The

Commodian Tales

By

Bean Team

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# Prologue

"Send the civilians to the camps up the road. Use force at your pleasure." The hot sun burns, the smell of smoke, ash, and dirt in the air. Many children scream out for their parents as they are taken away by soldiers in gray uniforms, with a cross insignia on them. A boy with long blonde hair clings to his mother. What looks to be the commander notices this, so he grabs the mother from him, stabbing her abdomen with a shiny and well-crafted blade.

"Mother! No!"

The commander slaps the child, "Down boy. Do you want to end up like her?"

“It’s okay. Please, do what the soldiers want,” the mother pleas to the child while another soldier circles around her, slowly pulling their blade out. The mother holds her side while biting her lip against the pain. It is hard for the child to hear her voice with the screams and cracks of explosions in the distance.

“The city has fallen, the isles are ours!” yells a soldier a few hundred feet away. As the men who are rounding up civilians let out a resounding roar of victory, the encircling soldier slits the mother’s throat as she begs for the child to survive against “them.” The child is frozen with fear, unable to comprehend the atrocities around them.

“The invasion is not over, wipe out the locals, prepare your weapons. The last city awaits to be sieged! The High Lord will have his victory!” Soldiers organize themselves to their positions, others continue slaying civilian adults and dragging children away. The commander pity’s the boy, and moves his fingers through his hair, noticing his ears, “Hmm? An elf? All the way out here? Hehe, perhaps the Marshall may have a use for you after all.” The child, still in shock, neither says anything nor reacts in any form at these events. He is then grabbed and thrown into a carriage nearby, for he is now the property of the Marshall.

# Introduction

Our adventure starts in the year 162 PC. A long and arduous history formed the foundation of what exists today, but the future is easily complex as well. Rumors have spread of a movement plotting change, but are their intentions malicious or benevolent? It is known the current government is run by the rich and powerful, but when will their oppression make the people snap? Their corruption is clear, but something more sinister might be at play, something much older than the current generation would remember, and far more dangerous. Beyond this, the religious sects have become increasingly zealous. How far are they willing to go to achieve their goals, and what may they be? Are you prepared to venture into the isles to discover what sleeps below? How will you traverse through the various conflicts, and what are you willing to do?

# Our Heroes

Shhh

# Chapter 1

A rugged man, named Shep, walks the streets of the village Dalry on Acodela Island looking for tavern. He finds one at the end of one of the main streets, behind a market. He attempts to buy a drink from the bartender, who declares a drink is 5 cp, but Shep bargains to get it to 4 cp. He fails to persuade the bartender and settles for 5. He gets up and sits at an empty table in the corner by a fire.

A druidic looking woman walks amongst the small tent community by the sea. She introduces herself as Samaria to what looks to be homeless people. She reveals her intentions by asking around for the location of stones that glow, called Garnet stones. The folk are unable to help, but offer a drink for the lack of information. Samaria accepts, and the man she is speaking with scoops out the meat and vegetables in his stew and hands the bowl to her, thinking this is a drink. Samaria politely thanks the man and continues into Dalry to seek out information on these precious stones. After a few minutes, she settles on resting in a tavern with a proper drink.

A Yuan-Ti pureblood stands amongst the masses near the docks. He queries a local for the location of the village’s local tavern with the intent of seeking grand adventure. The local points him to where he needs to go, “Go right up this road there, and then take ye a good ole left. Then straight past the market, that’s where it be,” and the pureblood Dannus, heads out.

A blue dragonborn who easily stands out in his attire and blue-ness, named Ord, enters a jewel shop off the docks of Dalry and asks the keeper for the location of a church, if the village has one. The jeweler gives him directions and then attempts to persuade the blue dragonborn to purchase rare gems, but Ord declines. After a quick walk, Ord arrives to a church that looks to be run down and very unfunded. He introduces himself to a priest sitting on a bench, but the priest doesn’t respond. Ord slowly walks up to him until he’s standing over him, and then the priest asks him what he wants, without looking at him. Ord asks the priest if he has any knowledge on the secrets of a rare belief, Danism, and where he may be able to find a way to communicate with his god, Dan. The priest seems shocked that he knows of the belief and gets up into Ord’s space to whisper a location in which he can find the secrets. He mentions the great city of Brasstown to the south, for there is a group of priests who follow the religion in secret. Ord thanks him for the information with 2 gold pieces, and as he leaves he notices two whores walking into the church, and safely assumes they’re for the priest. Ord notices a strong looking man with a weapon holstered standing outside of a stone building. He asks the man for the location of a tavern, and the man responds only by pointing up the road. Ord follows the lead.

A dummy thicc green dragonborn stands in an alleyway watching people walking back and forth in the street. He notices a fat man with two bags of gold walking to the market, so doing what rogues do, the dragonborn Vokrund casually and slyly follows him. The man shops around and is distracted with the items and wares around, and when the moment is right, Vokrund slices one of the bags of gold with high precision, and walks off with a 17 gold profit.

Dannus enters tavern, buys a drink for 4 cp, and sits down. A cat jumps up onto the counter and lays in front of him. Dannus successfully pets it.

Vokrund enters tavern and buys a stew with a drink. A Halfling who looked to be trying to sell something to a few guests nearby tries to sell to Dannus, but is unsuccessful. Vokrund purchases two magic beans from him however, and then goes off to harass Shep.

A guard eventually arrives and sits next to Vokrund, harassing him. Vokrund is able to shake him off, until he eventually returns with one of his pals. Vokrund is able to get them to leave after tricking them into thinking the magic beans he has are super valuable, so they take the bait, eat them, and then head out. As they're about to leave, they turn into two floating heads with multiple eyes, like a mini beholder, and start attacking the people in the tavern. Vokrund is hit with a frost ray immediately and knocked unconscious, and then two civilians at the nearest table are destroyed.

Meanwhile, Ord is arriving to the tavern after hearing screaming and sees one of the creatures in the doorway. He misses his first axe throw.

At the same time, Shep interrogates the Halfling as to how to reverse the power of the bean. The Halfling gives him the answer that 1 more bean will reverse their affects, and 2 more beans will kill it, after having it's right hand chopped off.

Shep informs everyone in the tavern of what he learned and drags the Halfling with him as he enters combat. With the information, Dannus is able to turn one of the creatures back into a guard after forcing a bean down its throat. The Halfling gives Vokrund a dose of the health potion, thus reviving him, and the rest of the fight concludes with more beans being used to kill the creatures/guards.

The beans are so powerful that after consumption, the guard dies mid-sentence.

Samaria arrives as the beans are being "administered". She observes a hunter and dwarf at the table opposite to the characters, and is somehow able to deduce the hunter's life story.

After the fight, some of the characters take the 4 dead bodies and dump them out back of the tavern. The barkeep and hunter warn that the recently widowed baroness of the town will have the group killed when she finds out what happened here, so he suggests they all leave to his house in the woods as soon as possible. While leaving the tavern, the cat Dannus was with follows him outside, and Samaria joins the group. Despite still not yet introducing himself, the hunter asks the group what they are called, and party then name themselves the "Bean Team".