

DEADLY LOVE



WELCOME TO THE GAME. TODAY, YOU WILL PLAY AS two traveling monster hunters on the trail of, what you hope is, some sort of creature. Only you two will know information here and it is up to you how much of it you want to disclose to the other players.

PAST ENCOUNTERS

Series of loosely connected events have been happening all across the Titan's road. Usually, it happens in smaller and tightly knit communities. First, it was Rainrun street around the Yawning Portal tavern, then the holy town of Red Knife and the small port of Rivermouth. In all places, the same thing has occurred: people seem to be randomly falling in love.

And these are more than some passing fancies, as the heartfelt affections always seem to wreck shop wherever they go. Heads of rival crime families, noble spouses and their servants; public servants and rebellious leaders have been caught in most compromising of positions. Although it can be chalked up to people just being people and the irresistible urges of the flesh, you have ample evidence that there are darker forces at play.

YOUR CONTRACT

Yddi Amari was a bounty hunter turned constable with a mind for solving puzzles. She was the one that first broke the case and chased the *love curse* out of Spineguard Keep and out to the open road.

She was the one to show you that individuals that had succumb to this temporal madness can be cured after dispelling the magic within their mind. She would also

used to keep a sack of old notes and town records showing how the affliction only seemed to affect those who hold power or could affect their community negatively. The victim of one of those cases **Lord Walther Conroy** saw the evidence for what it was and instead of punishing his daughter for a lapse in judgement, hired you to hunt down the cause of her misfortune.

Yddi met her fate back in Rivermouth, while chasing the creature and died in your arms by the docks. It was a moonless night and she was following a magical trace down to the docks. Although you never saw the attacker, the crossbow bolt came from above, as if flying. Curses don't fire poisoned arrows with tips shaped like hearts.

THE TOWN OF SALTMARSH

Based on what you have seen and the south-bound trajectory of the creature, or creatures, the town of Saltmarsh, just off the coast of the Fallen Kingdom seems like an idoneous place for the next attack.

It is a community that is already divided by outside influence over mineral rights and one single incident could ruin a lot of lives in the ensuing carnage.

You have arrived by ship this morning and have an appointment with councilwoman **Eda Oweland**. She will put you in contact with a group of local adventurers that can help you investigate the matter further.

