a character who will only be aware of the inside(a warm lake, masquerade ball, etc). When the round ends they pop & cause **1d6 falling damage**.

12	ends after gate is closed

Wisdom. Gain advantage on Wisdom saving throws.

13	ends after gate is closed

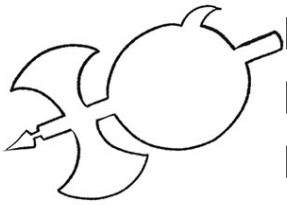
Constitution. Gain advantage on Constitution saving throws.

14	ends after gate is closed

Dexterity. Gain advantage on Dexterity saving throws.

15	ends after successful saving throw

Zombie Sprouts. Zombie hands reach up from the ground. All creatures touching the ground must make a **DC 15 Dex** saving throw or be grappled.

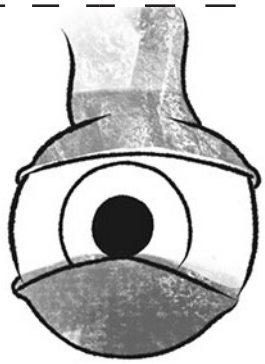


16	one round

Fighting Words. All creatures get 1 bonus attack, just by speaking. Their voice sends sound-waves powerful enough to become a **1d8 ranged bludgeoning** attack against the creature they speak to.

17	permanent

Zomblooey. 1d8 zombies appear. Each corpse killed, pops in an explosion of confetti, leaving 1d20 gold & 1d4 healing potions.



18	one use

Tit for Tat. The last player character affected by an Eye Ray attack gains that ability for 1 use.

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Bleeding Gate, Far Realm Effects Tents

Page 3/3

Chaos bleeds through the open gate taking up a 5 ft space. On the each round the space enlarges to cover 5 more ft on all sides. Any creature within this area experiences 1 of the following effects. These tents can help you keep track of the effects.

1d20 Roll	Affect Duration
20	Nothing happens.

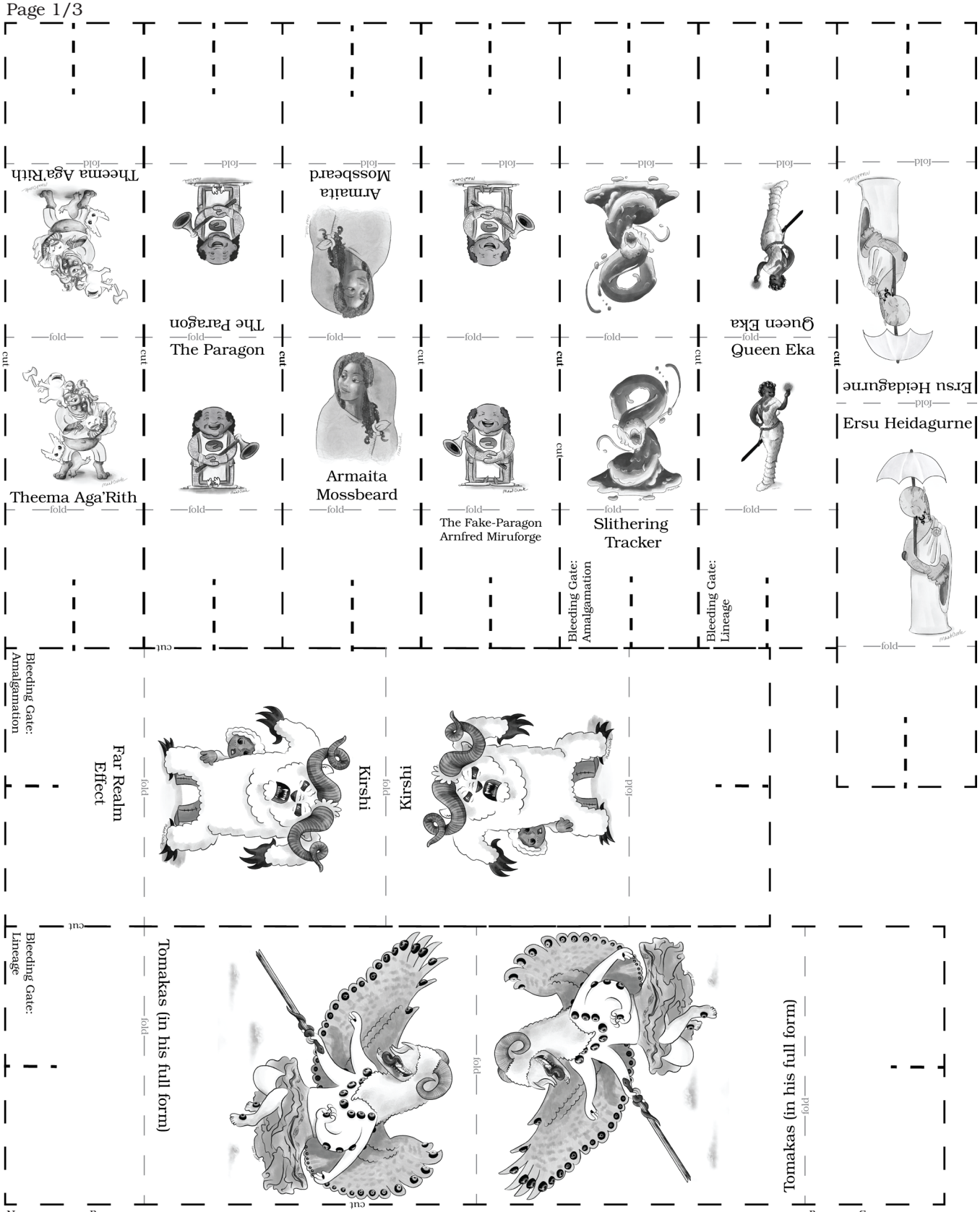
19	permanent

Seer. DM or a player character is gifted with insight into how(not when) a randomly picked creature will die. The DM can use the insight in future campaigns & the player may choose to allow it to affect their character long after this campaign.

NPC, Encounter, and Far Realm Effect Token Minis

These tokens can be cut out, folded, and used as minis for your game. Each token lists the creature's name, if it is a "Far Realm Effect," and what module the creature appears in. If the module isn't listed then it is possible for the creature to appear in all three.

Page 1/3



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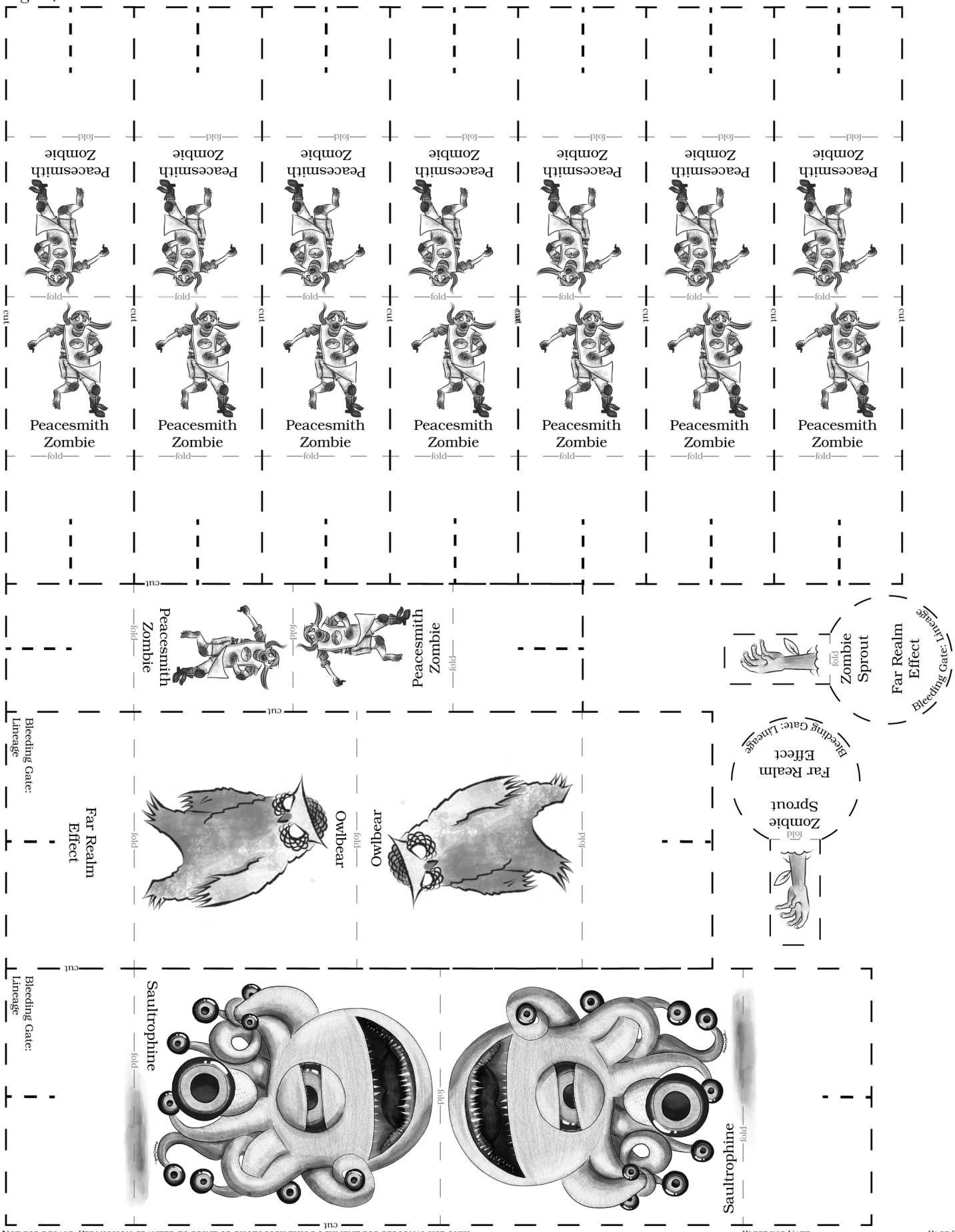
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Saultrophine
Bleeding Gate: Lineage
fold
cut

Page 3/3

Zombie Sprout
Far Realm Effect
Bleeding Gate: Lineage
fold

Owlbear
Far Realm Effect
Bleeding Gate: Lineage
fold
cut

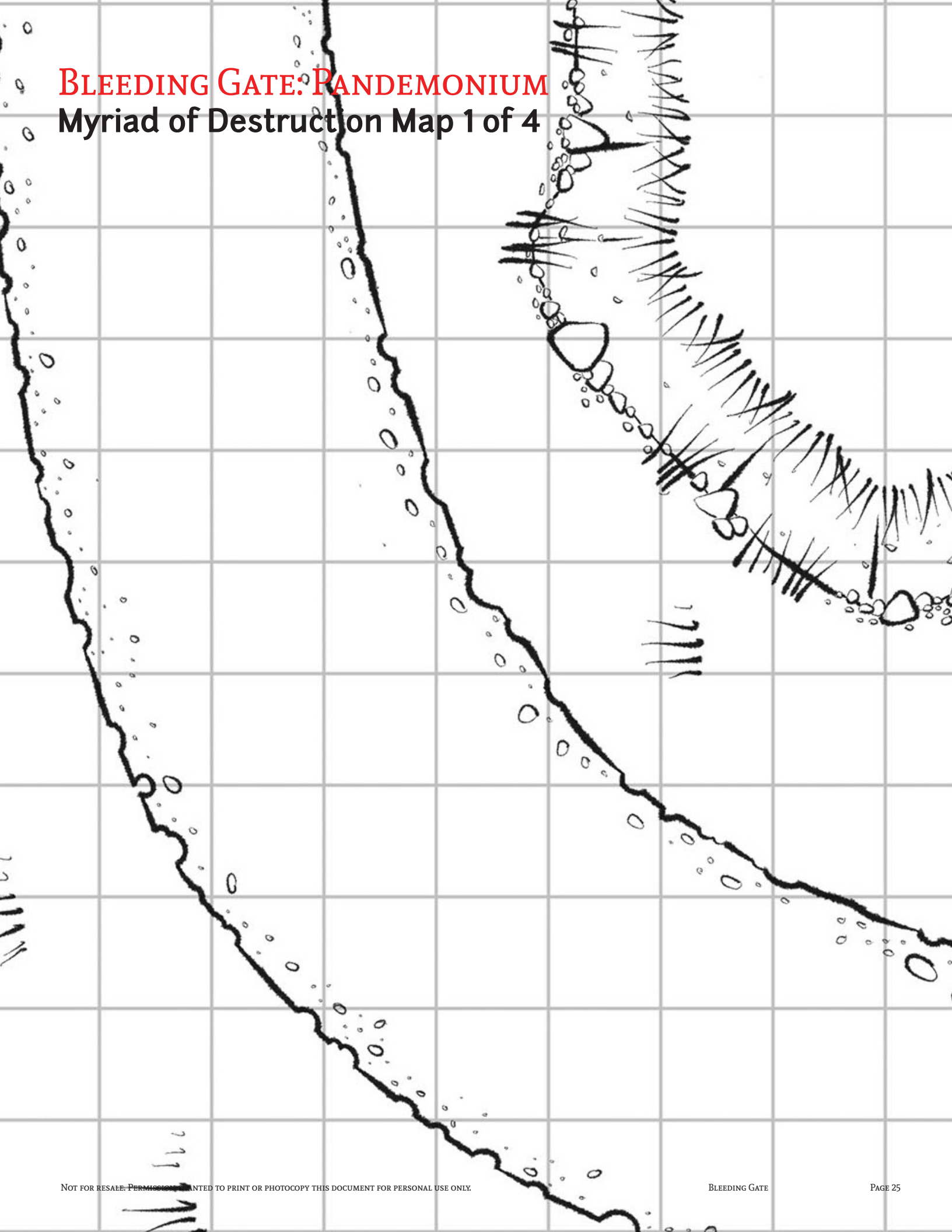
Maps

The following maps are formatted to fit onto two to four 8.5x11(letter) paper. They can be taped or laminated together.

The maps will print double-sided on 8.5x11(letter) paper, by module. For example, Bleeding Gate: Pandemonium has three maps. Map 1 will print with Map 2 on the back. Map 3 will print, single-sided.

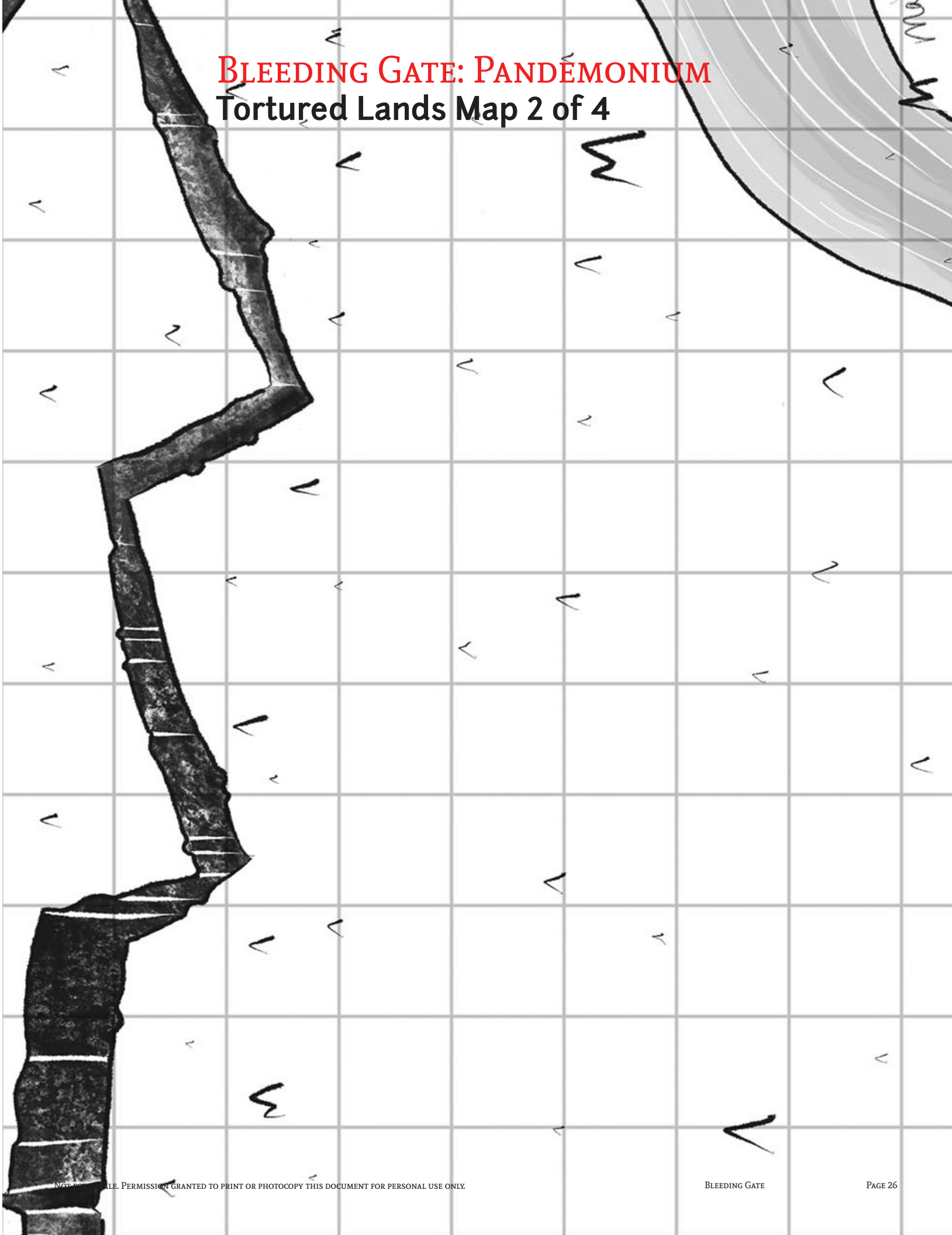
Bleeding Gate: Pandemonium

Myriad of Destruction Map 1 of 4



Bleeding Gate: Pandemonium

Tortured Lands Map 2 of 4



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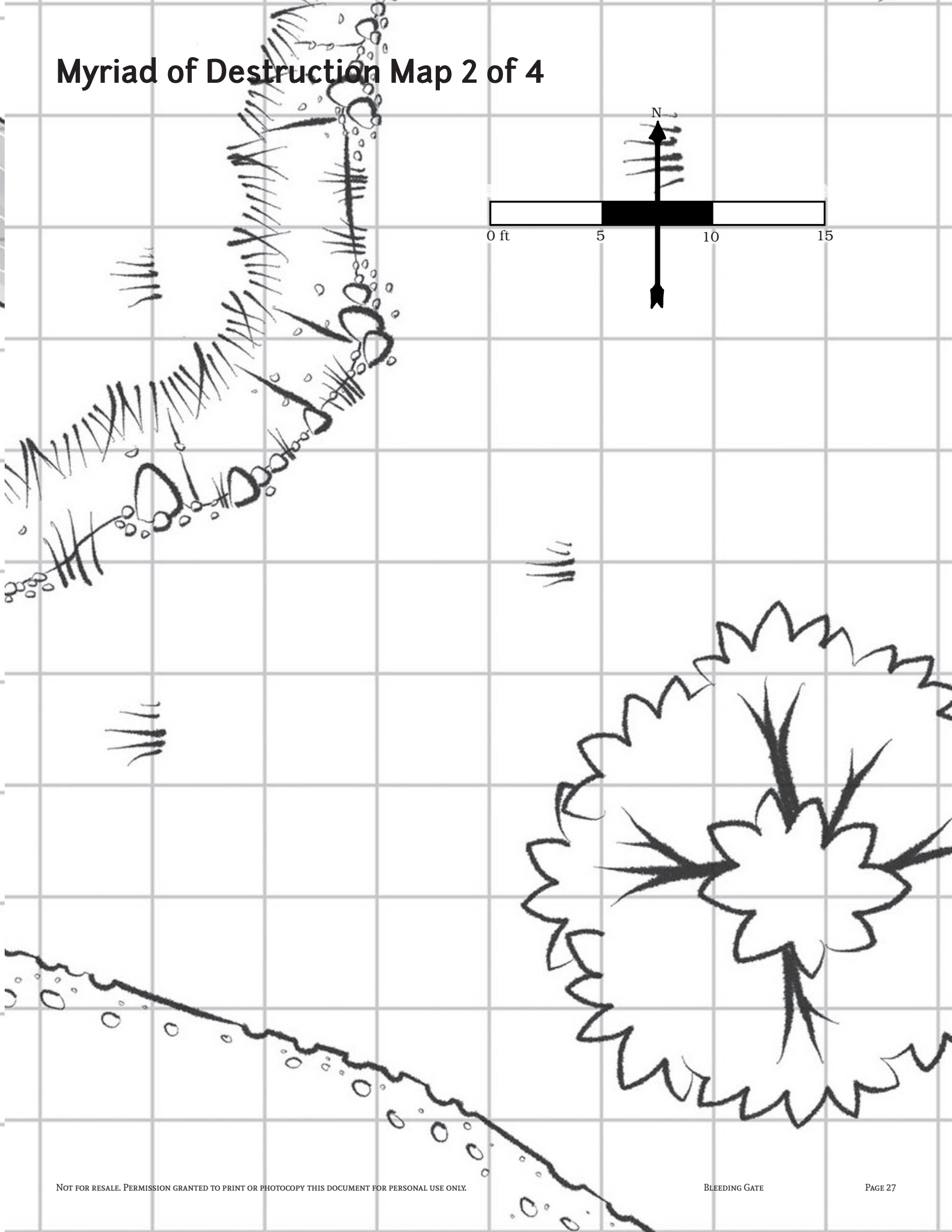
Myriad of Destruction Map 2 of 4



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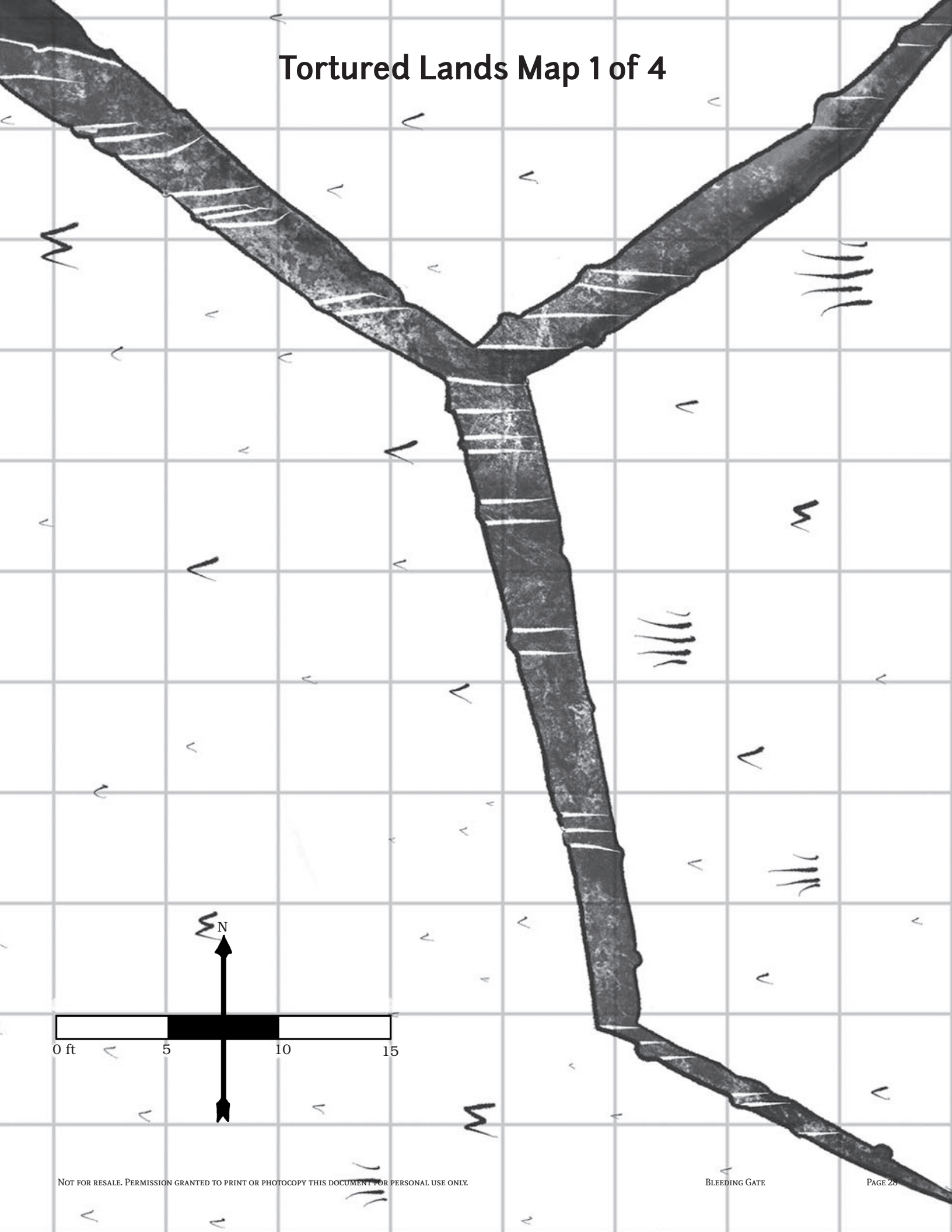
Tortured Lands Map 1 of 4



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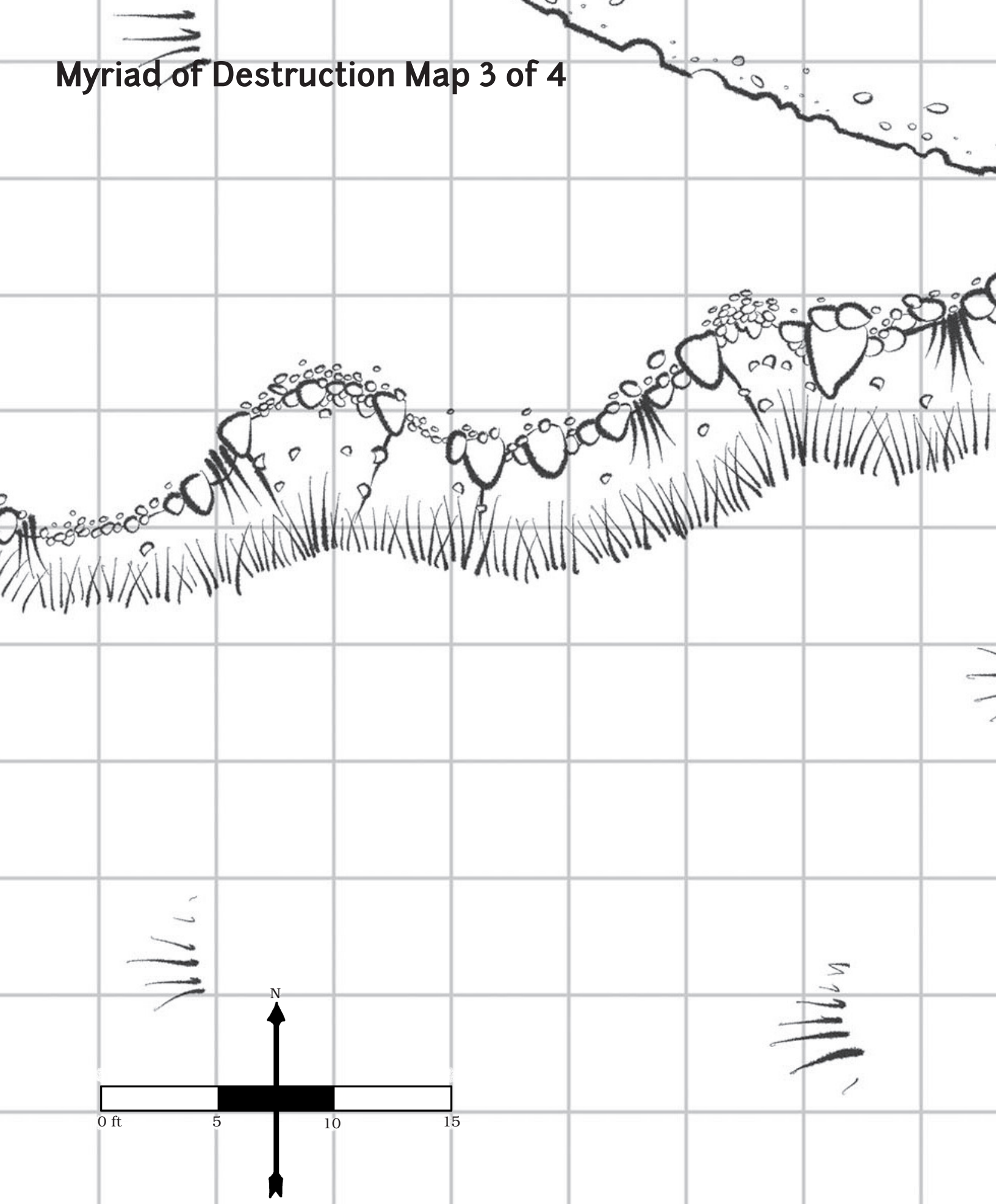
Myriad of Destruction Map 3 of 4



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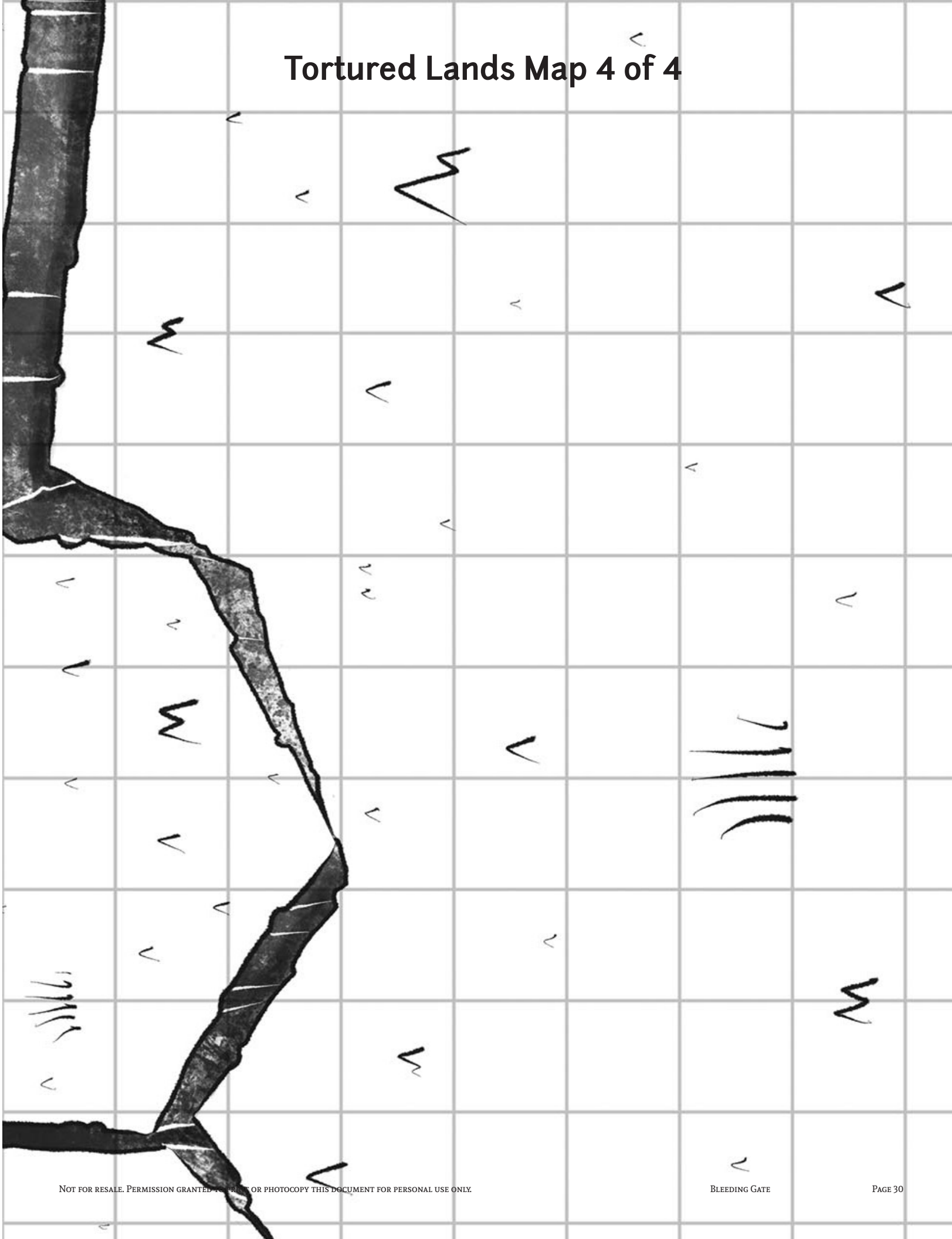
Tortured Lands Map 4 of 4



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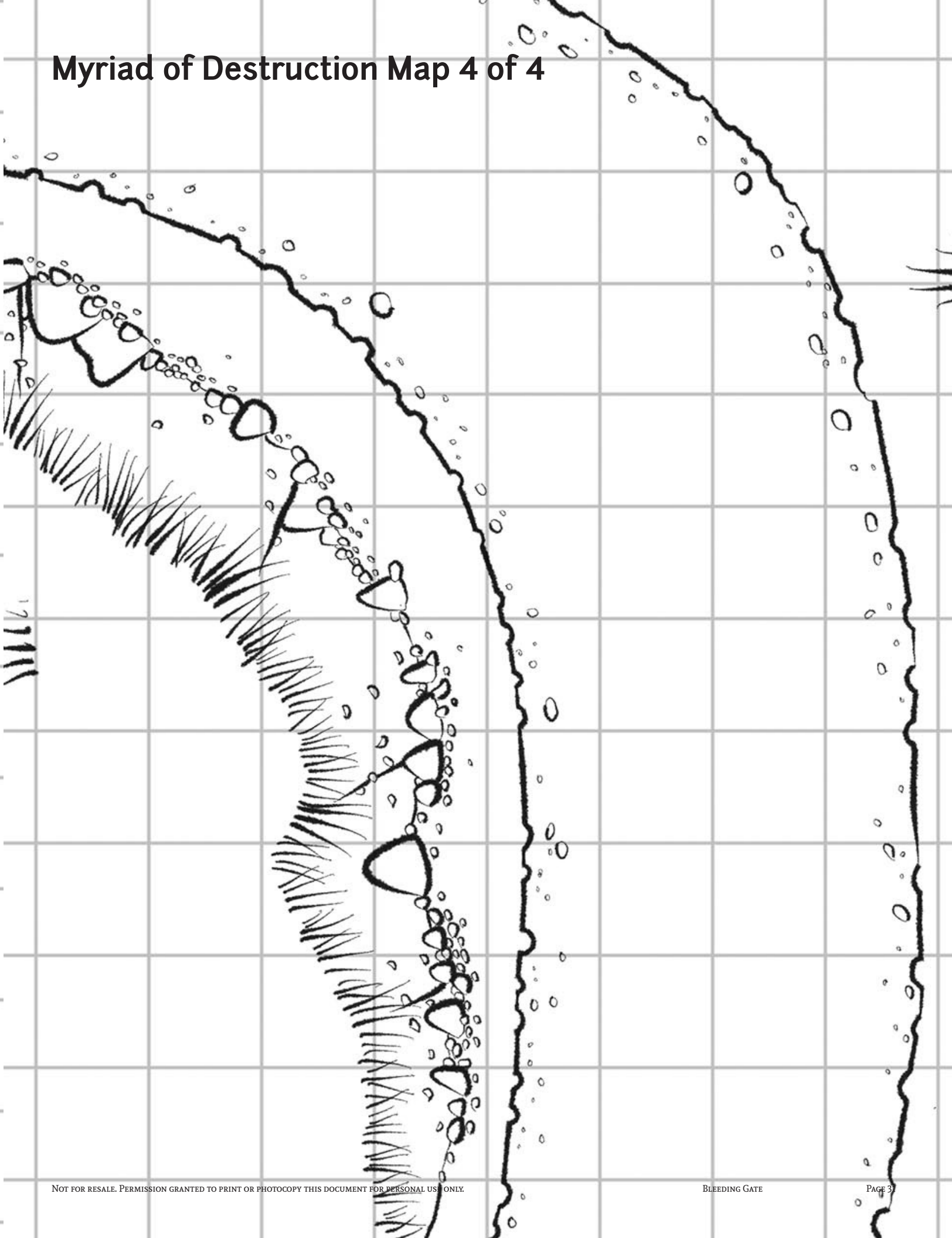
Myriad of Destruction Map 4 of 4



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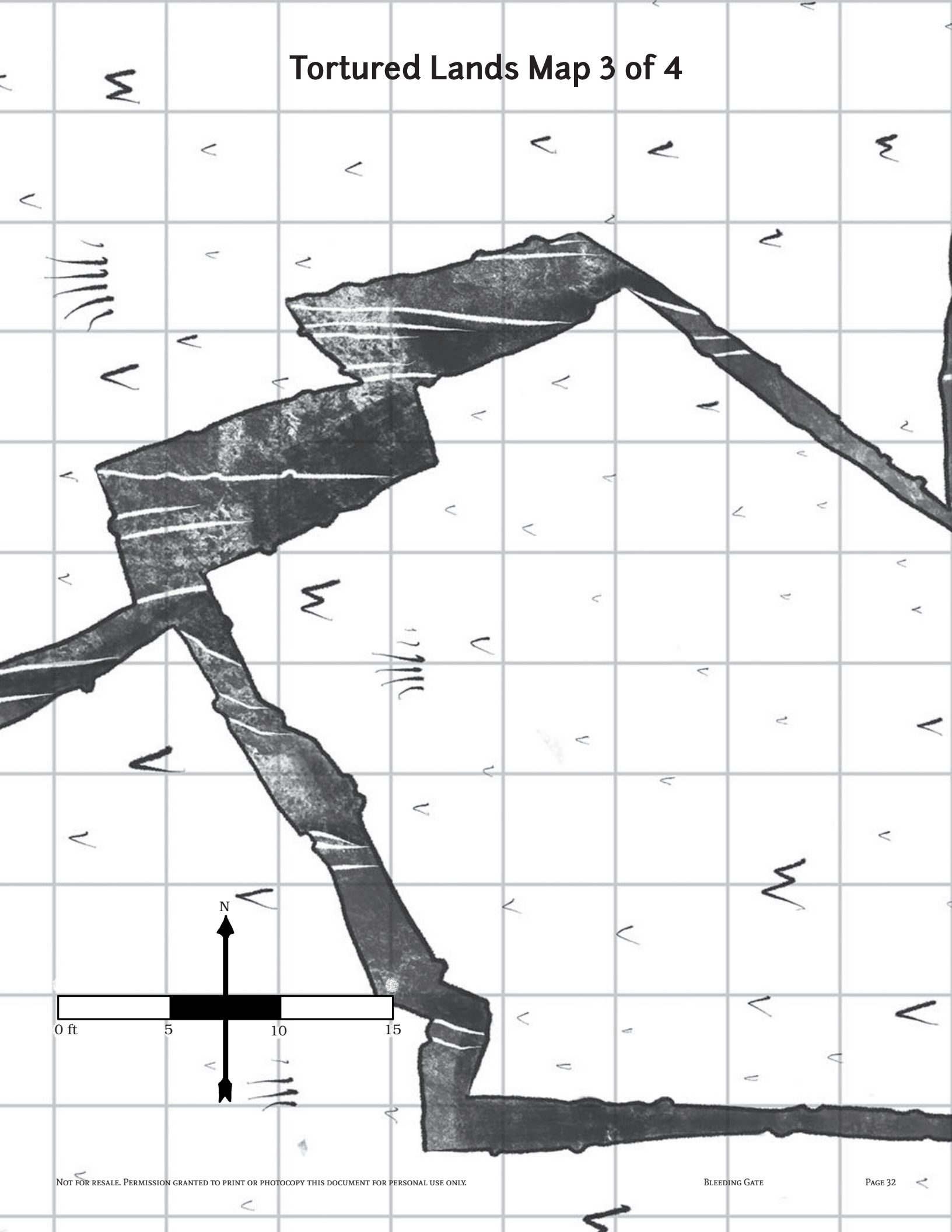
Tortured Lands Map 3 of 4



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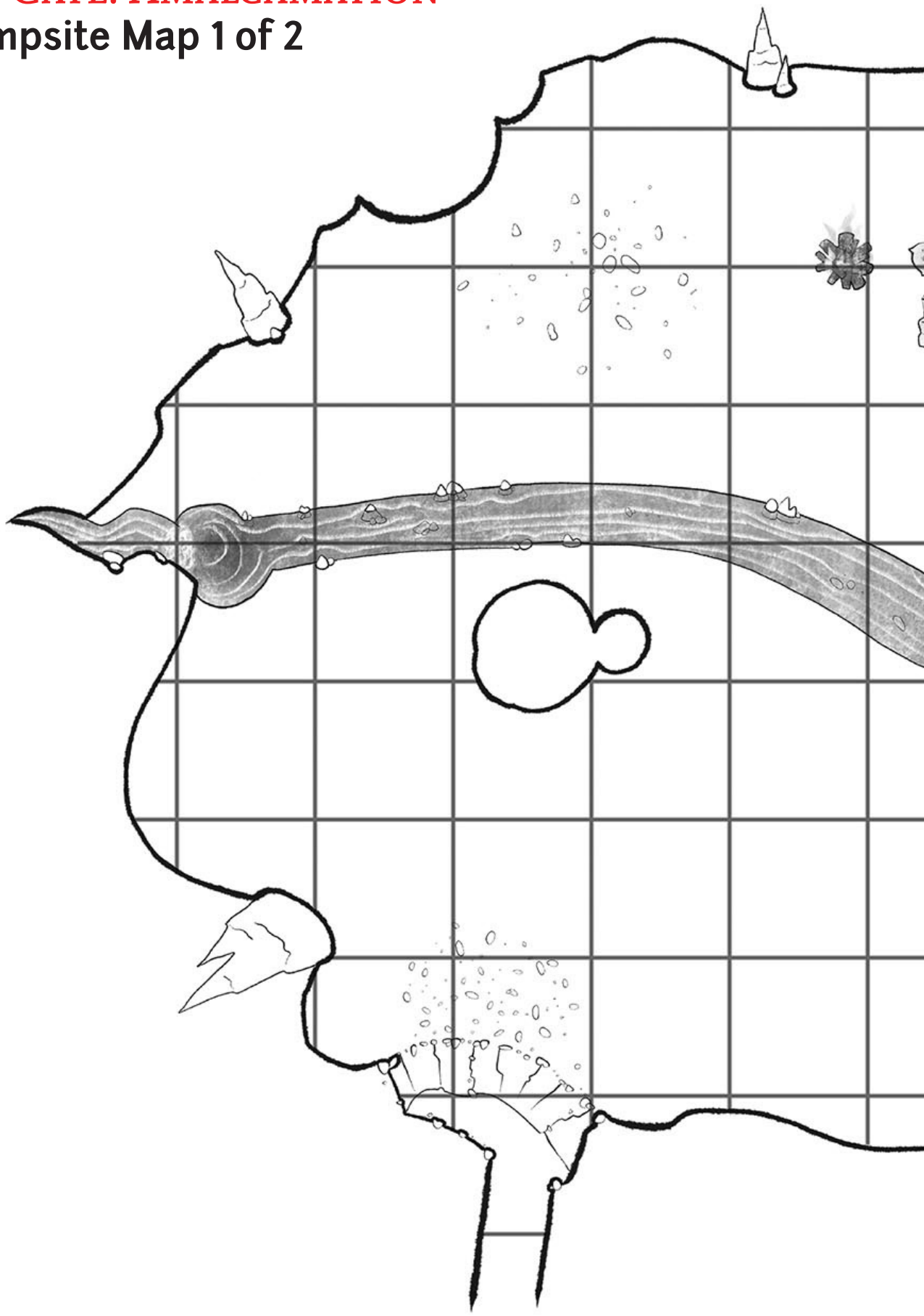
Bleeding Gate: Amalgamation

Sewer Campsite Map 1 of 2



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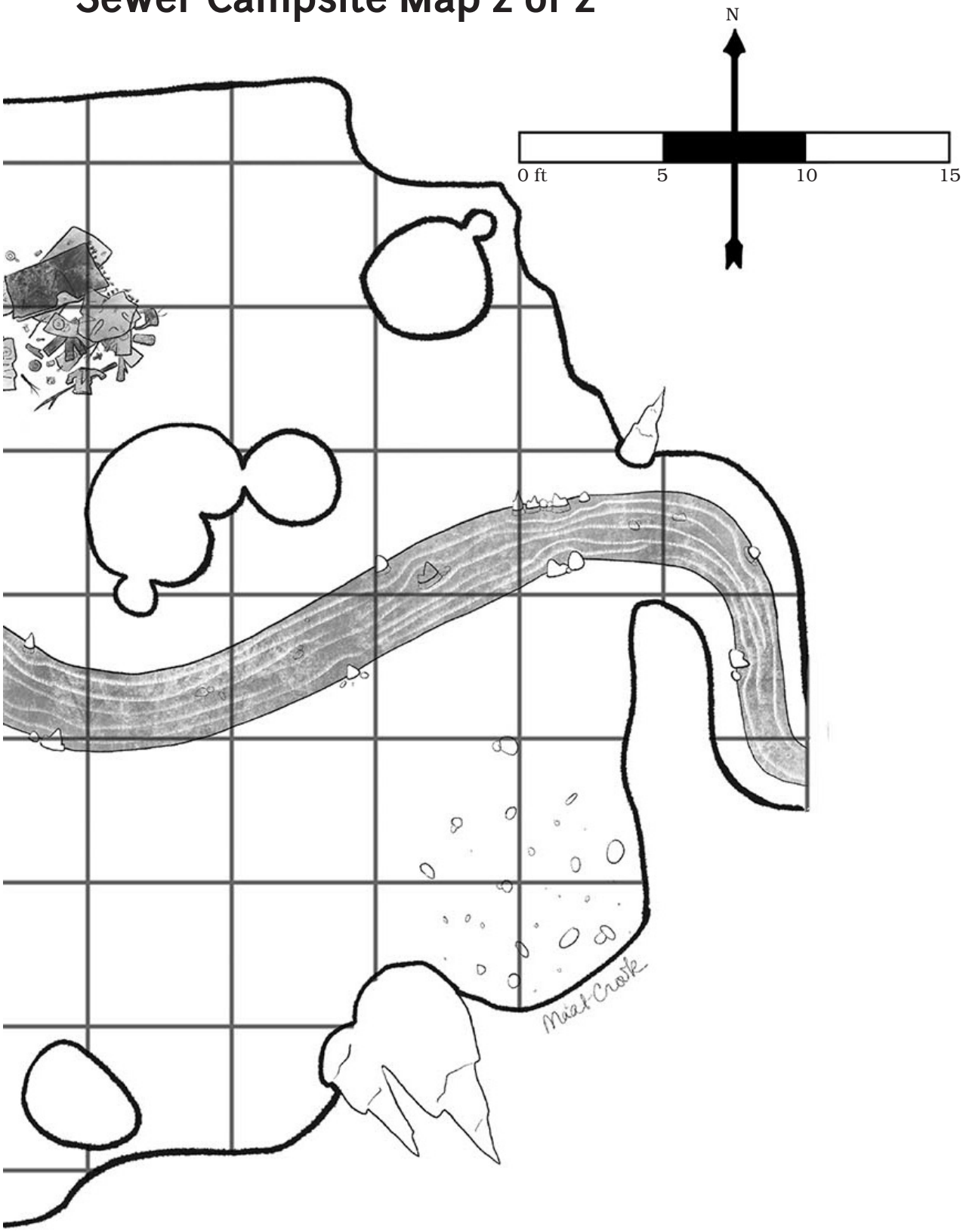
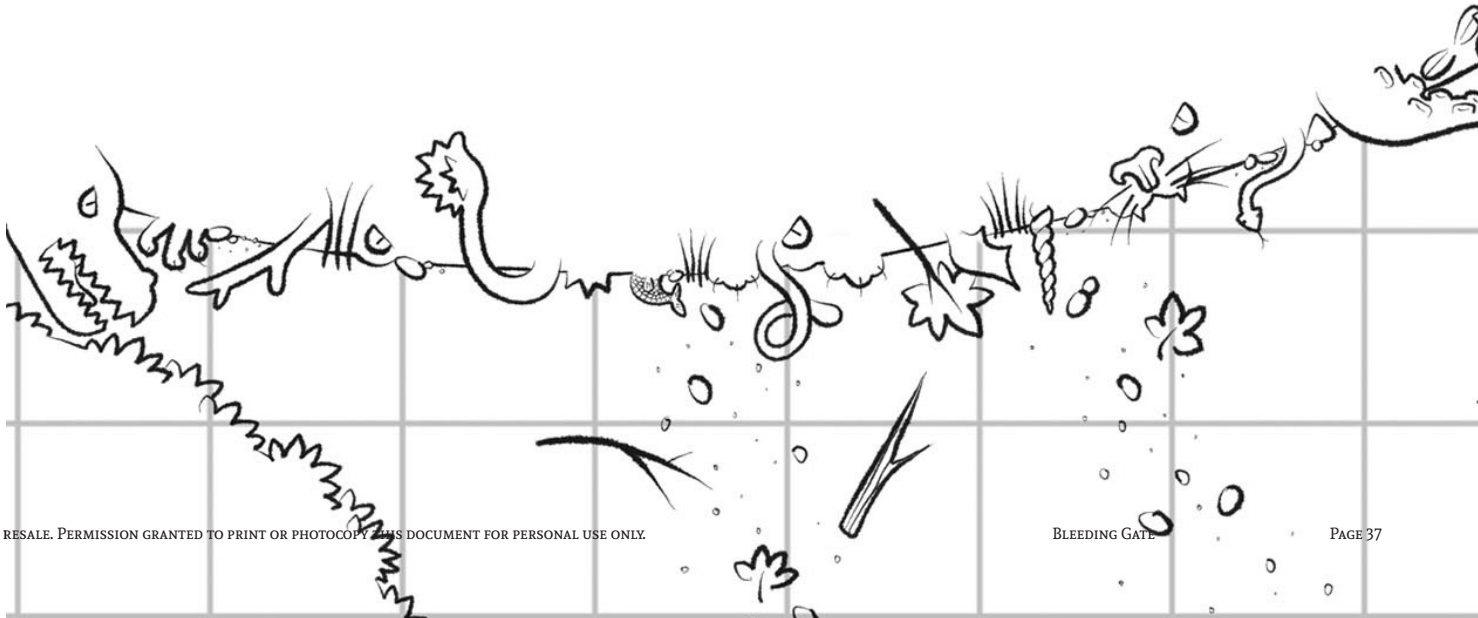
Sewer Campsite Map 2 of 2



Bleeding Gate: Amalgamation

Border Forest Clearing Map 1 of 4



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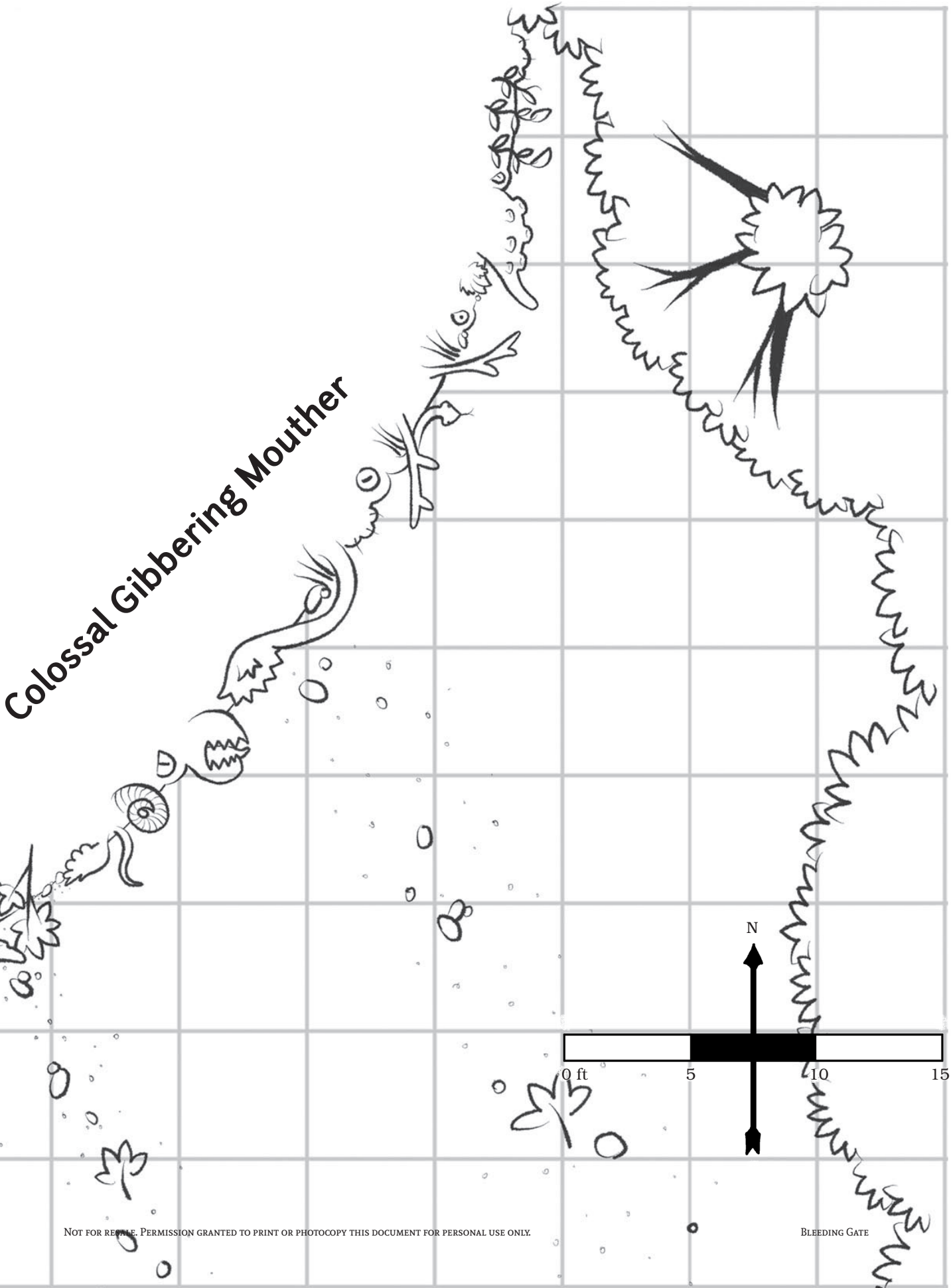
Border Forest Clearing Map 2 of 4



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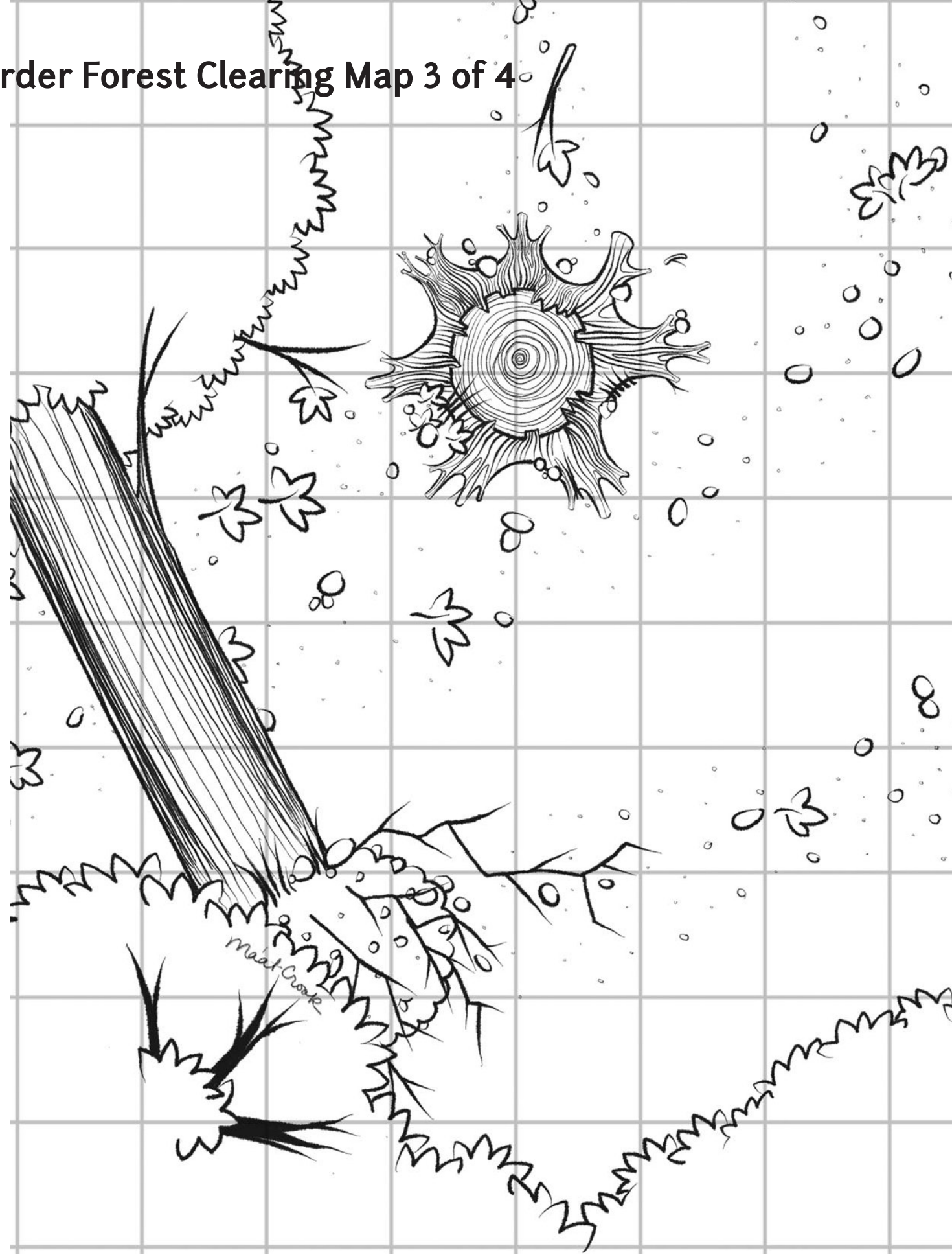
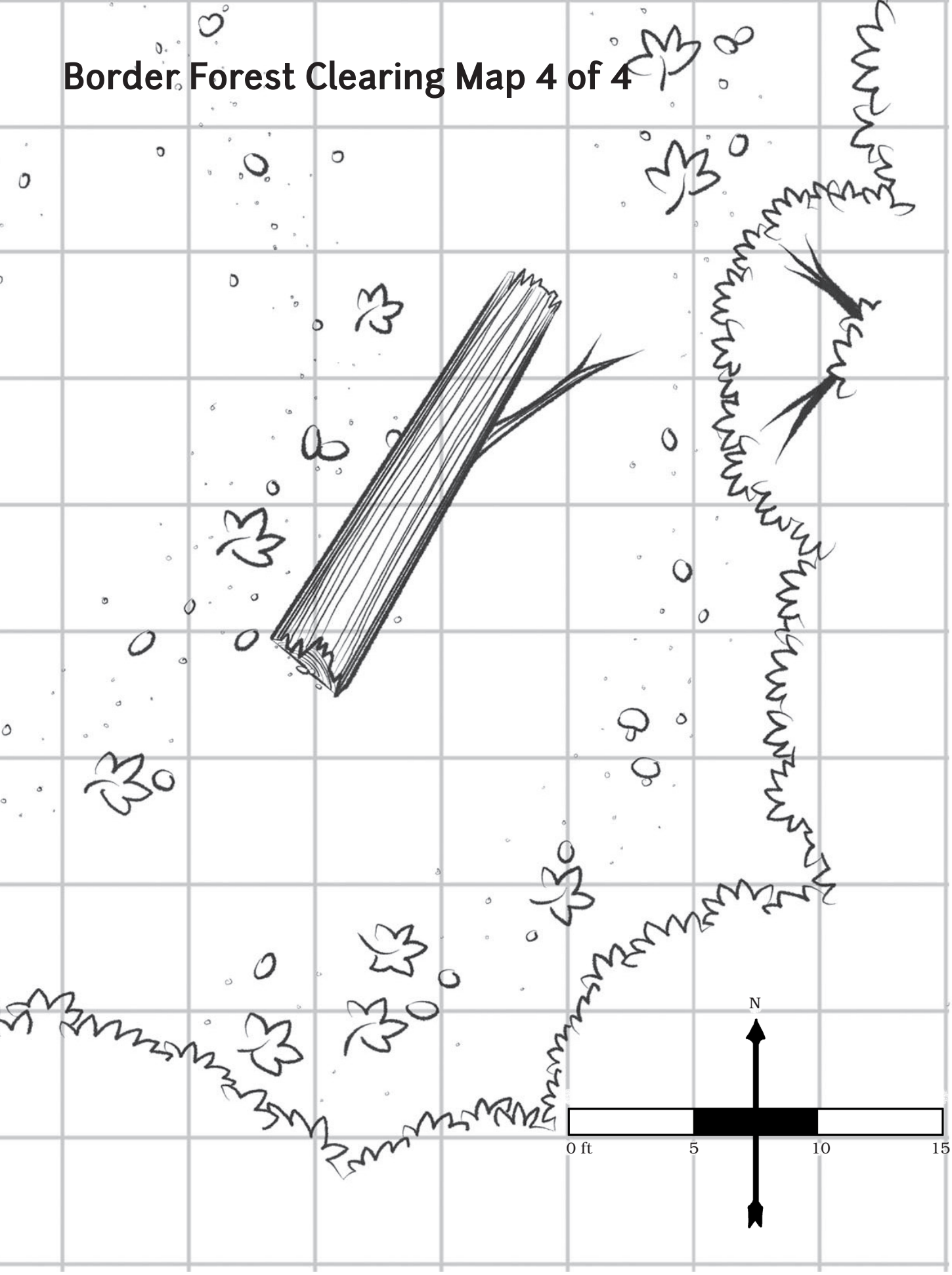
Border Forest Clearing Map 3 of 4



Border Forest Clearing Map 4 of 4



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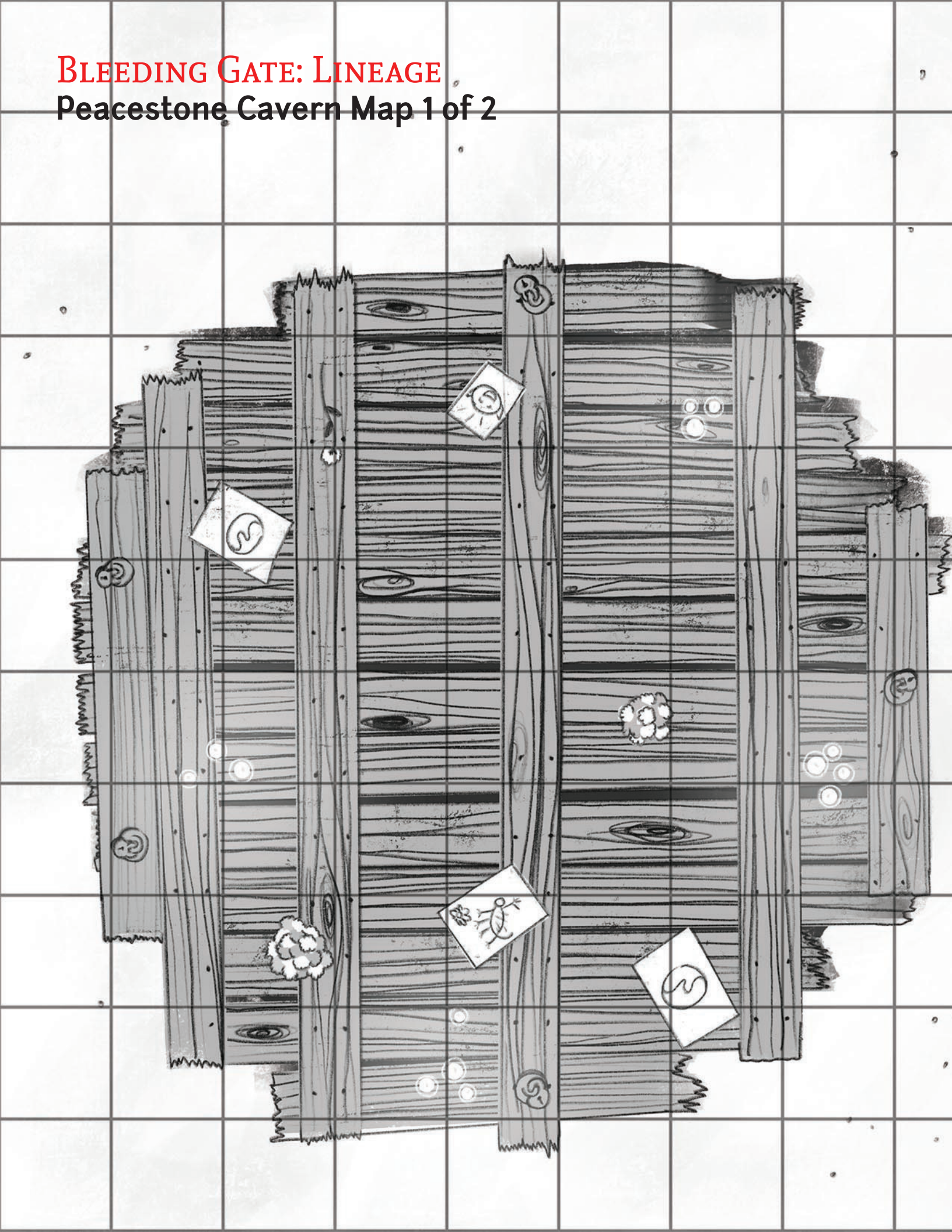
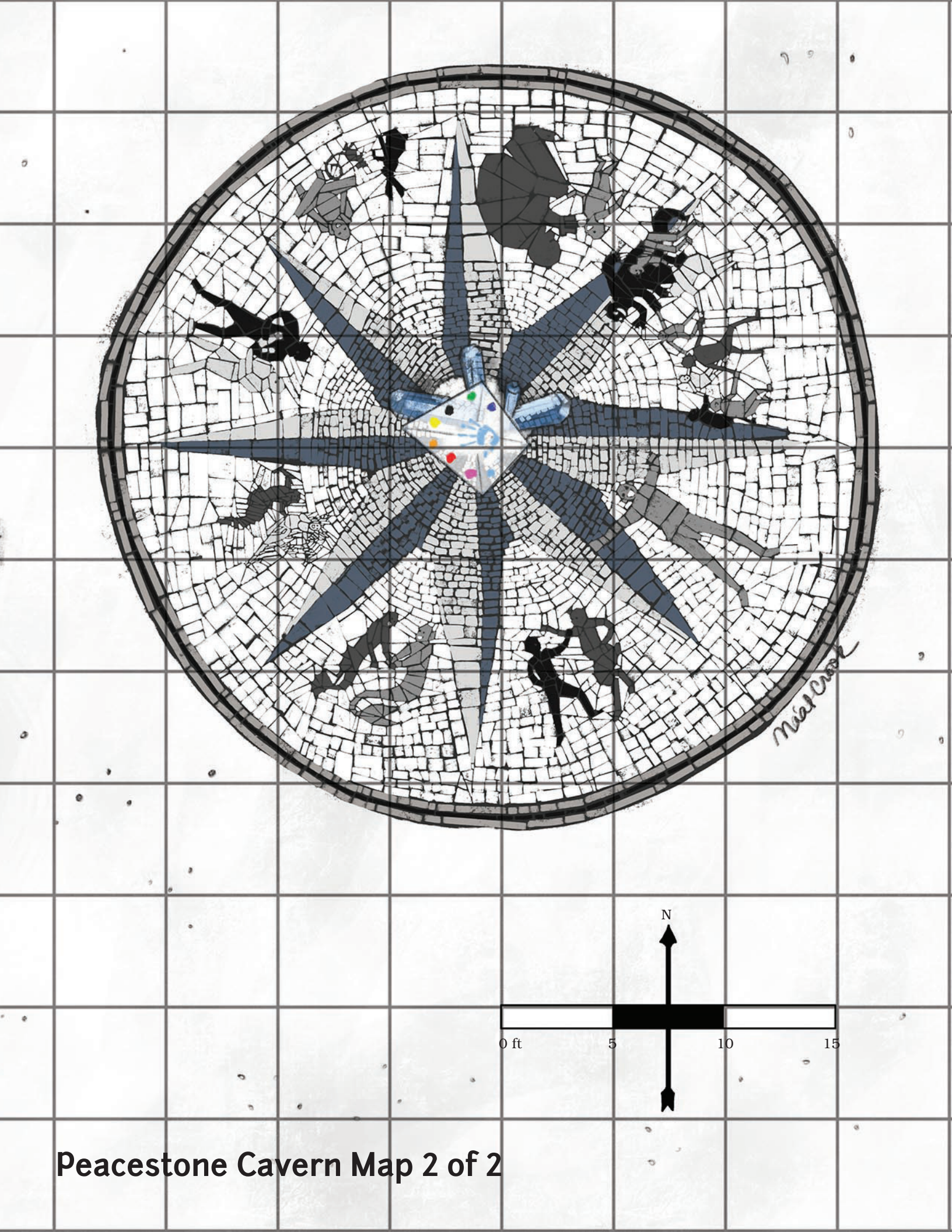
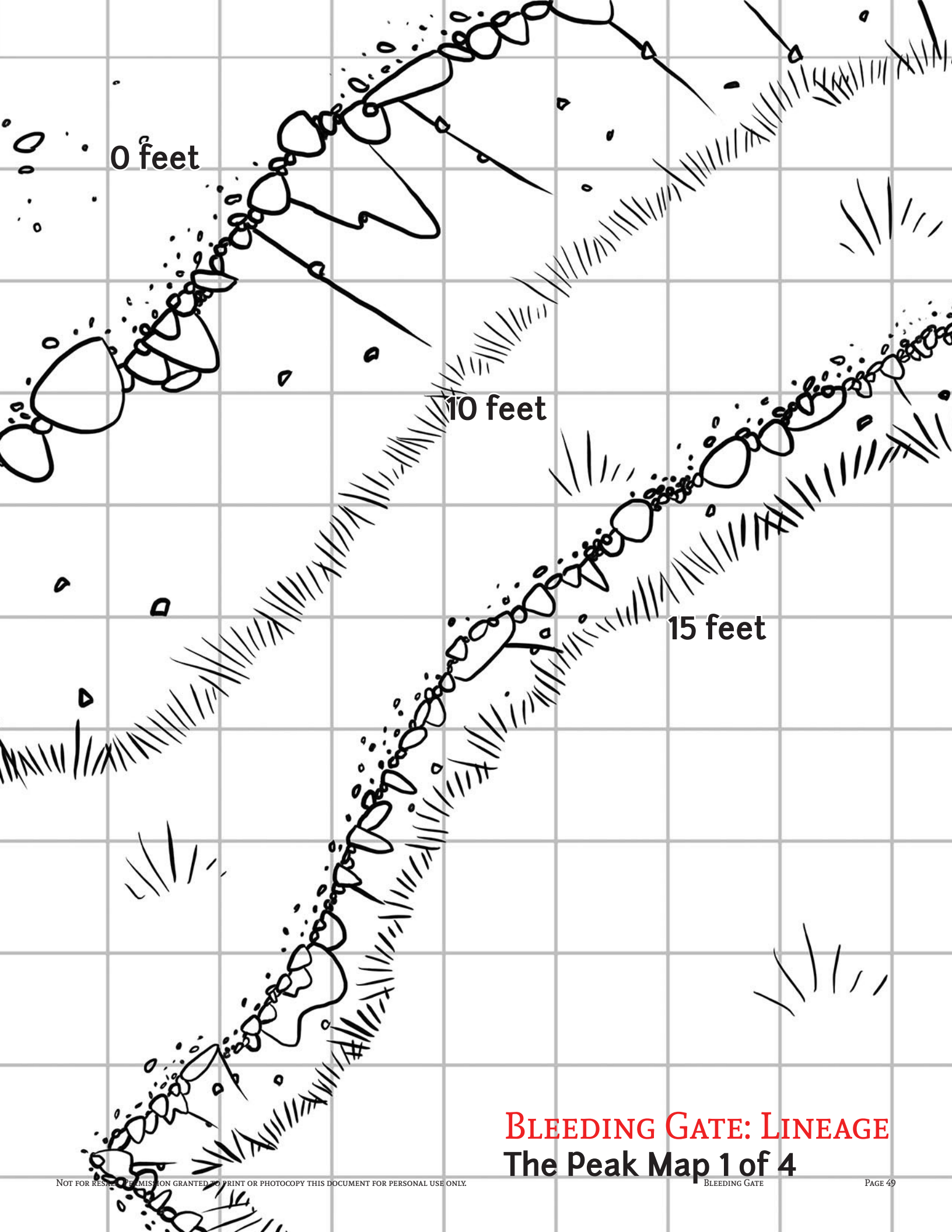
Bleeding Gate: Lineage

Peacestone Cavern Map 1 of 2





Peacestone Cavern Map 2 of 2



Bleeding Gate: Lineage

The Peak Map 1 of 4

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Bleeding Gate: Lineage

Collapsed Cavern Map 2 of 4

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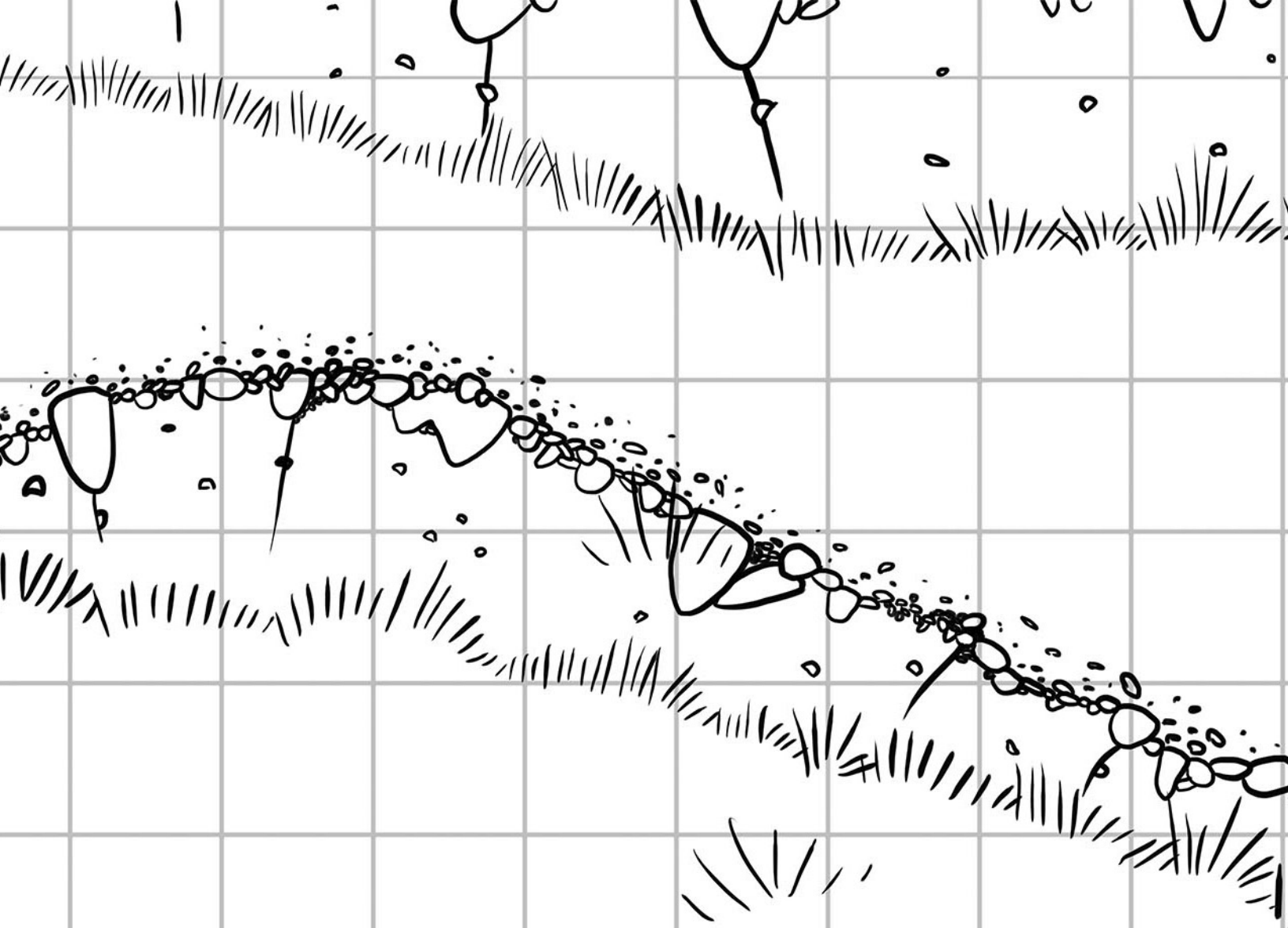

The Peak Map 2 of 4

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Collapsed Cavern Map 1 of 4

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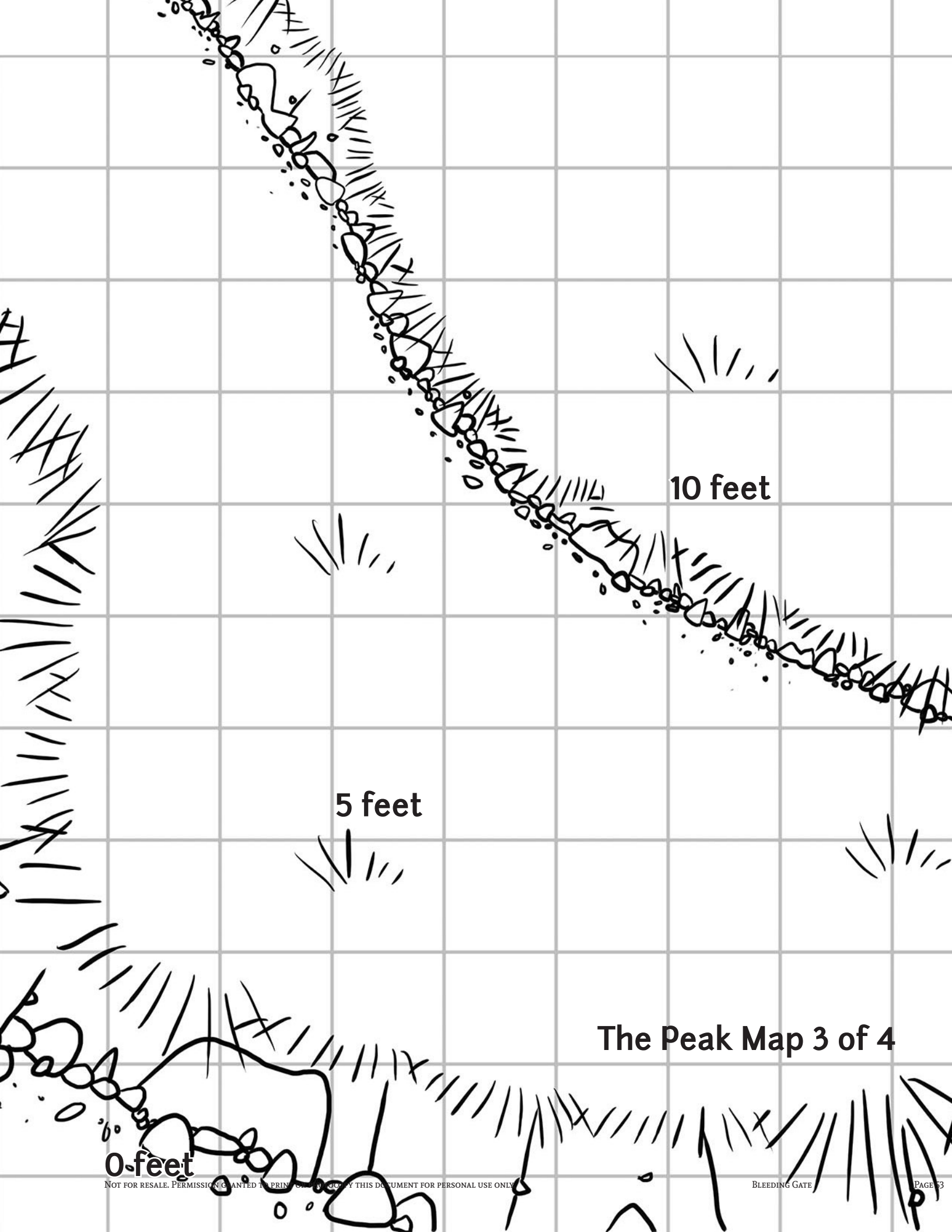

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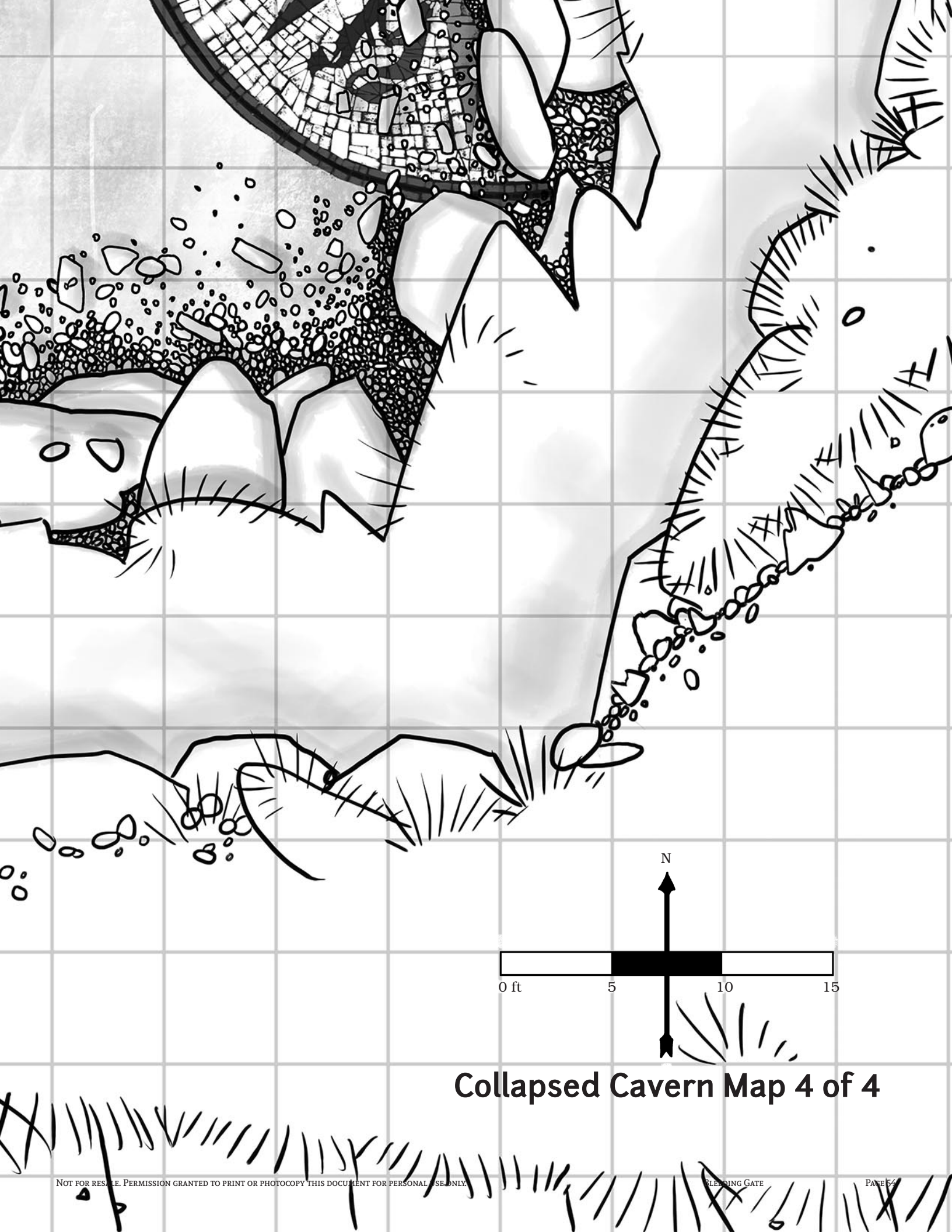

Collapsed Cavern Map 4 of 4

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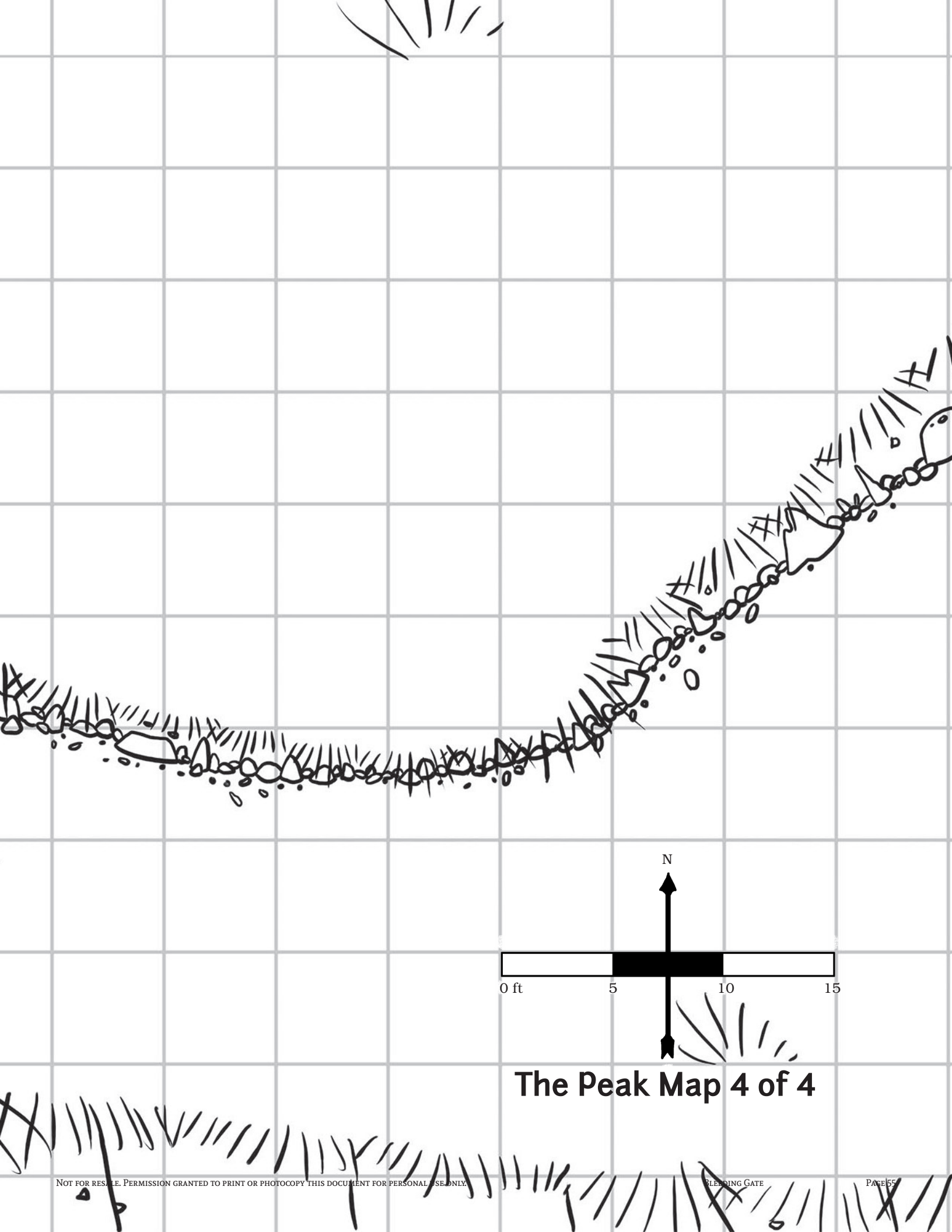
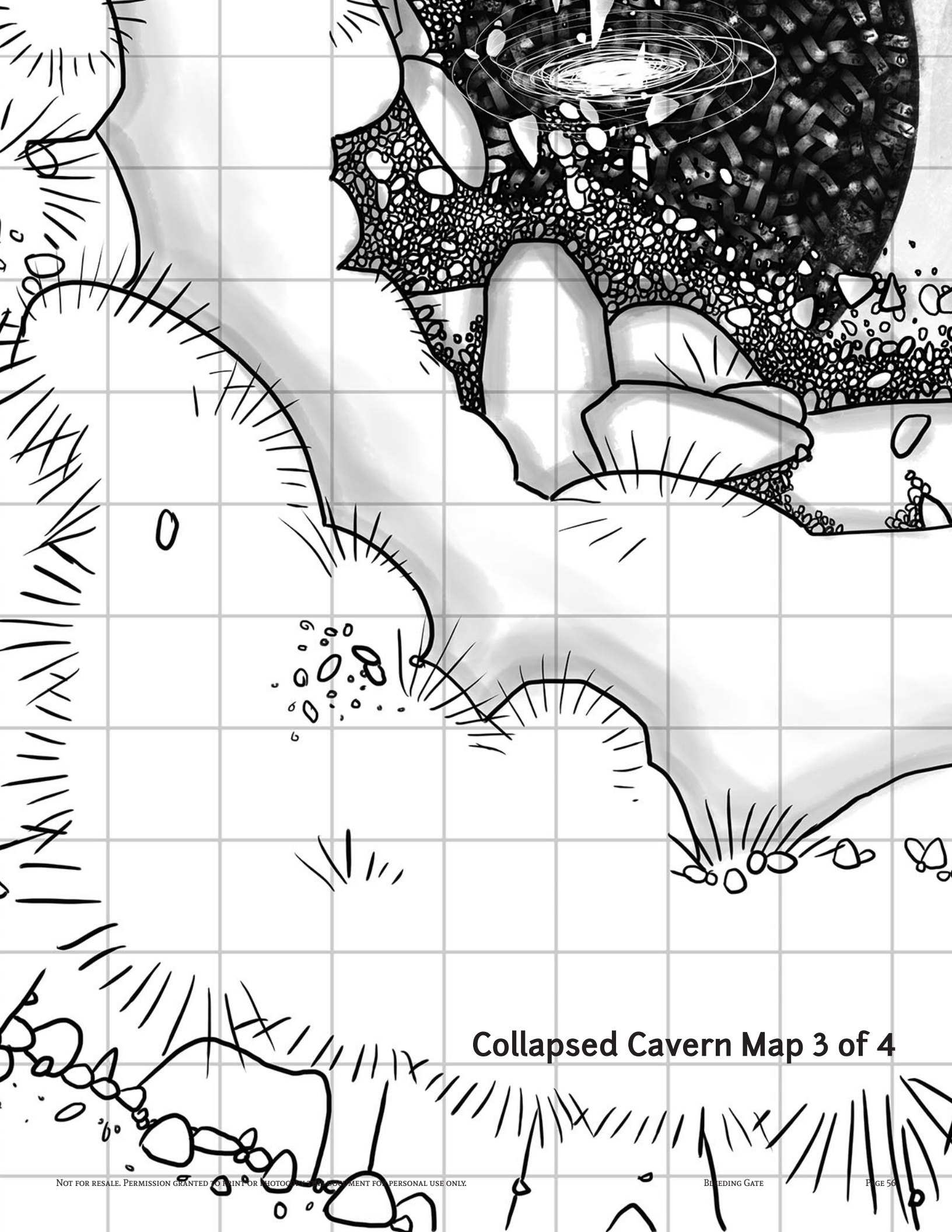


The Peak Map 4 of 4


Collapsed Cavern Map 3 of 4

BLEEDING GATE

FOR USE WITH THE FIFTH EDITION PLAYER'S HANDBOOK, MONSTER MANUAL, VOLO'S GUIDE, AND DUNGEON MASTER'S GUIDE

In a world overwhelmed by violence Emudomier's people strove to live in isolation, practicing compassion and peace. When they break their solitude, in order to broaden peace, they become targets of an enemy bent on tipping the balance within Toril toward chaos. Can your party, a pregnant tiefling, and those who have accepted the calling of "Peacesmith" stop the chaos of the Far Realm from bleeding through and overtaking the Forgotten Realms?