The Golden Korn

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# GAME RULES

* Quick time rule – 5s to roll a d20 and state your intent, modifiers applied after. You may throw 2 dice if you think you have an advantage, but if I disagree with your reasoning, you will get a disadvantage instead.
* Fall Reaction – When you lose your balance or start to fall you can react by flipping, grabbing something, or something else entirely, only limited to what is possible while falling.
* Fame/reputation -- +1000 fame makes you the town hero / -1000 makes you the town enemy
* Critical hit – Rolling a nat 20 gives a guaranteed hit, double damage, gives advantage the next time you attempt the same thing, and looks cooler
* Critical fail – Rolling a nat 1 gives a guaranteed miss, can damage you, gives a disadvantage on your next action, and makes you look ridiculous
* Godly hit (20/20) – Rolling double nat 20’s in an advantage throw guarantee hit, triple damage, gives advantage the next 3 times you try the same thing, gives 1 ability point to the used ability, and looks godly cool. Rolling another double 20 in the following 3 advantage throws proves the mastery and gives advantage on this action until nat 1 is rolled.
* Fatal fail (snake eyes) – Rolling double nat 1’s in a disadvantage throw guarantees a miss, deal damage to yourself based on damage throw, disadvantage on next 3 actions, lose 1 ability point to the used ability,
* Meeting – When you gain somebody’s trust you get to meet them (this means you get their backstory and character details). Gaining knowledge about someone from other people will only reveal their backstory, unless they are a close companion of the character in question. Want to meet someone? Just ask your DM 😊
* Start at lvl 1
* No phones!

# OPENING SPEACH

In a world ruled by order, as well as chaos, one can never expect what might be waiting behind the corner. You may run into an old friend in an unexpected place, or even find that friend to have become a great foe. The rules of chaos dictate only one certainty, put briefly in the words of the great and wise Al’Mualim: nothing is certain, everything is permitted. It is up to the just and righteous to bring stability to the world, and up to the wicked and evil to stir it into madness. These two forces have been at war since the dawn of life, and the scars of their battles have been left all over this world, scattered and lost as relics of the past. Their war wages on to this day! There are great and powerful creatures in the world, ancient and divine powers beyond the comprehension of those who do not devote themselves to understanding them, magics of all kinds, and even whole worlds beyond our reach! We must all chose our path in life, and bear the fruits and burdens of our deeds, for only those strong enough will earn the right to true power and eternal glory, whatever that may be for them...

Adventurers, let no boundary stop you, let no fear hold you back, and may you prevail on your epic journey!

# THE GOLDEN CORN

## Intro (lvl 1) \*Date: June 22nd

It was a beautiful summer’s day in the harbor town of Mazur and our heroes were enjoying a lazy afternoon in their own homes. It was a little bit too lazy for a bunch of battle-hardened adventurers though, and so they got to thinking about what they might do to entertain themselves. Today is the yearly Sun festival, commemorating Amaunator, the Sun god. The town square is bustling with people, the smell of different foods fills the air, and everybody seems to be out and about today. A perfect time to find and adventure. They set out to the town square, seeing as how this is most likely where they will find it. As they’re making their way through the crowd they are listening to the clamor, seeking out people in need...

They hear of **a little girl** crying because her cat is stuck in a tree, **an old lady** saying with concern how she doesn’t know how she will store all the firewood the lumberjacks left her, **a well-dressed gentleman** complaining about how some weirdo won’t leave him alone, **a halfling farmer** is distressed because wolves have killed another one of his sheep, **an old man** saying how some homeless man is starting to become a big problem, **some dwarf kids** saying how they’re afraid of some lunatic in ripped clothes who’s obsessed with corn, **an old elf** warning his companion that he smelled Orcs, **a woman** commenting how she hopes not to run into some beggar today.

Which of these adventures do you find interesting?

### Adventures in Mazur

* [*Meet the homeless man (lvl 1)*](#_Upoznajte_Beskućnika)
* [*Cat in the tree (lvl 1)*](#_Maca_u_drvetu)
* [*Help the old woman with her firewood (lvl 1)*](#_Pomozi_baki_sa)
* *H*[*elp the halfling with his wolf problem (lvl 5)*](#_Pomozi_halflingu_sa)
* [*Investigate the Orc smell (lvl 5)*](#_Istraži_miris_orki)

## Meet the homeless man (lvl 1)

They need to find the homeless man.

After getting the information they head over to find him. He's in front of the Rusty Anchor, yelling profanities and looking very drunk. All of our heroes arrive at the same time. They stand out a fair bit from the regular Joe, being obviously experienced in battle and adventuring, and they all seem confused as to what’s going on, the homeless man included. If their adventures have taught them anything, it’s that it is wise to be cautious around strangers, especially if they are armed. They decide it’s probably best to feel out what kind of company they are in, before drawing their swords or wands.

Introduce yourselves.

Now that they have acquainted themselves, they feel a bit more at ease, and they notice the drunkard staring at them with a foolish grin and sparkles in his eyes. “The Gods have sent you! I’ve prayed and prayed for so long, and finally they have answered my prayers and sent you all to me! HIHIHIHIII oh the Gods are good after all!”. The party looks at him with confusion.

The homeless man is ranting about some corn they have stolen from him. When they ask about it, the man replies:

“You may have heard of the legend of the Golden Corn whose nibbles have the power to transport their consumer anywhere in the multiverse. But this is no legend... I’VE HELD IT IN MY ARMS! NIBBLED ON IT WITH MY OWN TEATH! SAW IT’S POWER WITH MY OWN EYES!!!! I stole it from a powerful wizard and travelled the multiverse with it. Alas, it’s power is not without end... every nibble eaten is one less on the cob, and once entirely consumed, the Golden Korn is no more... When I had but one nibble left, I planted it in a massive corn field, right in the center, and to protect it from thieves I cast a spell on the field to turn all of its cobs into golden cobs, and to give it life, making it an ever-changing maze of... maize... heheheh. But I was a fool. One drunken night I got into a fight with some dwarves, and they beat me so hard I nearly died! When I awoke, I was in the Citadel of Golrok, for only they had clerics powerful enough to save my life. I couldn't remember who I was where I planted my precious corn, and so I spend my days wandering these lands, looking for it... oooh how I wish I could find it... My beautiful corn....”

He continues babbling about his corn. The party should inquire about how to find it.

**When asked about how to distinguish it:** the beggar tells them to ask about it in the Citadel of Golrok, for they have druids who know many magic items, and they might have information.

**When asked how to find it**: the beggar says: “Ahh, ‘twas close to my childhood home... although I don’t remember where I’m from... I do remember looking at the most beautiful sunrises from that field. It was like a painting, the Sun rising between the Pyramid mountains, and at the end of summer it rose exactly between the mountains touch on the horizon. Ahhh, what lovely sights to behold...” he continues rambling.

They have all the information they can get, and they set off.

They arrive at the town’s gate where they see a goblin jumping and waving at them extatically. He's standing next to a giant Orc and a carriage. The goblin is calling them over: “HEEY! YOU NEED A RIDE?? HEEY HEEEEEEY!!! COME ON OVER I’LL GIVE YOU A LIFT! COME ON HURRY!!”

They approach the odd pair. The goblin is dressed well, almost like a proper gentleman. He has a bow tie and a monocle, and behind it a grin from ear to ear and an odd look in his eyes. You can't tell if he’s trustworthy or trying to screw you over. The orc is truly huge, even by orc standards. He’s dressed like a hillbilly, sporting denim overalls with one strap hanging off. There is a blank look in his crossed eyes and a gaping mouth with drool hanging about a foot down from it, and what appears to be a big dent in his skull.

The goblin introduces them: “‘Ello chaps! The name’s Grizby, and this ‘ere is me good mate Golgo. You headin’ to Golrok ey? I’ll take ya if ya want. I can guarantee you a safe and quick travel, all at the low, low cost of 1gp! Whaddaya say?”

**If they accept the offer**: they pay the fee and board the carriage. Golgo grabs the carriage rods and starts to pull it. They chat a little to pass the time...

What does your travel look like?

While one of you is talking with Grizby, you pass by some dead trees. Suddenly the trees start to move and rip out their roots as if they were feet buried in the ground. It’s an ambush of barklings! You all jump off your seats, getting ready for a fight although these things outmatch you, but before you can do anything, Grizby, without even looking away from the person he was chatting with, raises his fist and murmurs something in a foreign tongue (Infernal: “Splinters to ashes”). As he says the incantation, he opens his fist and the barklings spontaneously combust in a violent flame, shortly disintegrating into nothing but ash in the wind. He continues his conversation as if nothing had happened. You begin to see that there’s more to Grizby than he leads on.

You stop to camp for the night, and Grizby instructs you to make yourselves comfortable while he and Gorgo keep watch for the night. You make a camp fire and begin to relax after a long day’s journey. The night is cool and there is a light breeze blowing over you. About half an hour passes and you notice that Grizby and Golgo have fallen sound asleep, Golgo is standing up and his eyes are closed halfway, and Grizby is leaning his back on him with his arms crossed. So much for a night guard...

Everyone makes a Perception Roll – everyone with 16 or higher notices the lurking danger and has an Advantage on the following Initiative Roll.

A pack of Blood Hawks has been stalking them for a while and has spotted an opportunity to attack.

Roll for Initiative.

They fight...

After the battle is over, Grizby starts to murmur: “What’s all that noise? I’m tryin’ to sleep ‘ere!”

If you get a good night’s sleep, you will heal and restore your spell slots. Otherwise, you all get groggy and get a disadvantage on your next 2 rolls, whatever they are.

The next morning you set off to finish your journey. What you don't know is that there is a mysterious figure following you. You don’t even notice it though. Soon enough, you reach Golrok, The capitol of Elderreach. You see the city gate at the distance and you feel excited. Some of you have never actually been here. You feel excited to see what this city has to offer.

## Welcome to Golrok (lvl 3)

Grizby lets you off near enough the city that he deems it “safe”. The heroes are slowly approaching the city gates, and they start to hear the clamor of the crowds inside. As you enter the city you smell the mix of food and perfume... A rather unusual combination. You see people of all classes and races filling the streets of Golrok in what looks like a sea of people. You start to feel a little claustrophobic.

As you make your way through the crowd, you get a strange feeling that you’re being watched (it’s [Sylvio](#_Sylvio_Flintfoot_-), you can't detect him yet). The crowd is a little overwhelming and you start to get nervous.

How do you get to the Citadel?

**If you go by foot**: A quiet thief stealthily approaches, hidden by the crowd. Without a sound he reaches for your gold and a weapon, and before you know it, he makes a run for it. You notice that something happened, but when you turn to look, all you can see is the people being shoved by the unseen figure.

[Do you chase him? (Catch the thief (lvl 2))](#_Vijaj_Silvija)

**If you take the rooftops**:

* Can everyone climb?
* Chance to slip and fall
* Chance to miss a big roof jump
* They have to rest midway, if they are not vigilant a gang will attack them
* When they pass by a large shadow a thief swoops in and steals 1 person's gold pouch

[Do you chase him? (Catch the thief (lvl 2))](#_Vijaj_Silvija)

**If you take the sewers**: they get attacked by rats randomly **(50XP/rat).**

As you reach the Citadel you see the impressive structure towering above you. The tall dark walls make it almost look like a prison, but they are in fact there to protect what’s inside from the outside world. Centuries of knowledge are stored in the Citadel and they aim to store more centuries to come. It looks even bigger in person. There are guards posted at the entrance.

How do you proceed inside?

You find your way inside, and you soon find the head druid’s chambers. (Describe the room). The druid seems very unhappy to see you, but he is too busy with his concoction to even bother calling the guards, as he could easily defeat you if it came to battling. He is scurrying around, frustrated that he can’t find the ingredients

“What are you doing here?! Be gone, before I turn you into frogs or rats or something... oh if only you were rats...”

Talk to the druid.

The druid knows of something that could help them, but in return he wants them to find his missing ingredients. He needs:

* A wolf’s fang
* A swamp goblin’s eye bugger
* A rat tail
* A live eel
* A piece of a cloud

## The druid’s potion (lvl 4)

They must acquire:

* A wolf’s fang
* A swamp goblin’s eye bugger
* A rat tail
* A live eel
* A piece of a cloud

When they find all the ingredients, they go back to Golrok. You need to make your way to the Citadel again.

Roll for perception. The highest one will be noticing that someone is watching.

As you approach the city gate, you get a strange feeling that someone is watching you, but this time it doesn’t feel like before... you get a feeling that there is something sinister about, but you decide to keep it to yourself for now...

How do you get to the Citadel?

**If you haven’t met Sylvio yet and go by foot:** A quiet thief stealthily approaches, hidden by the crowd. Without a sound he reaches for your gold and a weapon, and before you know it, he makes a run for it. You notice that something happened, but when you turn to look, all you can see is the people being shoved by the unseen figure.

[Do you chase him? (Catch the thief (lvl 2))](#_Vijaj_Silvija)

**If you’ve met Sylvio**: they can pass through the crowd and the rooftops without getting robbed.

If you take the rooftops:

* Can everyone climb?
* Chance to slip and fall
* Chance to miss a big roof jump
* They have to rest midway, if they are not vigilant a gang will attack them

**If you take the sewers**: they get attacked by rats randomly **(50XP/rat).**

You enter the Citadel, this time unobstructed by the guards. You get to the druid’s chambers and you’re surprised to find him smiling at you. He approaches you with open arms, as if to give you a big hug.

As he gets closer you realize that he’s actually smiling at the ingredients you are bringing. He joyously takes them off your hands and turns away, swiftly getting back to his cauldron as he proceeds to finish brewing the potion.

If you attempt to talk to the druid, he will either ignore you or shush you.

Finally, with one last pinch of gremlin eye buggers, a big puff of smoke comes out of the cauldron in the shape of an evil face, laughing as it fades away above you. The druid takes a ladle and carefully pours some of the potion into a small glass flask, and swiftly seals it tight. He mutters an incantation under his breath and the flask shakes and glows briefly, and then calms down. The druid is looking at his creation with great satisfaction. In his moment of success, he’s completely forgotten you are there.

When you speak to him, he gets startled.

“Ah! You're still here... what do you want from me now?!”

You ask for the reward he promised, and he acquiesces with a shrug of his shoulders.

“Oh well, I suppose a deal is a deal...” **(+5000XP).**

The druid tells them of a magic flesh light, located in the Red Dungeon, that reacts to objects imbued with magic. When placed in the flesh light, it will start to glow and vibrate. The stronger the magic in the item, the stronger the effect. “I think you that the Dungeon Warden there keeps it close at hand, probably in his chambers.”

As you leave, the druid shouts a somewhat inviting proposition: “If you’re ever passing by and are looking for some extra coin, stop by the Citadel and check with my assistants if there is any work to be done… just don’t make a big noise.”

## Journey to the Red Eyeland (lvl 6)

As you approach the coast you smell the salty sea air. The landscape is mostly barren, with a few shrubs here and there. Over in the distance you see the Red Eyeland. It’s red sand and mountains make it look almost as the whole thing was on fire. You get close to the water and you see an old weathered sign: “Beware the Sea’s Terrors”. With that rather vague warning, you consider your options for crossing.

**If you spot the fisherman**: you approach to the fisherman who is busy untangling his net. He offers to rent you out his boat for 100gp + 500gp deposit. If you ask for another way, he may propose that you find him a gold fish in exchange for renting his boat.

**If you intimidate him**: he will yield but a gang of mercenaries will be waiting to ambush you on the shore when you return.

You get on the boat and sail off towards the Red Eyeland. There is nothing happening except for some seagulls screaming overhead. You all soon become rather bored.

What does the journey look like?

There is a [magic waterbending sword](#_Magic_Sword_of) imbedded in the seabed. If you are perceptive enough you might spot it.

While sailing the sea seems fairly calm. The sun is beating down on you and the atmosphere is calm and quiet. Suddenly something hits your boat, jostling it. You look around for the creature that attacked you but the waters seem clear. A few moments pass and the creature slams into the boat, rocking violently and one of you is launched into the air and you start to fall overboard (an acrobatics roll may save them from the dangers of the deep).

You see the ugly tail of an even more hideous creature swimming under the boat. A Sea Hag has got its beady eyes on you and is looking for blood.

Roll for initiative.

She starts to cast a charm on one of you to fall in love with her and defend her. It mostly uses water attacks and charms, occasionally charming fish and sharks to attack your boat and you.

Defeating the Sea Hag gives you **7000XP**.

While she is sinking you notice a glimmer of light reflecting of something on her chest. It seems to be some sort of jewel. Her corpse is slowly sinking to the depths below and fading into the darkness.

**If you decide to try and get the object from her**: the water is cold and you don’t have a lot of air as you swim towards her. When you finally get to her you grab the object and rip it out of her chest. It’s a white stone with blue veins permeating it, embedded in golden lace. You start to swim back up but the surface seems so far away, you begin to doubt that you can make it, but you have no choice but to try. You grit your teeth and push on as you start to feel a pain in your chest from the lack of air. The ascent is too slow, you won't make it... your vision is becoming blurry and your limbs are going numb. You finally realize that the surface is still too far to reach and that this will be your grave. You clench the stone in your hand and begin to lose your grip on life. Finally, your body goes limp as you have no more strength, and as you relax, accepting your fate, your lips open slightly, letting a little water in. Something is strange though. You know that it’s water filling your mouth, but it feels like air for some reason. Perhaps it’s the delirium from the lack of oxygen, but you don’t care anymore. You just want to breathe, and so you do. You take a big breath, water fills your lungs and you feel a new wind in you. Suddenly you start to come to, although very confused. The water you’re breathing feels just like air. No time to think about this, you snap out of it and make for the surface. You emerge next to the boat and your companions swiftly pull you out of the water. You start to cough up the water from your lungs, but every breath you take feels like you’re breathing in more water. You're drowning again, only this time you’re in air.

**If you don’t release the stone**: you will drown and when you lose consciousness you drop the stone, allowing you to breathe normally again.

After a little while you finally come to, and you feel like shit. It’s very uncomfortable to breathe, but you’re just glad to be alive. You look at the stone on the floor of the boat and you notice that it’s now blue with white veins, and the pattern is constantly shifting and shimmering.

You may take the stone, but whenever you touch it, you breathe water. Holding it with a cloth will help.

After a while you make it to the shore. The water is steaming and you feel the red sand’s heat. It's almost unbearable. It makes moving harder than usual and you will become dehydrated soon. The water on the island is poisoned with the volcanic salts in the sand. The trees are dry and charred, some look like giant charcoal chunks sticking out of the sand.

There are demonic creatures roaming the desert and you may encounter some. The desert is treacherous, proceed with caution.

## At the Red Dungeon’s Gate (lvl 7)

You finally reach the Red Dungeon. You're exhausted and thirsty, there’s dust in all the wrong places and your mouth and eyes are dry as gunpowder. There are guards at the gate wearing leather armor and holding large black rods.

How do you proceed?

You get inside and immediately get washed with the smell of incense and sweat, it’s overwhelming. The air is thick and warm. The walls are made of large black chiseled stones that are glistening in the torch light. It looks like they are covered in some kind of oil. The floor is made of the same kind of stone, but it’s much smoother. The halls are narrow and low, and there are chains hanging from the ceiling. You hear the sounds of screams and grunts echoing through the halls. You make your way through the main hall; the air is getting hotter with each step and it’s getting hard to breathe; nevertheless, you push on.

You need to find the way to the Dungeon Warden’s chambers.

(The chamber is hidden behind a secret door)

## The Red Warden (lvl 7)

You grab the torch and push it into the wall, the rocks move into the wall with a crackling sound and shift to the side, revealing a secret tunnel. The air coming out of it is considerably hotter than the already hot air you’ve been in so far, and you hear someone’s painful wailing echoing through the stone tunnel. You feel anxious about what might be on the other side, who is making these horrible cries and what is making them cry out in such apparent agony. You crouch to enter the narrow tunnel, walking in one by one. The curving tunnel is getting more and more narrow and short as you progress. Pretty soon the tunnel becomes pitch black. After a few curves your hunched stance becomes a crouch, and not long after you need to crawl in order to fit. The wailings are getting louder and louder, you start to hear the rattling of chains and the cracks of whips, and you start to see some light coming in from the end of the tunnel. When you finally reach the end of the tunnel, you crawl out and are shocked by the scene: there is a man hanging upside down, with arms and legs chained to the floor and ceiling, and his head is in a black linen bag. There is a man there whipping him, and next to him is a wooden rack filled with torturing tools.

(The warden is the one being tortured and the torturer is actually a prisoner)

The warden refuses to give you his prized flesh light. You must find a way to get it from him.

## The Long Trek (lvl 8)

With the flesh light in hand, you head back out into the wilderness to try and find the mystical maize. When you leave the dungeon, you get the feeling like somebody’s been watching you again. There is nobody around except for the rocks and dried trees. You start to feel a little paranoid.

Time for improv encounters and side quests.

## The Maze of Maize (lvl 9)

After a long and arduous journey, you finally reach the maze. The fields of golden corn look like they go on forever, it’s so shiny that the reflection from the Sun is getting in your eyes, making it a little hard to see. Your eyes soon adjust though, and you head in to the maze to find the center and the treasure within. All while you are walking, the feeling of being watched is now present in all of you. There is a certain heaviness to the air partially due to the heat of the golden corn, and partially due to the tension you all feel.

You push on through the golden stalks, they have been backing in the Sun all day and are now scorching hot. Touching them is burning your skin.

Find a way through the searing corn.

After a while of walking, you find yourselves at a path of some sorts. Seemingly out of nowhere there is a clearing of corn in a straight path, wide enough to fit you all in shoulder to shoulder. “This must be the maze that the crazy guy was talking about”, you think to yourselves.

Enter the maze and find the center.

There are lost souls wandering the maze, some have gone crazy, some are aggressive.

## The Homeless Man Returns (lvl 9)

You've been searching the maze center for a while now with no avail. Just as you’re about to give up, you take a cob and place it into the flesh light. The flesh light starts glowing and shaking, and the holder starts to feel horny for some reason, but feels ashamed so they keep it to themselves. You all look at the corn with glimmering eyes and awe. You found it! You start to celebrate the end of your adventure, you jump and cheer, everything seems so amazing! You’ve found the most amazing travelling item in the world. You start to talk among yourselves about where you should take the corn first, but just as this joy came quick, so does another menace! Suddenly there is a breeze that soon turns into the howling wind of a storm, dark storm clouds start gathering in a whirlwind above your heads and thunder breaks through the skies. The whirlwind slowly descends next to you, and you start to make out a silhouette through the cloud of dust whirling around the figure. You stand strong, gripping your weapons and ready to attack the intruder, but as the storm clears and the dust settles, you are all surprised to see who it is that the heavens have dropped you. It's the homeless man who sent you on this journey in the first place! You look in disbelief at the rugged man before you, and his crazy cackle is not helping things.

“Ahhh, you’ve found it! You've found my precious corn! Oh, what joy! And look how big it’s gotten! There must be over a hundred nibbles on that thing heheheeee!”

He wants the corn. He may reveal himself as The Great Wizard Vaelith Mirrowind.

You may try to fight him but he simply charms you into giving him the corn.

The wizard takes his precious corn. He looks at it with adoration and lust, plucks out one nibble and yells to the heavens: “GLORIOUS WINDS TAKE ME!”. He then plops the nibble into his mouth, and just like that... he vanishes...

The corn around you turns back into regular corn that quickly dries and shrivels up, and the maze walls drop revealing dozens of people that had been lost in the maze. They all look around in disbelief and start to cheer and celebrate their long-awaited freedom, but you are in no mood for celebration. They all rush to you to thank you and praise you, but all you want right now is some answers!

One woman has heard the phrase he said before he left: glorious winds take me. Her husband was muttering that over and over the day he left and never came back.

She heard that he went north, but doesn’t know much more.

# INTO THE DRAGON’S LAIR

## The Mad Hunt (lvl 10)

# SIDE QUESTS

## Global side quests

### Amaunator’s Call (Epic for Cleric)

One of you has shown a great sense of justice and has proven themselves worthy of Amaun’s blessing. On one of your long rests you, the chosen one, will hear a whisper in your mind: “Through your actions you have shown great promise. Prove your worth to me! If you can bare this great burden alone, seek me and I shall bestow upon you my gift.”

You’re not sure what this means at first, but you have a need to find out somehow.

You will find out that you must go deep into The Sunscar Expanse and reach the oasis of Amaun’s Gift.

You set off into the great desert, leaving your party to take on this epic quest alone. At first the track doesn’t seem so bad. There is a light breeze giving you some much-needed cooling, there is nothing in sight and it seems quite peaceful. You walk on for a couple of hours, meditating on the voice in your head. “If you can bare this great burden alone, seek me and I shall bestow upon you my gift.” What burden did the voice mean? This seems rather easy. You remember much heavier burdens that you bore alone out of necessity, and yet this one seems like a stroll through the fields. And what kind of gift could it be? These thoughts haunt your mind as you wander the desert.

All of the sudden, a women’s scream breaks your meditation. You look around to try and see where it’s coming from, but at this point you’re surrounded by dunes. You can just make out that it’s coming from behind you... way behind you. You need to go back a long way if you want to try and save her.

What do you do?

**If you ignore the screams:** you keep walking as the screams continue, pleading for help. From a distance you start to hear the dull thumps of a horse galloping on the desert sand, and as you turn around to look you see a white horse with silk and golden reins come over the dune behind you, one woman’s shoe still hanging from the stirrup. The horse slows down by you and the shoe falls to the ground. The screams get more intense and panicked...

What do you do?

**If you still ignore the screams:** you hear the screams become more panicked and terrified. From behind the dunes some cackling can now be heard, almost as if they were taunting the victim. There is one more terrified shriek, and then... silence... only laughing can be heard from the distance, and then nothing more. You think nothing of it and start to head off to your destination, but then you are struck by a sharp pain in your head that causes you to lose your balance and fall to the ground. You lose consciousness from the pain and as you lay unconscious on the sand, you get a vision of the land that was once there, when it was lush and green. You see the beauty of this nature getting ruined by the sins of man and the wind blowing the beauty away as the time passes, slowly turning it into the desolate land you know today. You hear a voice in your vision say to you: “You are not the one that is to wield my power after all...” You wake up on the hot sand with half your face burnt from the sun, your quest is at its end. You have half your health left and you are dehydrated.

**If you go back to save the woman**: you turn around and run back towards the screams. Dune after dune you become more exhausted, but the screams keep getting louder and louder. (A beautiful white horse with silk and golden reins appears from behind the dune in front of you. It has a woman’s shoe hanging from its stirrup). You are getting closer. After a few more dunes you finally see it! A group of 2 Gnolls is harassing a young woman. She appears exhausted, her clothes are torn, and she is all bloody and bruised. She spots you and screams out for help, and with that scream she falls to the sand below, helpless and frail. The Gnolls see an easy opportunity and one of them makes a move for the kill. There is no time for a plan, you must act fast!

QUICK TIME! (12/20)

**If you succeed:** you get the initiative for the combat in addition to the action you made.

**If you fail:** you will at least distract the Gnoll and the woman will manage to make it out with only a flesh wound. You roll for initiative.

Fight the Gnolls!

After defeating the Gnolls, the woman thanks you. *(One of the Gnolls has a magic Golden Compass of Desire stashed in his robes.)* She introduces herself as Magda, the wandering princess. She explains how the Gnolls ambushed her and knocked her off her horse. You are, however, smitten by the beautiful princess, and miss most of what she said.

She was exploring the desert for lost treasures, and asks if you two can travel together, for safety and for the company.

**If you agree:** After a while of walking, you get bored out of your mind. You decide to inquire a bit about your companion.

You walk the desert for another few hours in peace before it is interrupted by a rumbling in the ground. It's strange, not quite like an earthquake, but powerful nonetheless. The rumbling is getting more and more intense and soon it feels like your feet are going to fall off from the vibration. Suddenly the sand beneath your feet starts to shift, and you lose your footing. The sand starts to fall into a hole in the ground and you start to go down with the stream.

You can react to run away.

The falling sand forms into a funnel and drags you down. At the bottom of the funnel a circle of teeth starts to appear, revealing the mouth of a giant Sand Worm. The sand is puling you in more and more into the mouth of the beast. You must escape it!

Escape the Sand Worm!

You run away as fast as you can, looking behind you can see the sand splashing in giant waves like water, as the ground shakes with every push the worm makes below the surface. You’re at a disadvantage while you’re on the sand. There is a tree nearby, and some rocky mounds sticking out of the sand in the distance. You can make it to the tree, but it might not help much. The mounds look like they could offer you shelter from the worm, but they are far off and you might not make it.

What do you choose?

**If you go for the tree:** you climb up the tree and the worm approaches. It starts circling the tree, and the tree starts to shift slightly as the roots slowly loose grip on the ground. A few more circles around the tree and the roots finally give out. The tree starts falling down and the worm positions itself below, opening its mouth wide enough to swallow you hole.

How do you react?

You manage to escape, and leave the tree behind for the worm to munch on. You bought some time, but the mounds are still far off.

**If you go for the mounds:** you run as fast as you can, but the worm is gaining. You keep going as you feel the ground shake more and more as the worm gets closer. You’re close to the mounds now, but they are just out of reach as the sands beneath shift, causing you to lose your footing and fall. The ground starts falling down again and you start to get sucked into the funnel.

**If Magda is with you:** Magda starts sliding closer to the toothed mouth of the worm. She screams for help.

You are too far to do anything. Suddenly, there is a voice in your head: “When all hope is lost, my hand will lift you out of despair!”. You feel a warmth in your chest like never before, and a sense of such hope like anything you imagine is possible. The voice sounds again: “Ask, and you shall receive!”.

You gain one divine intervention.

Finally, you are rid of the dreaded Sand Worm, you head on into the desert. Walking on, the Sun is starting to get really intense. There is no shade around and the Sun is fixed in the sky permanently. The heat is starting to get to you. You start to hallucinate and it’s difficult to keep track of time and where you are. There are vultures circling overhead, laughing at you. You hear someone mocking you from behind the dune in front of you, calling you weak and stupid for chasing a false promise.

Another voice is heard, again out of sight, persuading you to give up and go back to your nice home, for the desert is no place for such a weakling. It is followed by laughter and cackling from a group.

You hear a menacing and evil voice tell you that you follow a false God, and you are a fool to place your faith in something that puts no faith in you.

After what seems like an eternity, something appears on the horizon. It’s difficult to make out because of the shimmering of the air from the heat, but as you come close you realize that it’s finally in front of you. The mystical oasis in the middle of this infernal landscape. You have reached Amaun’s Gift! Something is off, however. You come to the water and kneel down to wash your face. You cup some water in your hands to take a sip, but a voice stops you. “STOP! You can’t drink this water! It is not for you!”. You lift your head in surprise and see Magda standing on the opposite end of the oasis. “You’ve come all this way for the promise of a gift, but you are a fool. This place holds no gift for you or anyone. This is the most infernal place in this world. It is the domain of Bane, the Black Hand, Lord of Darkness, the great and powerful god of destruction, fear and chaos. Unlike the false deity that promised you some power if you earned it, my lord gives power freely to those who seek it and are willing to follow his will. You can have this power, all you need to do is say you will follow him and his cause. Isn’t this what you came for?”.

**If you accept the offer:** you are struck by a sharp pain in your head that causes you to lose your balance and fall to the ground. You lose consciousness from the pain and as you lay unconscious on the sand, you get a vision of the land that was once here, when it was lush and green. You see the beauty of this nature getting ruined by the sins of man and the wind blowing the beauty away as the time passes, slowly turning it into the desolate land you know today. You hear a voice in your vision say to you: “You are not the one that is to wield my power after all...” You wake up on the hot sand with half your face burnt from the sun, your quest is at its end. You have half your health left and you are dehydrated.

**If you refuse:** Magda’s expression turns from a smile to a hateful grin. “You have made a foolish choice! You do not deserve to live! I will kill you in the name of my lord, Bane!”

You must kill Magda.

Just as you land the killing blow, you see Magda’s eyes go blank and her body stiff. The wind blows over you and starts to blow away her face, which you now see is made of sand. You realize that all of Magda is made of sand as her body starts to crumble before your eyes. Confused and shocked, you step back from the sand corps, and start to think about what might have happened.

Then, you are struck by a sharp pain in your head that causes you to lose your balance and fall to the ground. You lose consciousness from the pain and as you lay unconscious on the sand, you get a vision of the land that was once here, when it was lush and green. You see the beauty of this nature getting ruined by the sins of man and the wind blowing the beauty away as the time passes, slowly turning it into the desolate land you know today. Now barren and scorched, this land can no longer support life. You witness firsthand the cruel justice of this force of nature. In the very center of the desert, amidst the desert dunes, one mad is seen kneeling on the scorching sand. He is crying because all the life and beauty have gone. He apologizes for the sins of man and begs forgiveness. He begs and pleads with this force to return the world to how it was before, and offers himself as sacrifice. The deity is touched by this man’s will and sense of justice. A wave of incredible power is felt going over the whole world, and the man looks up at the sky. A single spot of black is on the sun, created by a tear falling from the sun which lands on the man. The man smiles in bliss and lays on the sand, his body turns into water and makes the oasis you know today. Some grass and trees can be seen growing around the oasis, and soon you see the whole world slowly turn green. A friendly voce comes to you from above: “Well done, warrior. I am Amaunator, Keeper of the Eternal Sun, God of Law and Order, Lord of Light and Life. You have proven yourself worthy to wield my power. I have confidence that you will not abuse it, but use it justly and honorably. You truly deserve to bear the title Champion of the Sun.”

You wake up from your vision. You find a beautiful golden and silver dagger in your hand. Somehow you feel connected to it, like it was a part of your body. You know in your heart what it is. It’s the [Sun Dagger](#_Sun_Dagger), a magic blade infused with Amaun’s power. It is blazing hot to the touch, but you can wield it with no discomfort.

Quest Completed

You gain:

* **Item –** [The Sun Dagger](#_Sun_Dagger)

### The Faceless Friend (Epic for Rogue)

You follow the cat with the golden neckless through the crowd and up the storm drain to the roof of a house. Both of you make the climb with ease. You make it up to the roof and see the cat standing at the opposite end, looking at you over its shoulder.

The Acrobatics Trial

The cat shrugs at you, almost with disapproval, and proceeds to walk over a line of clothing hung off of the roofs. It makes it across with no effort.

Follow the cat. (Acrobatics check 10/20)

You make it across the clothing line and continue following the cat, jumping over a few more gaps between the roofs. You jump onto the roof of a temple of the Sun, and the cat walks up to the bell tower. It turns to you and smirks, then it turns to the bell tower and swiftly climbs up it, gripping the small cracks between the bricks with its claws. It gets all the way to the bell and up the spire and sits atop the metal decorative Sun. It looks down on you from the spire and smirks as it grooms itself.

Make your way up the spire. (Athletics check 10/20)

You climb up to the cat, gripping the decoration firmly for fear of falling to your death. You can’t hide your unease, and the cat notices. It smirks at you mockingly once mode, and then jumps off of the spire. You look in shock as the cat falls over 50 feet into the crowd below. To your amazement, the cat simply lands on its feet, turns around to look at you, and sends you a challenging stare as it continues grooming itself.

Jump off the tower. (Acrobatics check 2/20)

Below you are a bunch of clothing lines, some food carts, a wagon of hay, and a well.

\*You manage to get down safely.

You walk up to the cat with a new sense of confidence, and the cat notices. It gives you a good look up and down, and finally it starts purring and rubs itself on your legs. It gives you one more glans and turns towards the crowd, making its way towards a sewage grid.

\*It looks at you to follow.

You stand next to the cat and watch it extend its pinky claw. You notice that the claw has a peculiar shape. The cat looks sticks the claw into what looks like a keyhole in the grid, and the grid pops open just a crack. It looks at you with a gloating grin, and gestures with its paw to open the grid. You open it and the cat jumps in, and you follow, closing the grid behind you.

The Reasoning Trial

You continue following the cat through the sewer, its tunnels dimly lit by the daylight peering through the sewer covers on the streets above. It’s not looking at you at all this time. It seems more serious now. You walk for a while before you finally stop next to a barred door leading to a tunnel. The cat sits and finally looks at you, then looks at the door.

Open the door (Sleight of Hand check 10/20).

You both walk through the door and walk into the tunnel. The light slowly gets more and more dim. Soon the light becomes almost nonexistent, and you can make out a strange sharp shape on the ground. Upon closer inspection, you see that it’s a spike sticking out of the ground, probably placed there to ward off any unexpected guests. The cat looks at you, and you can only see its eyes in the dark. You share a look for a few seconds, and then it jumps into the dark.

Make your way through the tunnel (Acrobatics check 10/20).

At the end of the tunnel, you begin to make out a dim light coming from around the corner. You come closer and turn the corner, and you see the cat sitting patiently next to a table with a locked box underneath a fancy chandelier.

This corner of the sewer looks very fancy for such an otherwise gross setting. The table is wooden, with beautiful floral carvings lining the side of the edge, and the table’s face has an intricate pattern of lines and shapes made of various wood types, seemingly depicting some abstract message.

INSPECTION REVEALS

(10/10) PERSP The pattern is showing an X with flowing lines around it. The lines seem to be focusing on the back of the table.

On the table sits a wooden box with more intricate patterns gilded in gold. In the middle of the face of the box is a keyhole.

INSPECTION REVEALS:

(02/20) PERSP Show image of box

X I O

--◊--

O I X

(12/20) PERSP The pattern on the top reveals a message written in elven: “Make a tap and add a twist, do it twice to clear the mist!”

(15/20) PERSP The pattern on the bottom reveals a message written in elven: “When failure turns to doubt, turn me inside out!”.

(10/20) SLEIGHT You open the lock and turn it, but nothing happens.

Behind the table is a big wooden door with a metal frame and a strange keyhole.

INSPECTION REVEALS:

(05/20) PERSP It isn’t like any keyhole you’ve seen in your life. It’s large circular, like it could fit a plum sized key inside. It appears to have indentations for pins to be pushed into the door.

(10/20) PERSP There are small notches in the groves of the indentations, it almost looks like they can move.

(15/20) PERSP The notches are spaced in two spiraling lines going around the inside of the keyhole.

(20/20) PERSP The pattern of the groves matches the pattern on the back of the box.

\*sum w/ box

To solve the puzzle, hold the box upright and hit it against the lock, turn to the right, hit it upright again, and turn to the left. Same with the key but at a distance of the box.

The Deduction Trial

You open the door and behind it you see a man standing in the corner of the room with another chandelier. This man is wearing a strange hat with a shimmering edge. You try to get a good look at his face, but something is strange. You can’t really make out any facial features, but you are certain you are looking at a face. It’s almost like it’s an illusion. You want to ask him about it but before you can speak, he cuts the silence with a loud: “Hello, and welcome! You sure took your sweet time…”

He steps into the light and you see his face slowly take a more constant form. As his face reaches the full light of the chandelier, you can finally make out a clear face. It’s smiling at you with a gentle look it’s eyes. Before you, stands a tall and skinny figure, he has robes covering most of his body, but his face and hands are exposed. Behind the face, you hear the same voice again: “Congratulations, you’ve passed the acrobatics trial and the reasoning trial. You’ve proven yourself worthy of the final trial… the deduction trial. I know you must have many questions… rest assured, all will be revealed in due time. Please follow me…”

He turns around and exits the room, the cat swiftly follows while curling its tail. You follow along, walking behind them through a long corridor. The cat and the man exchange a look on the way, and the man smiles softly, then he looks back at you. He then looks back forward and keeps walking without saying a word. You reach the room at the end of the corridor, and the man opens the door and gestures you to go inside.

Inside the room you see 3 people standing by the back wall: **an old lady, a little boy, and a ragged man**. You hear the man begin to speak from behind you: “A sharp blade can only get you so far, but a sharp mind will go places where the dull could never imagine. The deduction trial will test your perception, as well as your deduction. You must prove that you can perceive the world as it truly is, unaffected by the illusions made by man and magic. You must also be able to understand what you perceive, otherwise your eyes are no more than windows to a dark and empty room…”

He stands between you and the people in the room, and turns his attention to them for a moment. “Before you stand 3 seemingly ordinary people, but this is a fallacy. There is no such thing as ordinary in this world. These thoughts can only come from a lack of interest and a lazy mind. Take a good look, really observe them, find the key details, and tell me which one of these people is the most content in life, which one suffers the most, and which one has the worst luck.”

Perception throws are made with advantage. You may make a second throw per person to get a closer look.

OLD LADY

(02/20) PERSP She has gray hair, and an old dress on. Her face is full of wrinkles and her hair is tied in a bun on top of her head. She has big round glasses.

(05/20) PERSP She has a slight smile on her face and is holding her hands behind your back. Her head is a little shaky and she has a hunched posture.

(10/20) PERSP Her dress is weathered, and a little wrinkly. There is a bow tie at the back, but it’s crooked.

(15/20) PERSP Her breathing is shallow and she has an audible wheeze.

(20/20) PERSP Her hands are clenched behind her back, almost as if she was in pain. There is a sad look in her eyes.

LITTLE BOY

(02/20) PERSP He is short, has dark messy hair and bright blue eyes. His clothes are old and filthy. He is swaying back and forth nervously.

(05/20) PERSP His face is a little smudged from what looks like soot. There is a small tear on his shirt.

(10/20) PERSP His shoes have uneven laces, and he’s wearing mismatched socks.

(15/20) PERSP His stomach is growling, it sounds like he’s very hungry. There are scars on his elbows and on the back of his neck.

(20/20) PERSP He has a hopeful look in his eyes, but you can tell there is also fear. He looks like he wants to ask something, but his lips are shut tight.

RAGGED MAN

(02/20) PERSP He is bald, and tall. He’s wearing an old leather cloak and boots, with old ragged clothes underneath.

(05/20) PERSP His face is covered in scars, one of them is very big, going from his top left lip, up the cheek, and all the way to his forehead.

(10/20) PERSP He’s holding his hands in front of him, his posture is straight, and he looks remarkably calm compared to the other two. He’s staring you down without blinking.

(15/20) PERSP There are dog hairs on his coat and he has a slight smell like a dog. His eyes are piercing, yet calm. He is quiet as a rock.

(20/20) PERSP You can notice just the slightest smirk on his face, almost like he’s glad to be here. At the same time his gaze is giving away a concerned mind.

The old lady is suffering, the boy is unlucky, and the man is content with his life.

The Final Trial

“Impressive!”, says the shadowy man, as he looks at the cat. “You really know how to pick ‘em!” He looks back at you with a shimmering smirk: “You did pretty good as well. You passed the deduction trial. I guess now is as good a time as any to tell you that I lied before about this being your final trial. The hardest one is only now upon you.”

He turns to the ragged man as his smile fades away. “This man has betrayed our creed. We have given him support to feed his family and trusted him, and yet he spits in our face at the first site of a better deal.” The ragged man smirks at the speaker and lifts his head with confidence. “The only reason he looks so calm, knowing what is about to happen, is because he somehow managed to hide his family away from us. He managed to save the one thing in life he actually cares about…” The man turns to you once more, this time with a gravely serious face. “Your final trial is one of loyalty and selfless obedience to the greater cause. You must kill this man in any way you chose. Take his life and swear your own to the creed, and I shall reveal to you the secrets we protect and use…”

Prove your commitment by killing the man.

Trials Completed

“Congratulations, young Edgor. You have proven your skill and your commitment to the cause. I can now tell you who we are.

We are a secret organization of spies and assassins who keep the world in order. Though it may not seem very ordered, rest assured that this is a necessary balance of good and evil. Our most sacred purpose is to keep this balance. We move unseen in the shadows, swiftly like the wind. We claim no personal gain, instead we work for the good of the organization, and thus the world. We have no name and no face, instead we take them from others and use them to stay hidden in plain sight. We observe and imitate, we understand and alter, we dream and manifest. We are the invisible hand that guides this world away from chaos. Now, will you join us and pledge your loyalty to the cause?”

Say yes, obviously.

“Very good! Then your first task is to get rid of your name and your face. Nero here will show you how.” He looks down at the cat, and the cat mews and looks at you significantly. You feel a little uneasy, but decide to commit, since you already made it this far. Nero understands this only by looking at you, and decides to start right away, leading you through a side door and down a long and dark tunnel. You walk for a while and you try to ask Nero something, but before you do, he looks back at you with a serious stare. You decide to hold back your curiosity for now.

You soon enter a room with two torches on either side, placed on the black stone walls. In the middle of the room is a fountain of some sorts with a short pillar in the middle. You approach the fountain and are shocked by what you see. On top of the pillar there is an indentation in the shape of a face, and a hole to insert one’s tongue. The fountain isn’t filled with water, but a strange shimmering liquid. It looks oddly similar to the shadowy man’s face. You look deeper into the strange liquid and you start seeing faces flowing in it like mist. You get startled and take a step back, but the cat is calm. It jumps on the ridge of the fountain, looks at you calmly, then turns its head to the pillar.

Place your face in the pillar.

You hesitate for a moment, but then you realize there’s no turning back. You clench your fists with determination and fear, and plunge your face in the pillar and stick your tongue in the hole. For a second nothing happens, and you begin to feel relief. “Maybe this won’t be so bad after all…”, you think to yourself. Just as you finish your thought, a strange and powerful force pulls your face firmly against the dent in the pillar, and your tongue tight against the cold stone. You try to break free, but there’s no use. The ritual has begun…

\*GORE\* the pulling force is getting stronger and stronger, it’s overwhelming. You feel your face and tongue getting painfully tight, and soon what you feared happens. Your tongue gets torn out of your mouth and sucked into the hole in the pillar. Soon you face gets ripped off as well. As it peels off your flesh you can finally take your head off of the cursed pillar. You scream in agony as blood pours from your missing face and tongue. You kneel next to the fountain to try and pull yourself together. You slowly calm down as more blood drips on the floor. You raise your head, and look into the fountain. You watch the swirling misty faces and, reflecting off of the surface, your own bloody face. You want to scream out and curse, but you have no tongue. Just as all hope seems lost, a friendly shadow lurks through the liquid and swirls around your reflection. As it settles, you begin to make out the face… and it’s yours! You look on in disbelief, trying to figure out what is happening. You look to Nero for some answers, and the cat looks back at you calmly and touches the liquid with its paw. “Is he gesturing me to do something?”, you think to yourself.

Wash your face.

As you wash your face, you feel the liquid sting your bloody face and seep into your flesh, and soon the bleeding stops. You look into the fountain once more, and see your own face looking back. You feel relieved, and you want to start cheering and thanking the Gods, but your tongue is still missing and you can’t make a sound.

Drink the liquid.

You take a sip and feel the cold liquid going in. It’s not going into the stomach though… You feel the liquid seeping into your lungs, slowly filling them. You feel like choking and when you finally manage to take a breath you grunt and realize that you have your voice back.

The cat goes back to the tunnel and sits by the door, waiting for you.

When you make it back to the shadow man, he is waiting patiently. “Ah, I see you’ve already finished. You may be confused as to what just happened to you, so I’ll clear it up for you. You have just completed a sacred ritual of [The Faceless Order](#_The_Faceless_Order), in which you have relinquished your face and your name. You may still use them, but know that they are no longer truly yours. This will protect you from name magic, as you can never give out your own name if you don’t have one.

If you learn someone’s name, you may take their name and add it to our collective consciousness. Once you have someone’s name, you can use their face and their voice, the face will work more effectively in the light, and the voice when there are fewer people around. If the conditions are less than ideal there will be some… artefacts, let’s say. Your face will become distorted by the mist, and your voice will attract others’ voices and overlap your own. Your old name and face are still loyal to you, so they will not display these artefacts.

You will now go with Nero to the Soul Chambre, where your transformation will be complete. Before you go though, you should know that these gifts come with a cost. You will be sworn into the Order, and you will receive missions from time to time. These missions are obligatory, so you must complete them, or face the consequences… do you accept?

Accept.

“Good. Then, follow Nero to the Soul Chambre and complete your training.” Nero leaves the room through another side door and you follow. You walk through another ling tunnel, and at the end you reach a big wooden door, decorated with runes in an unknown language. You enter the room and stand in front of a giant pool of the misty liquid from before. The cat sits on the ridge once more, and waits for you.

Step into the pool.

You step in, and feel the liquid envelop you, it’s pouring deep into your soul and you feel a part of your soul slip out. You’re completely submerged in the fluid, and you feel like you are one with it. Finally, you step out and feel a strange sense of oneness and clarity. You hear a voice greet you: “Welcome to the Order”. You get spooked, there’s no one here except the cat. “Don’t be scared”, the voice speaks again, “this is normal. You gave a part of your soul to the Mist, and the Mist gave a part of itself to you. You will be able to communicate telepathically with all our members. Your initiation is finally complete. Congratulations, and beware, this gift is not a toy for your pleasure, but a tool for the Order. Since I brought you into the Order, I will be responsible for you for a while, so I’ll be joining you now as your spirit animal. I hope you don’t mind.”

Quest Complete

You gain:

* Proficiency in acrobatics, perception, and insight.
* 1 ability point to Wisdom and Dexterity.
* **Special ability: ‘Soul Sight’ –** Peer into someone’s soul and learn some of their thoughts.
* **Special ability: ‘Soul Stealer’ –** Learn someone’s name to steal their identity and add it to your collection. At a short rest you may use the Mist Liquid to transform yourself into anyone from your collection. If you keep the name for too long, the victim will start showing symptoms of a stolen name.
* **Special anility:** **‘Cat-like reflexes’ –** Your reactions have an advantage. Falling damage starts at 50ft.

### The Deamon Axe

You are walking along alone, looking around for anything remotely interesting to you. Suddenly, a massive slam can be heard followed by a loud roar. You turn your head towards the sound and see a huge crowd gathered around someone in a big hat on a podium.

Check it out.

The one on the podium a very tall goblin, by the looks of it. He is wearing an abnormally tall top hat and has a slightly short walking cane for his stature. They appear approximately the same length. He is sporting a rather long waxed moustache, which he is constantly twirling and twisting with his fingers. He is shouting at the crowd: “Come one, come all… if you are brave enough that is…” he grins. “I am Parthius, the Game Holder. All around the world people come to see my spectacular games, because I can offer you what no other can: a game like no other… a game of life or death! If you think yourself to be a great warrior, and you can call yourself a true killing machine, then try your hand at the Kill Contest of the Ages! There is a great prize at steak, the legendary [Shortsword of the Spine Mountain Hermit](#_Shortsword_of_the)! If you are truly brave and trust your killing skills enough to wager getting killed yourself, then come and fight for glory and your place in the history books!

Sign up for the competition. You need to sign your name and give a bloodprint.

Parthius gives you a clay tile with a number on in. He grins at you and says: “Go find your bow, it’s got your number on it. Wait there until your number is called.” Then he waves you off with his hand and you notice that he has really long and pointy nails.

Find your way to the box.

You get into the box and the guard shuts the door behind you, and a sliding lock is heard. There’s no going back now. The walls of the box are made of wooden planks stacked one next to another.

## Mazur side quests

### Cat in the tree (lvl 1)

You get to the little girl’s house. There is a giant tree in the back yard and you spot the cat sunbathing in one of the branches. It looks awfully content.

How will you get it down?

**When you get it down**: the little girl is very grateful. You receive **100XP** and **+100** **fame in Mazur.**

### Help the old lady with the firewood (lvl 1)

You get to the old lady’s house. There is a huge pile of firewood in the yard. It's bigger than the house... she wants you to put it in the shed...

How will you do it?

When you finish: the old lady is very grateful. You receive 30GP, 100XP and +100 fame in Mazur.

### Help the halfling with his wolf problem (lvl 5)

The halfling farmer is desperate for help. He offers you **100gp** to kill the wolf pack that’s killing his sheep.

The wolfs are part of a pack led by a Worg called [Moonchild](#_Moonchild_the_Conniving). He has greater power at night, and based on the moon phase. You must defeat him and his pack in a battle.

Once completed you receive 100gp, 10000XP and +300 fame in Mazur.

### Investigate the smell of orcs (lvl 5) \*ends July 11th

Look around for clues that might lead to more information.

\*There is a robed man talking to a nobleman in the tavern. They are speaking in Orc. Eavesdropping on the conversation:

Robed Man: “The plan is set. We shall arrive on July 10th under the cover of night, and launch the attack at dawn.”

Nobleman: “Lower your voice! Someone might hear!”

Robed Man: “Relax, these humans don’t speak Orc. It may as well be gibberish to them, hahaha.” He gets up. “Don’t forget to give the horn to your boss, you’ll get it on the 5th of July. That’s our signal to attack.”

Nobleman: “He’s not my boss, you prick! And I won’t forget.”

Robed Man: “Big mouth for such small muscles. I’ll pretend I didn’t hear that remark, for all our sakes.”

The robed man leaves.

\*Those with a keen nose will smell Orcs coming from the granny’s house.

\*From the lighthouse you can spot some orc ships in the distance.

\*The harbor worker knows something about the Orcs: They’ve been receiving large crates out of strange ships that came from afar. They paid him good money to keep his mouth shut.

\*The harbor man knows only who paid him off: the well-dressed gentleman.

\*The well-dressed gentleman knows who is getting Orcs into Mazur: The Brigmans, a long time standing noble family in Mazur.

\*Reinar Brigman will meet with the nobleman from the tavern on July 5th in the forest behind Harborview Manor.

You should find out how he Brigmans are involved with the planned attack on Mazur.

They are planning to overthrow the government of Mazur by using the Orcs to slaughter all who oppose them, and establish a monarchy on the coast.

\*They can reveal that the Orcs are hiding in the Granny’s house. There are 20 Orcs in total. 10 are in Granny’s house, and 2 groups of 5 are camped out in the woods between Harborview Manor and Granny’s house, and behind the shepherd’s cottage. They are armed with blades and hatchets, and one of them is a general called Mawlfang.

Get rid of the orcs.

You have defeated all the Orcs, but the real villain behind this attempt at an attack is yet to be punished. You must bring the evil of the Brigmans to justice.

Bring the Brigmans to justice.

The town of Mazur cheers you on as you walk the streets, knowing that you have saved them from an unseen evil! You have become the heroes of the town for most residents, the people talk highly of you and the kids play in the streets and pretend to be you, as they fight terrible monsters in their minds, and bring them down just as you would!

The mayor of Mazur has organized a grand party in your honor in the town square tonight. He has invited some of the greatest smiths and masters from the neighboring towns and villages to make a great spectacle for all would be adventurers to find their wings, or blades.

**Gain 150 gp and 10000 XP each, and +800 honor in Mazur.**

## Golrok side quests

### Catch the thief (lvl 5)

You rush and shove your way through the crowd of people as you chase down the thief, and you get to the poor part of Golrok, the Golrok Ghetto The houses are in ruins, they barely even resemble houses anymore. The people there are ragged and filthy, and they look dangerous. They are looking at you with suspicion, perhaps it would be wise not to draw attention to yourself.

**If they don’t find a way to blend in**: a gang of 6 thugs approaches them and attacks them. This will affect their fame by **(**–**100 fame in Golrok Ghetto)** and make it more difficult to find the thief by asking around.

You need to ask around to find the thief.

**When you find the thief’s house you walk inside.** You find a house that’s falling apart. There is only one room with a few broken windows and an opening where a door was likely once. Inside there is a broken chair and a pile of hay covered with an old torn up green blanket. You don’t see any gold or weapons. There is a little elven boy covered in dirt, sitting in the chair and holding what looks like a toy he made himself out of sticks, cloth and some string. It somewhat resembles an orc. He seems sad to you for some reason.

The boy notices you and gets startled. He drops his toy and dashes for the window attempting to escape.

QUICK TIME! Try to stop him (10/20)

**If you fail**: you can find a place to hide and wait for him to come back or go look for him.

**If you succeed**: the boy struggles for a while, but gives up. You can see that he’s scared of you.

**If you threaten him**: he’ll tell you where the things are, but he will hate you **(-100 fame in Golrok Ghetto)**

**If you gain his trust:** he will tell you where your things are and what [his situation](#_Sylvio_Flintfoot_-) is. You've met Sylvio. **(+300XP** **and** **+300** **fame in Golrok Ghetto).**

Do you want to help Sylvio?

#### The boy who stole your heart (lvl 6)

You get Sylvio to show you where his boss’s hideout is. It's quite ironic how much his “hideout” sticks out like a sore thumb. Amidst the slums of the ghetto of Golrock stands a towering palace with a golden fence around it, littered with patrol goons all around. The white marble walls of the palace are so bright compared to the surrounding gray and grim ruins that it’s somewhat hard to look at. The garden is well kept, green and groomed with a fountain in front of the entrance. The tower has a statue of Gorvan with little cupid wings, standing in a ballerina-esq pose, and the water coming out of his puckered lips is falling on smaller statues of crying children below him. There are even more guards in the garden, and 2 posted in front of the entrance door.

How do you get in?

The inside of the palace is even more luxurious than the exterior. There is something golden everywhere you look, tables of ivory, marble pillars, grand paintings in extravagant frames, ceilings as high as you can look up decorated with crystal chandeliers and silk tapestries from exotic places, and to top it all a myriad of trophies from hunting and battling. There are guards patrolling down every hallway, it seems impossible to get through without being unnoticed.

How do you get through?

#### The Horrible Gorvan (lvl 7)

Finally, you manage to get to Gorvan in his chambers. The room is dark and full of smoke, there is blood stains on the floor and most of the furniture. There are portraits on the walls depicting various people, all of which look like they have been in a similar position to Gorvan, and they all have the same evil grin on their face. The largest portrait is placed on the wall behind Gorvan, and is depicting him standing proudly on some human corpses, while Malrik is seen hunched behind him in the shadow. The portrait clearly states that out of all of his predecessors, Gorvan is by far the worst. He is sitting back in his huge leather chair, smoking a giant cigar and grinning at you. Beside him is his trusted brother, Malrik. He is sitting on his brother’s desk and his head is down. You can somewhat make out his horribly scarred and bloody face in the dim light, and to your shock, it almost looks like he is smiling. Truly a terrifying sight to behold. Gorvan raises his head and asks: “What do you want, ....heroes....?”. They both start cackling.

Find a way to rescue Helga.

If you defeat them in battle: you will gain 500gp, +15000XP and +500 fame in Golrok.

After freeing Helga, Sylvio is eternally grateful to you, and offers you his life. You can call upon him at any time and he will help you.

# ORGANIZATIONS

## The Faceless Order

# NPCs

## Friendly

### Sylvio Flintfoot – The Mischievous elf boy

Race

Shadar-kai elf

Class

Rogue

Abilities

* **Shadow Magic –** Minor teleportation through shadows, resistance to necrotic damage.
* **Stealth and Agility –** enhanced dexterity, proficiency in acrobatics, athletics, stealth and sleight of hand.
* **Dual Culture Proficiency –** dwarven craftsmanship and traditions, combined with Shadar-kai abilities.

Story hooks

* **Mysteries of the Shadowfell -** Unusual events or creatures from the Shadowfell might start appearing, drawn to Sylvio's presence.
* **The Raven Queen’s Interest –** Perhaps the Raven Queen has a destiny in mind for Sylvio, sending omens or messengers to guide (or test) him.
* **Conflict of Loyalties –** Situations may arise where he must choose between his adopted dwarven family and the call of his Shadar-kai heritage.
* **Tamer of shadows –** A Shadow Mastiff may appear and Sylvio may get a chance to tame him, making a powerful ally.

Backstory

Sylvio appeared in an old broken chest one day at the door of [Helga Flintfoot](#_Helga_Flintfoot_–), an old dwarf lady in the ghetto of Golrok. He was only wrapped in an old, torn, green blanket. Even though it was a harsh winter, little Sylvio didn’t cry, as if his silver skin was made of steel.

Although dwarves aren’t the biggest fans of elves, the old lady didn’t have the heart to turn her back on the child. He was only a babe after all, and the feuds of their kinds were not his choice not fault. She decided to take him in and raise his as her own. She him an elven name, Sylvio, after his beautiful silver skin, and he inherited the last name from Helga. He was raised in her home after all. Sylvio grew up with Helga and in her, he found the only real friend he ever had in this world, he found the family he never knew. His love for Helga is incredibly deep, and they always had each other’s backs.

While growing up, he always felt different, but didn’t know why. He was always cheerful, even though his peers didn’t accept him. He got through the tough times by joking around and pulling pranks, often at the expense of others, which gave him a reputation as a mischievous boy.

One day a gang of orphans from the ghetto cornered him in an alley, and wanted to put him down in the dirt, where they thought he belonged. Scared for his life, all little Sylvio could do was close his eyes tight and wait for the inevitable, but to his surprise it never came. When he opened his eyes, he found himself in a bird’s nest up on a branch, and below him he saw the gang of orphans, just as confused as he was as to where the little elf had disappeared. Sylvio didn’t know what happened or how, but he knew that this was likely why he felt so different.

All while the lads were confused, a member of the Golrok mafia was spectating the whole thing from the shadow, and gave word to his boss, [Gorvan Shadoweye](#_Gorvan_Shadoweye_–). The boss saw great potential in the boy as a thief, and took him under his wing with promises of great riches. Of course, these were lies and Gorvan soon thought of a sinister plan to entrap Sylvio forever.

Gorvan sent Sylvio out to steel the blood crystal, whose dark magic could poison the blood of its victims when they are cut with it, paralyzing them within a few minutes and leaving the slowly dying over a few days, usually by dehydration. The crystal was in the Citadel, and to help the boy Gorvan sent a helping hand along with him. Unbeknownst to Sylvio, Gorvan also sent out his brother and right hand, [Malrik](#_Malrik_Dreadreaver_–), to sabotage him. When they got into the Citadel, Malrik kill Sylvio’s partner and fled before the guards arrived and found the bloody body and the elven boy next to him, blood still warm on his hands. They imprisoned him, of course, but only a few hours into jail time his bail was paid... this was Gorvan’s hook. He got him out, but now Sylvio had a debt to pay, so he took his beloved Helga as collateral until Sylvio could pay off his debt. A debt whose interest gets higher every day, making it virtually impossible to repay. Sylvio would do anything for Helga, and so he spends his days stealing for the dreadful Gorvan in hopes that one day he can free his adopted mother.

### Helga Flintfoot – The Dwarf with a Golden Heart

Race

Dwarf

Class

Warrior

Abilities

* **Flintfoot** – Helga charges at her enemy with such force that her feet make sparks of the ground, adding **+3 piercing damage** to her attack

Story hooks

* **Shunned, not ashamed** – Helga isn’t telling the whole story about why she left her clan. In her last battle, she was face to face with the terrible Orc chieftain, Urgrim Ironjaw. The dwarf had never felt smaller in her life, standing before the giant Orc looking down on her. She felt her knees tremble and took a step back. Her clan chief, Thalgar Thunderforge, saw her waiver and called out to her: “Helga! What are you doing?! SMITE DOWN THE FIEND, OR DIE TRYING!!”. Helga looked in shock and froze. The Orc roared, and Helga got startled. Taking another careless step back she stepped on a blade and pierced her foot, causing her to fall on the ground. Urgrim laughed and started towards the fallen dwarf with the intent to kill. The dwarf chief jumped on the Orc’s back before he could reach Helga. They fought a bloody battle, but the Orc eventually won, although just barely. He retreated and left Helga to live another day, but her remaining days were on shame. The other dwarves blamed her for the death of their chief, and so she was shunned from the clan. The wound on her foot got infected, and so the leg had to be amputated. She came to Golrok to live out the remainder of her miserable life alone and forgotten. Now she wants to redeem herself, one way or another.

Backstory

In her youth, Helga was known as the bravest warrior in her clan. When she attacked, she would charge with such vigor and ferocity that you could often see sparks come off her feet, giving her the name Flintfoot.

After a few centuries of travelling and battling, her years and lust had caught up to her. In an attempt to steal a golden grail from a troll, things went sideways and she managed to leave with her life, but had to leave her leg behind. Her wound had gotten infected and Helga fell ill for a good month, barely surviving the sickness. When she got better, she could no longer fight. Her glorious days of battle and fame were over, and she felt so ashamed that she bore such a famous name but couldn’t live up to it that she decided to leave her clan and spend the rest of her days alone.

All of this changed when a babe mysteriously landed on her door. She saw how strong a spirit little Sylvio was, just a babe in a box in the harsh winter, but sleeping like it was nothing. She laughed and thought to herself: “Ehh Helga, even babies are proving greater warriors that you, and an elven baby at that... it’d be a shame if the mighty Helga Flintfoot would allow such a ridiculous thing!”. And so, she decided to keep the lad and raise him as her own. She thought the little warrior might need a famous name to keep the evil spirits away, and for this he would need a clan to bear this name, and so from then on Helga proudly owns her name Flintfoot, and teaches her warrior son to live with bravery and honor.

Gorvan has trapped Helga and she can only sit in her cell and wait for Sylvio to come and rescue her. She hopes that he will come soon, for she doesn’t know how much time she has left, especially in the conditions she is being kept.

## Enemy

### Gorvan Shadoweye – Mafia Boss

Race

Human

Class

Rogue

Abilities

* **Soulstealer** – Gorvan stares into his victim’s soul and tries to steal it. **(WIS DC 5 saving throw)** Having your soul stolen leaves you demoralized and keen on obeying Gorvan **(WIN DC 10 saving throw)** in hopes of having your soul returned.

Story hooks

Backstory

### Malrik Dreadreaver – Brother and Right Hand to Gorvan

Race

Human

Class

Warrior

Abilities

* **Dreadreaver** – Malrik feeds on the fear of his foes, passively gaining **+1 STR** for each feared opponent
* **Deathly Stare** – Malrik stares at his opponent, causing them to become feared **(WIS or INT DC 12 saving throw)**

Story hooks

Backstory

### Vaelith Mirrowind – The Mad Wizard

Race

Human

Class

Wizard

Abilities

* **Intrusive Thoughts** – Causes you to not be able to resist acting out your intrusive thoughts. **(WIS DC 10 saving throw)**
* **Voice of Madness** – Causes you to become temporarily mad and paranoid. You see everyone as your enemy and out to get you. **(WIS DC 10 saving throw)**
* **Third Eye** – Vaelith is immune to mind-control spells and charms.
* **Clairvoyance** – Vaelith can cast Clairvoyance and look a short time into the future.

Story hooks

Backstory

His backstory is that he was a wanderer who got lost and went into the Whispering Peaks Mountain range. There, he heard the winds whisper to him and got him to wander into a dragon's lair. The dragon in the lair was Drazkhar – the Mad Dragon, a hoarding dragon that hoards people. The dragon collects people by making them crazy with its charms and making them believe that they love the dragon and it trains them in wizardry. The wanderer spent many years under the dragon’s spell, learning magic and adoring the dragon, until one day he stumbled upon a tome hidden under some rubble in the cave. It was a tome of illusion spells, and the man was so curious that he read the whole thing. In the tome he found a spell of disillusionment, and just out of curiosity he tried to cast it on himself. The spell worked, and he'd realized what had actually happened over all those years. He took the tome and all his belongings and left the cave in an attempt to escape. The dragon soon realized, and started to whisper into the wind, sending its charms to the wanderer. But the wanderer was smart and had a plan. He would keep casting the disillusionment spell over and over on himself until he left the mountains. The idea saved him from the dragon, but came at a cost. After so much switching between the real world and illusions, he could no longer perceive anything as it truly was, and he'd gone mad. He hid himself away to live alone in a grand and icy mountain.

### Drazkhar Hollowbane – The Mad Dragon of the Whispering Peaks

Race

Class

Abilities

Story hooks

Backstory

The dragon was once a dwarf, called Drazhar Ironheart, who wanted to be a wizard, but was terrible at magic. No magic schools would take him because of his lack of talent. His heart was in it and he would not give up his dream, no matter how small the odds. He heard of a wizard hoarding dragon who had a big following of wizards, and he thought that would be a great opportunity. He sought out the dragon and told him of his wish. To his surprise the dragon accepted to take him in, but what he didn't know is that it was actually to ridicule him.

The dwarf spent years trying his best to master the most basic magic, but he was always short of the result he wanted. The other wizards made fun of him and even the dragon had a few comments here and there. After a while he had had enough. All this failure and humiliation had drove him mad. He knew that if he could somehow get enough power that he could surely become a great wizard. The dragon had become old and was looking for a successor to pass on his dragon soul, and with it all of his power and knowledge. The dwarf seized this opportunity.

He had been studying many illusion spells, and due to his charisma and intelligence was actually quite decent. He found a powerful spell that could deceive the dragon into giving him his power. The cost was high... he would have to sacrifice something of his that gave him the most power, and give it to the dragon in order to charm it. While he didn’t have so much power in terms of strength or tools or even wits, he did make up for his weaknesses with his greatest asset – his incredibly strong heart; and so, he had to rip out his own heart and give it to the dragon, charming it and making it believe that he was the rightful heir to its power. The spell worked and as he lay on the ground in a pool of his own blood and a gaping hole in his chest, the dragon gave him its power, turning him into a dragon, but could not heal his heart. Only his powerful magic kept him alive.

The hoard of wizards realized what had been done, and all left the hoard in protest and disgust. Now he continues the dragon's ways of hoarding souls, only not for the academic pursuit of knowledge of magic, but out of selfishness and the need to fill the void in his heart. Thus, he became Drazkhar Hollowbane – the Mad Dragon

### Moonchild the Conniving Worg

Race

Worg

Class

Rogue

Abilities

* **Poison fang** – Bites his target dealing 2d6 piercing damage + 1d4 poison damage every turn until a DC 15 CON throw is made.
* **Hack and Slash** – Claws at his target dealing 4d4 slashing damage.
* **Wolf in Sheep’s Clothing** – Makes himself smaller and changes his fur to a white color. Disadvantage on ranged attacks against him and surrounding people are more easily charmed (+5 to charm spell DC)
* **Charming Gaze** – Moonchild directs a charming look to his target. If the target fails a DC 13 WIS saving throw, they are charmed and will obey Moonchild’s commands to the best of their ability.

Story hooks

* **Plot Against Humans** – Moonchild is plotting to overrun the town of Mazur. He is working together with the swamp goblins from the Grimfen Mire and the Orcs of Gnarush. They will attack on Jully 11th, the Orcs’ blood sacrifice day.

Backstory

Moonchild is a Worg who commands a pack of wolves in the forest near the town of Mazur. Something evil in him is driving him to mess with the townsfolk of Mazur, but no one knows what. Most people just think that he is a dastardly creature from the woods and they just keep away. Moonchild recently started working with the swamp goblin tribe of the Grimfen Mire, which seems like a plan for something horrible... He is stealthy and likes to play around with his food. When confronting people, he likes to win them over by sweet talking them into trusting him, but as soon as they turn their backs, he stabs them (literally), and usually eats them or feeds them to his pack. He knows magics from many schools, but his favorite is the school of lies (a sub school of the school of illusions). He uses it to charm people in order to kill them, and he prefers to try and trick people he deems unintelligent.

# Creatures

### Rat

### Barkling

* [Barkling](Creatures/Barkling.png)

### Gnoll

### Swamp Goblin

### Sea Hag

### Bandit

### Ice Wraith

### Mad Servant

### Orc

* [Warrior](Creatures/Orc_Warrior.png)
* [Hulk](Creatures/Orc_Hulk.png)
* [Berserker](Creatures/Orc_Berserker.jpg)
* [Savage](Creatures/Orc_Savage.png)

# Items

## Regular

## Magic

### Golden Compass of Dread and Desire

A magic compass that sees into your soul. It is a tricky item, for it knows everything you know. It will align its needle to point one end to something you want, and the other end at something you hate. There is no way to tell whether you are walking to your dreams, or your doom…

# Weapons

### Weapon

Description

Description

Properties

* Property 1

Attack

* Attack 1

Special abilities

* Ability 1

Special effects

* Effect 1

## Common

**Simple Melee Weapons**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Club** | 1 sp | 1d4 bludgeoning | 2 lb | Light |
| **Dagger** | 2 gp | 1d4 piercing | 1 lb | Finesse, Light, Thrown (20/60) |
| **Greatclub** | 2 sp | 1d8 bludgeoning | 10 lb | Two-handed |
| **Handaxe** | 5 gp | 1d6 slashing | 2 lb | Light, Thrown (20/60) |
| **Javelin** | 5 sp | 1d6 piercing | 2 lb | Thrown (30/120) |
| **Light hammer** | 2 gp | 1d4 bludgeoning | 2 lb | Light, Thrown (20/60) |
| **Mace** | 5 gp | 1d6 bludgeoning | 4 lb | - |
| **Quarterstaff** | 2 sp | 1d6 bludgeoning | 4 lb | Versatile (1d8) |
| **Sickle** | 1 gp | 1d4 slashing | 2 lb | Light |
| **Spear** | 1 gp | 1d6 piercing | 3 lb | Thrown, Versatile (1d8) |
| **Unarmed strike** | - | 1 bludgeoning | - | - |

**Simple Ranged Weapons**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Light Crossbow** | 25 gp | 1d6 piercing | 3 lb | Ammunition (30/120), Loading, Light |
| **Dart** | 5 cp | 1d4 piercing | ¼ lb | Thrown (20/60) |
| **Shortbow** | 25 gp | 1d6 piercing | 2 lb | Ammunition (80/320), Two-handed |
| **Sling** | 1 sp | 1d4 bludgeoning | - | Ammunition (30/120) |

**Martial Melee Weapons**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Battleaxe** | 10 gp | 1d8 slashing | 4 lb | Versatile (1d10) |
| **Flail** | 10 gp | 1d8 bludgeoning | 2 lb | - |
| **Glaive** | 20 gp | 1d10 slashing | 6 lb | Heavy, Reach, Two-handed |
| **Greataxe** | 30 gp | 1d12 slashing | 7 lb | Heavy, Two-handed |
| **Greatsword** | 50 gp | 2d6 slashing | 6 lb | Heavy, Two-handed |
| **Halberd** | 20 gp | 1d10 slashing | 6 lb | Heavy, Reach, Two-handed |
| **Lance** | 10 gp | 1d12 piercing | 6 lb | Reach, Thrown (20/60), Special |
| **Longsword** | 15 gp | 1d8 slashing | 6 lb | Versatile (1d10) |
| **Maul** | 10 gp | 2d6 bludgeoning | 10 lb | Heavy, Two-handed |
| **Morningstar** | 15 gp | 1d8 piercing | 4 lb | Reach |
| **Pike** | 5 gp | 1d10 piercing | 7 lb | Heavy, Reach, Two-handed |
| **Rapier** | 25 gp | 1d8 piercing | 3 lb | Finesse |
| **Scimitar** | 25 gp | 1d6 slashing | 3 lb | Finesse, Light |
| **Shortsword** | 10 gp | 1d6 piercing | 3 lb | Finesse, Light |
| **Trident** | 5 gp | 1d6 piercing | 2 lb | Thrown (20/60) |
| **War pick** | 5 gp | 1d8 piercing | 2 lb | - |
| **Warhammer** | 15 gp | 1d8 bludgeoning | 5 lb | Versatile (1d10) |
| **Whip** | 2 gp | 1d4 slashing | 1 lb | Finesse, Reach |

**Martial Ranged Weapons**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Blowgun** | 10 gp | 1 piercing | 1 lb | Ammunition (25/100), Loading |
| **Crossbow** | 75 gp | 1d8 piercing | 5 lb | Ammunition (80/320), Loading, Two-handed |
| **Longbow** | 50 gp | 1d8 piercing | 3 lb | Ammunition (150/600), Heavy, Two-handed |
| **Net** | 1 gp | - | 3 lb | Throw (5/15) |

## Uncommon

### Serrated Scimitar

Description

A scimitar with a serrated edge.

Properties

* Finesse
* Light

Attack

* 2d10 slashing

Special effects

* If you deal maximum damage, deal additional 1d4 bleeding damage for 3 turns.

### Poison Dagger

Description

A dagger with a hollowed blade and a poison vial in the handle.

Properties

* Light
* Finesse
* Thrown (20/60)
* Ammunition

Attack

* 2d4 piercing

Special effects

* Deal 1d4 poison damage for 3 turns. If target has 3 stacks of poison, double the damage on this turn. Holds 5 charges of poison before it must be refilled.

### Serrated Spear

Description

A spear with a serrated tip.

Properties

* Thrown (20/60)
* Versatile (2d8)

Attack

* 2d6 piercing

Special effects

* If you deal maximum damage, deal additional 1d4 bleeding damage for 3 turns.

### Obsidian Battleaxe

Description

A battleaxe with an obsidian head, sharp as glass.

Properties

* Versatile (2d12)

Attack

* 2d10 slashing

### Chainwhip

Description

A whip with a heavy chain at its tip, used for striking at a distance or ensnaring enemies.

Properties

* Finesse
* Reach
* Light

Attack

* 2d6 slashing

Special effects

* **Disarm**: When you hit a target, you can attempt to disarm them. The target must make a Strength saving throw (DC 13) or drop their weapon.
* **Chainstrik:** If you hit an enemy in melee range, you can choose to deal 1d4 additional damage and force them to make a Strength saving throw (DC 13) to avoid being pulled 5 feet toward you.

### Venomous Fang Knife

Description

A curved dagger crafted from the fang of a venomous serpent; the blade drips a faint green toxin.

Properties

* Light
* Finesse
* Thrown (20/60)

Attack

* 2d6 piercing

Special effects

* **Poison Sting**: Deals 1d4 poison damage at the start of each of the target’s turns for 2 turns. If two attacks land consecutively, the poison damage increases by 1d4 per stack and the effect of the previous stacks are refreshed, up to 3 stacks.

### Crescent Moon Cleaver

Description

A heavy axe with a crescent-shaped blade, inspired by lunar phases.

Properties

* Heavy
* Two-handed

Attack

* 2d12 slashing

Special effects

* **Moon Slash**: Under moonlight, this weapon gains a +2 bonus to attack rolls. Deals an additional 1d6 radiant damage at night.

### Windsplitter Bow

Description

A bow with feathers engraved on its limbs, allowing arrows to fly straighter.

Properties

* Ammunition (range 100/400)
* Two-handed

Attack

* 2d8 piercing

Special effects

* Has advantage on attack rolls when fired in windy conditions.

### Nightshadow Blowgun

Description

A blowgun crafted with dark metals, perfect for stealth.

Properties

* Ammunition (range 30/120)
* Loading

Attack

* 2 piercing

Special effects

* Gain advantage on stealth checks when using this blowgun at night.

## Rare

### Thunderstrike Maul

Description

A heavy maul with engravings that resemble storm clouds.

Properties

* Heavy
* Two-handed

Attack

* 3d10 bludgeoning

Special effects

* On a critical hit, releases a thunderous sound, forcing creatures within 15 feet to make a DC 12 Constitution saving throw or be deafened until the end of their next turn.

### Thunderstrike Mace

Description

A mace crackling with the power of thunder, with a head that hums with static energy.

Properties

* ***Special****: Thunderous Blows*

Attack

* 3d6 bludgeoning

Special effects

* **Thunderous Blows**: On a critical hit, the target is blasted back 10 feet and must make a DC 13 Constitution saving throw or be stunned for 1 round.
* **Thunderstrike**: Once per short rest, as a bonus action, the wielder can charge the mace with thunderous energy. The next attack deals an additional 2d6 thunder damage.

### Blazing War Pick

Description

A war pick with a faint red glow and warmth to the touch.

Properties

* None

Attack

* 3d8 piercing

Special effects

* Deals an additional 1d4 fire damage on a hit, but using the weapon in water reduces its damage by 1.

### Poisonous Shortsword

Description

A shortsword with a slight green hue, crafted from poisonous metals.

Properties

* Finesse
* Light

Attack

* 3d6 piercing

Special effects

* On a critical hit, the target takes an additional 1d4 poison damage at the start of their next turn.

### Stormforged Trident

Description

A trident crackling faintly with static electricity.

Properties

* Thrown (20/60)
* Versatile (3d8)

Attack

* 3d6 piercing

Special effects

* When thrown, shock all creatures within 5 ft of the target for 1d4 damage.

### Feathersteel Rapier

Description

A rapier made from feathersteel. Extremely light and sharp, but brittle.

Properties

* Light
* Finesse
* Special: Feathersteel

Attack

* (\*Proficiency) Up to 3d6 slashing + 1d8 piercing

Special effects

* **Feathersteel:** The lightness of the blade allows for incredible speed, giving you up to 4 attacks in one action. Make 3 attack rolls for slashing and a separate roll for piercing.

### Voidpiercer Spear

Description

A long, black spear that seems to absorb light, rumored to pierce the fabric of reality itself.

Properties

* Reach
* Thrown (30/90)
* Versatile (2d12)

Attack

* 2d10 piercing

Special effects

* **Void Strike**: When this weapon hits, it creates a small rift, dealing an additional 2d6 force damage. If two critical hits are landed in a single day, the weapon grants the ability to teleport up to 30 feet as a bonus action once.

### Soulreaver Warhammer

Description

A mighty warhammer forged from dark iron, with an eerie glow emanating from its core.

Properties

* Heavy
* Two-handed

Attack

* 2d10 bludgeoning

Special effects

* **Soul Crush:** If this weapon kills a creature, it temporarily absorbs the creature’s soul, granting +1 to attack and damage rolls for 10 rounds.

### Frostbite Bow

Description

A bow made from the wood of a glacier, cold to the touch, and decorated with blue runes.

Properties

* Ammunition (range 150/600)
* Heavy
* Two-handed

Attack

* 2d8 piercing

Special effects

* **Frozen Arrows**: Once per short rest, you can fire an arrow that explodes in ice, dealing an additional 2d6 cold damage and slowing all creatures within 10 feet of the impact point (DC 14 Constitution saving throw or be slowed for 1 round).
* **Icy Reach**: The bow’s arrows travel with piercing cold, dealing an additional 1d4 cold damage on each hit and reducing the target's movement speed by 10 feet for 1 round.

### Eldritch Recurve Bow

Description

A rare wooden bow inscribed with arcane rules, which hum with latent power.

Properties

* Ammunition (range 120/480)
* Two-handed

Attack

* 2d8 piercing

Special effects

* **Arcane Bolt**: For each successful hit, deal an additional 1d4 arcane damage. This effect increases to 2d4 if the target is resistant to non-magical attacks.
* **Eldritch Surge**: Once per day, fire a single arcane-empowered arrow that deals 3d8 force damage.

## Epic

### Magic Saber of Waterbending

Description

A magic saber with a blade of flowing steel, it looks almost like a water blade. Through dark magic it can be transformed into a Bloodbending blade.

Properties

* Light
* Finesse

Attack

* Deals 3d6 slashing damage plus your attack modifier, increased by 1d10 if you are near water.
* Its slashes cause 1d4 bleeding for every slash made on the target. This can only be stopped by a healing spell.

Special effects

* **Fluid Motion** – (\*Proficiency) The fluid nature of the blade allows its user to flow like water while attacking. This allows them to strike up to 3 targets in a single attack without losing any damage. Roll to hit and damage individually for each target. Disadvantage applies for the first target, while advantage applies for all targets.
* **Channeling Force** – (\*Proficiency, Bloodbending) Take 1 action to draw blood from a corpse by stabbing it or from yourself or an ally by cutting into your flesh (take 1 HP of damage). Causes your next successful attack to expend the stored blood, forming thin blades from the iron in the blood. The attack deals an additional 1d6 slashing damage, or 1d4 if the source blood was blue.
* You get an advantage when fighting near water.
* You get an advantage when making saving throws against fire attacks.
* You gate a disadvantage when fighting and saving against frost attacks.

### Emberstrike Claymore

Description

A massive sword forged in volcanic fires, its blade glows with red-hot embers that burn with each swing.

Properties

* Heavy
* Two-handed
* Versatile (3d12)

Attack

* 2d10 slashing

Special effects

* **Fire Surge**: Each time you roll a 1 or 2 on damage for this weapon, the weapon ignites, dealing an additional 1d6 fire damage.
* **Flame Fury**: Once per long rest, you can use an action to unleash the full fury of the Emberstrike Claymore. For 1 minute, you deal an additional 1d6 fire damage with every hit, and enemies within 5 feet of you take 1d6 fire damage at the start of their turn.
* **Molten Cleave**: On a critical hit, the target takes an additional 2d6 fire damage and the weapon’s fiery power causes the ground beneath the target to melt, creating difficult terrain for 1 round.

### Voidbringer Dagger

Description

A dagger infused with the essence of the void itself; its blade seems to distort the very air around it.

Properties

* Finesse
* Light
* Thrown (range 20/60)

Attack

* 3d6 piercing

Special effects

* **Darkness Infusion**: Once per long rest, you can throw the dagger into an unlit area to create an area of magical darkness (15-foot radius) that lasts for 10 minutes. You can see through this darkness, but enemies cannot.
* **Void Strike**: On a successful hit, the target must make a DC 15 Constitution saving throw or take an additional 1d6 necrotic damage. If they fail, the dagger draws a portion of their life essence, healing the wielder for half the necrotic damage dealt.
* **Dimensional Slash**: On a critical hit, the dagger briefly opens a tear in space, dealing 2d6 force damage and briefly teleporting the target up to 10 feet in any direction.

### Celestial Spear

Description

A spear forged from the starry metal of a fallen meteor; it glows with an ethereal light.

Properties

* Versatile (3d10)
* Heavy

Attack

* 3d8 piercing

Special effects

* **Astral Strike**: Once per day, the wielder can imbue the spear with celestial energy, allowing it to deal 2d10 radiant damage on a hit.
* **Light of the Stars**: As a bonus action, the spear can radiate bright light in a 30-foot radius for 10 minutes. Enemies within this light have disadvantage on Stealth checks.

### Stormcaller’s Halberd

Description

A legendary halberd forged during a thunderstorm, crackling with electrical energy.

Properties

* Heavy
* Reach
* Two-handed

Attack

* 3d10 slashing

Special effects

* **Lightning Arc**: Upon a successful hit, roll 1d4; the result is dealt as lightning damage to any creature within 5 feet of the target.
* **Thunder Strike**: Once per day, unleash a powerful strike that deals an additional 3d8 thunder damage to all creatures in a 10-foot radius. All creatures hit must make a DC 15 Strength save or be knocked prone.

### Phoenix Wing Longbow

Description

An enchanted longbow with fletching made from phoenix feathers.

Properties

* Ammunition (range 150/600)
* Two-handed

Attack

* 2d8 piercing

Special effects

* **Flame Arrow**: All arrows fired from this bow are imbued with flame, dealing an additional 1d6 fire damage.
* **Phoenix’s Rebirth**: Once per day, the user can recover 1d12 HP by channeling the bow’s fiery energy.

### Shortsword of the Mountain Hermit

Description

Properties

Attack

Special effects

## Legendary

### Sun Dagger

Description

A magic dagger forged by the God Amaunator, created for heroes. Only its owner will be able to hold it safely, while all others will get burned by it. Its blade shines with a dim light.

Properties

* Light
* Finesse
* Thrown
* Ammunition
* Loading

Attack

* Deals 4d4 slashing or piercing damage plus your attack modifier, increased by 1d4 for each heroic feat you have made.
* Its slashes leave a holy fire on its victim, causing 1d4 of burning damage for 3 turns. This burning stacks up to 2 times, and can only be stopped by a divine intervention.

Special abilities

* **Holly Fire** – (\*Proficiency) Take 2 turns to channel power from the Sun into your blade, storing the Sun’s power within it. For the next 5 turns your damage dice will be d6.
* **Amaun’s Wrath** – (\*Proficiency) Once per long rest, channel Amaun’s wrath into your blade and expend it as a ranged attack in the form of a Sun Beam, dealing 3d12 damage. The channel can be substituted by using a sunstone as ammunition in its stone slot, and used in this way as long as you have ammunition.

Special effects

* Your blade is loyal to you, and you alone. Anyone else who tries to touch it will be burned for 1d4 damage for 3 turns, or instantly if out of combat.
* You gain advantage on STR saving throws.
* **Judgement** – Deal an additional 1d4 damage against evil opponents.
* **Trial by Fire** – The blade compels you to accept any duel if you are challenged. You can start this duel yourself once a day, which will compel your opponent to accept. You must uphold the ideals of your God and vanquish your foe. Amaun gives you holly inspiration, giving you an additional 1d4 damage on your attacks, and increasing your AC by 3. Defeating a challenger will count as a heroic feat.

### Deamon Axe of Krax’Khar

Description

Properties

Attack

Special effects

# Armor

## Common

**Type | AC | Strength | Stealth | Weight | Cost**

**Light Armor**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **AC** | **Strength** | **Stealth** | **Weight** | **Cost** |
| **Padded** | 11 + DEX | - | Disadvantage | 8 lb | 5 gp |
| **Leather** | 11 + DEX | - | - | 10 lb | 10 gp |
| **Studded Leather** | 12 + DEX | - | - | 13 lb | 45 gp |

**Medium Armor**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **AC** | **Strength** | **Stealth** | **Weight** | **Cost** |
| **Hide** | 12 + DEX (max2) | - | - | 12 lb | 10 gp |
| **Chain Shirt** | 13 + DEX (max 2) | - | Disadvantage | 45 lb | 50 gp |
| **Spiked Armor** | 14 + DEX (max 2) | - | Disadvantage | 45 lb | 75 gp |
| **Breastplate** | 14 + DEX (max 2) | - | - | 20 lb | 400 gp |
| **Halfplate** | 15 + DEX (max 2) | - | Disadvantage | 40 lb | 750 gp |

**Heavy Armor**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **AC** | **Strength** | **Stealth** | **Weight** | **Cost** |
| **Ring Mail** | 14 | - | Disadvantage | 40 lb | 30 gp |
| **Chain Mail** | 16 | 13 | Disadvantage | 55 lb | 75 gp |
| **Splint** | 17 | 15 | Disadvantage | 60 lb | 200 gp |
| **Plate** | 18 | 15 | Disadvantage | 65 lb | 1500 gp |

**Shield**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **AC** | **Strength** | **Stealth** | **Weight** | **Cost** |
| **Shield** | 2 | - | - | 6 lb | 10 gp |

## Uncommon

## Rare

## Epic

## Legendary

# Locations

## Red Palace

## Middlerun

## Golrok

## Mazur

## Oldtown

## Gnarush

## Ledrok

## Feywyn

# Status

## Slava

### Mazur

### Golrok

### Old Town

### Middlerun

### Red Palace

### Gnarush

### Ledrok

### Feywyn

# Lore

## The Spine of Elandor & Lirael Flow

Legend speaks of Elandor, the first king of the Elves, famous around the world for his courage and kindness. The elves chose him as their king while he was still a baby because he could cure illnesses with his gaze, calm people and take away pains of the soul. He committed his life to doing good, he helped everyone he could and couldn’t stand seeing pain and suffering. Above all else, he was dedicated to justice, so much so that he even put his own son in prison when he found out that he was giving trouble to a Human family in their village. He wanted everyone to know that no one, not even royalty, were above the law.

He didn’t see a difference between the races, even though they were quite obvious. He considered every living creature equally valuable and important for this world, no matter the color, size or race. This was very unusual for an elf, given that they usually consider themselves above the other races, some even going so far as to see the elven race as its own species. Because of this, they didn’t always agree with him, but whenever someone would confront him on his views Elandor would calmly speak and sooth them, opening their minds with his words of profound and pure wisdom, and leaving them with a calm heart and a smile on their face.

When the Orcs discovered the world on the other side of the continent and in it, rich Human villages, they started raiding and pillaging, killing and burning everything in sight. The Humans had only known a peaceful life of farming until then, they were powerless against the threat of the Orc tribes. All they could do is run and seek new places to settle, but the Orcs were never too far behind. Their peace was uncertain and short-lived.

Elandor felt sympathy for the poor Humans. They didn’t have weapons like the Dwarves, nor magic like the Elves. They were as helpless as little children before the terrible, battle-hardened Orcs. He pleaded with his nobles to support him in helping the Humans, but despite his silver tongue no one wanted to go to war with the Orcs for some lower race that was bound to die anyway in a few decades, a mere blink of an eye in the long lives of the Elves. Elandor was desperate. So much blood, so many innocent lives, destroyed with no hope for salvation. He realized that if the wanted to save the Humans, he was going to have to do it himself. He went to Aerendril, the tree of wisdom, and asked it for advice. The tree revealed to him a way to stop the Orcs from invading the Human settlements for good, using an ancient and powerful ritual, but the price was huge… Elandor was a powerful wizard, and he knew that only he could do this.

In the ritual, Elandor took out his spine and threw the vertebrae in a line, stretching from Feywyn all the way to Amaun’s Gift. From the vertebrae, giant mountains arose and pierced the heavens, repelling all evil with the magic imbued in them, and stopping the Orcs. The Humans on the other side were finally at peace. Elandor, the wise Elven king with the heart of gold, had given his life for the good of the Human race.

Lirael, Elandor’s loving wife, was the most beautiful Elf in all of Feywyn. The only thing more beautiful than her face was her heart. They say that her beauty made the Sun rise, that flowers bloomed when she walked past, and that all things became more beautiful in her gaze, as if by magic. Although others didn’t understand Elandor’s love for the lower races, she had always loved him for it and thought that was the most beautiful thing about him.

When Feywyn’s beloved queen found out about her husband’s sacrifice, she was broken. She went to the base of the mountain range made from his spine, and cried for her dear Elandor. She stayed there for a whole year, crying without rest. She cried so much that her tears became a stream. She died of grief where she spent her last year, but her eyes couldn’t stop crying. The stream soon became a river, and an eternal testament to her undying love for her husband.

Many Elves deny this legend, because they would never admit that an Elven king would give his life for a lesser race, but the tale still lives on in Human culture. Many Humans and Halflings pay their respects to the great king by making a pilgrimage to Aerendril, and leaving bones, vials of tears, and silk handkerchiefs, praying for their blessing, love and protection. They say that only those with a pure heart and love for Elandor and Lirael will have a safe passage through Elderbloom Grove.

# Thoughts

KEY CONCEPTS

* **Tone (vibe)** – An easygoing magical adventure, progressively getting more intense.
* **Concept (base of the story)** – finding adventure becomes a search for an ancient artefact.
* **Setting (world rules)** – Middle age-esq world with modern things made in an old way. Magic permeates the world and is a part of nature, but is forbidden in populated places (cities, villages
* **Conflict (enemy side, the story)** – someone will sabotage the heroes in their search, and try to steal the corn. The crazy beggar from the town fair turns out to be a mad wizard who will try to steal their corn after they find it.
* **Include players** – important things for the players:

Trials

Howling dragons – crazy and intelligent