

The Enemy of My Enemy



Many Isles



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Unrest has spread throughout the empire. Threats from the west, such as the Denisians or the powerful Dwarven Empire, have caused the creation of the National Threat Committee. Its members, called nationalists, follow the lead of Beatrice 12 to attempt reforming the Ochebana Empire into a new, stronger state, one that is ready to defend itself against the forces from the west.

This has caused much tumult in the north. Nationalists, under their leader that went in hiding, have been causing great damage to imperial industries. In central Balebu, however, nationalists aren't a problem: the empire still has control over its people. However, dangers from without still exist: the lands have become exceedingly wild, and imperial troops are scattered, attempting to help the many villages in their fight against monsters.

This is the case in Barnup, on the shore of the Lake of Stars. Although there is a large local garrison, only small groups of troops can be sent out to protect surrounding villages, and the military isn't what it was before anymore: almost anyone can join, leading to odd bands indeed.



References

Special items, such as firearms or magic items, are written in *italics*. Their description is found in this document's appendix.

Similarly, monsters are presented in **bold**. Refer to the Monster Manual and Volo's Guide to monsters, or any online tools such as 5eTools, for their stat blocks.

Names of key characters are also shown in **bold**. This means you might not find their stat blocks in the appendix: the names are simply emphasised so you can easily find them.

Rules

This module uses the 5eS system. For more information, see the [Adventurer's Guide to Combat](#) or

explore our website (see at the end of this adventure). You can use any 5eS rulebook, such as the guide mentioned above or the [Starter Guide](#). Also note that this module uses guns: check out the [Short Guide to Firearms](#) for all necessary rules.

Characters

This campaign is designed for about 5 characters of level 5.

Additionally, each character might be equipped with firearms. If a class grants martial ranged weapons, a character may instead choose a pistol or rifle with 30 fitting ammunition. An imperial soldier by default gets a rifle and 40 bullets.

You can use standard 5e races and classes, if you wish. Or you can use Many Isle [races](#) and [classes](#). Due to the fact that the characters are members of the army, their race spectrum likely extends from humans to some elves and gnomes, while their classes are Imperial Soldier, Fighter, Cleric (of Tempus), Gunslinger, Archer, or similar such classes.

Appendix

The appendix contains multiple useful things for the running of this adventure. Here's a short index of what's in there, find it at the bottom of this document.

Appendix A - Firearms

Appendix B - Map

Background

This adventure plays in 224 OW around Barnup, in northern Central Balebu. Although revolts and fighting between imperialists and nationalists are raging on in the far north, here in the more tempered regions, other difficulties are in the hands of the imperial army. The western coast is being ravaged by Denise warships, Holy Dwarven Empire troops, and pirates looting and profiting from the current situation. This means most of the army is occupied on the western and northern shores, which leaves only a skeleton force within the empire to protect the citizens. Roving bands of goblinoids and orcs, as well as wild beasts, have been present for the last dozen years, and been a terrible nuisance.

Although the large garrison buildings at Lakeplace Base, the headquarters of third Brigade (under the 1st Legion of the Central Army), could have held up to 1'000 men, it currently houses only 150, under the command of Major John Thumblerrack. His forces are constantly split up and staggering all around the countryside, going wherever protection is needed. These are hard times on



everyone, and the people are happy about imperial presence.

Ochebanian Society

In the Ochebana Empire, there are two types of social status: military and nobility.

In the military, rank structure goes from lieutenant to captain, major and colonel to general. Soldiers stand under these officer's orders, and do whatever is ordered to be done.

Nobles, meanwhile, are the merchants and slaveholders of the empire. A noble usually lives in a large mansion, with a slave complex near it. He employs his own militia which serves as rule of law in his vicinity. His slaves work the fields or industries, producing whatever is needed.

Although in some places, imperial secret police and noble domination are said to be causing great suffering and discrimination, here imperial rule is looked upon as a boon, the only protection for the people against the many dangers of the wilderness.

Whenever a farmer, or a small rural village, is gifted the presence of a group of soldiers, they do their best to house them and greet them warmly. After all, these soldiers are true heroes, people who give their lives to continually be hiking from one place to another, fighting Tempus knows what, with the constant possibility of death hovering over their heads. Imperial soldiers are truly heroes.

The Characters

The characters are in the midst of this difficult situation of constant fighting against the wilderness. They're the heroes every farmer hopes to see.

As was described in the "Characters" paragraph above, the characters are members of the imperial army, which *does* have a quite strict - although not all-overruling - policy on whom to accept, and who not.

The party, in this adventure, is a group of soldiers who heeded the call of a messenger that had just run from Oftoun to Lakeplace Base. Another messenger had come from Stonehearth, a village three hours to the south of Oftoun, and had relayed a request for military assistance. A well-armed goblinoid clan is posing an important threat to the villagers of Stonehearth. The military party is to join the exhausted messenger in Oftoun and then proceed on to Stonehearth, and investigate the problem.



Part 1 - Travels

Set Off

The party's leaving of Lakeplace Base and their travel to Oftoun, in territory quite close to Barnup and therefore very safe, can be quickly passed over.

You leave the base and walk along the easy trail in between two hills through the sunny and clean landscape southwest of Barnup, following your guide. To your right, the Truhill Mansion and its large windows shine as an epitome of peacefulness and civilization. Ahead, scattered farmsteads across Merla Valley dot the trail to Oftoun.

After one and a half hours or so of marching, the ragtag band reaches Oftoun, a clustered but open village populated by happy citizens.

As you approach the town, bells bang merrily from the rural church in the center of the settlement. People come out of their houses and cheer you on, waving hats and a variety of other things. You walk along the columns of cheering people until you reach the small cobblestone plaza before the church. Two men stand there: one clad in the robes of priest, and a young boy.

The man in the uniform of priest is indeed a priest of Tempus. He's the village's organizer and generally recognized as leader. He's called **Thumborn Sunnyfield**.

Next to him stands a 14 year old boy with curly blonde hair called **Bobby**, and he's from Stonehearth. He just ran from early morning to the base to get some help, but was very tired when he reached Oftoun, which is why the friendly priest had offered to send another messenger. The boy doesn't know much: he'll just say a group of goblinoids moved in ancient ruins up on a hill near the village, which had worried the Stonehearthers.

It's around 4 o'clock now. The boy says that the goblinoids shouldn't be an immediate threat, and the priest gladly offers a place of rest in his house: the party may stay here for the night, or walk on immediately. Choose the fitting paragraphs below depending on their actions.

Priest's Home

The Sunnyfield homestead is two houses away from the main plaza. It's a three-room house with two entrances and large windowless windows. In winter, doors are mounted and window shutters built on.

The central room contains a kitchen, food storage, and large table. Two bedrooms connect to it: the Sunnyfields, the priest and his wife, gladly offer the larger room to the party. It has only three beds, though. Their dinner consists of a large smoking stew, with plenty rich herbs. They also offer an exquisite and delicious Merla Valley wine.

Nightly Problems

About half an hour after the party retires, they suddenly hear a loud female screaming, and heavy boots stomping.

As the characters go investigate, they see the Sunnyfield woman running to her room, dark forms in pursuit. She was attacked by 8 **stirges** as she was collecting the laundry from outside.

The priest thanks the party greatly for their aid in defeating these monsters. The next morning, they're granted a true feast (other villagers donated some of their food as well), and wished on with great thanks. The boy is eager to go, and will quickly lead the party along the small trail to Stonehearth.

The voyage is uneventful, although the characters do notice that the lands seem less clean: lone houses are rare, ruined and burned down shacks are common, and many remains of previously cultivated fields are now lying fallow.

They get to the village safely. Read "Stonehearth", below.

Nighttime Travel

The boy will gladly go now, even though darkness will be quick to come. (in the Many Isles, days are equally long in winter as in summer: there is no axial tilt) Leaving immediately, the party will likely arrive an hour or so after sunset.

You set off, leaving the lovely village of Oftoun behind you and passing over a hill's ridge. You follow a small trail. After a little while, Bobby starts whimpering. His feet hurt, and he's tired from the whole day's activities. The sun is now an orange ball, slowly disappearing beyond a hill's ridge.

Bobby gains two levels of exhaustion, and another for every 20 minutes he's walking by himself. A medium or taller character can carry him under the condition of encumbered, or camp can be built. In any case, they get ambushed.

A sudden deafening hoot hails through the air as a huge form jumps at the party. Bobby shrieks in fear and passes out. An **owlbear** attacks the party, and flees if it can drag off an unconscious character or if it's wounded beyond 40 HP.

If the party continues through the night, they arrive at Stonehearth soon enough, and are given a room by helpful villagers on the outskirts of town. If the characters camp, Bobby regains all his lost exhaustion, and the group arrives freshly in the morning. Read "Stonehearth" below.

Stonehearth

Stonehearth is a prosperous town that has only become a bustling location in the past 30 years, in contrast to the general decline of the area.



The residents of Stonehearth consist mostly of humans and dwarves, with a few firbolgs here and there. The people of Stonehearth are pragmatic and will bitterly defend their town and neighbors if needed. Imperialist racism, especially against dwarves and firbolgs, has caused them to assume this dour attitude around any representants of the empire. But they also need and trust these soldiers, so no open hostility will be shown. They're just a bit distrustful.

You enter a bustling little village. Low wood and thatch houses spread out on all sides, and the sturdy trees of Verey Wood look down upon you from the other side of town. On the village square, in an image very similar to that of Oftoun, stand two men.

One of them is Bobby's father, Tobby. He's clad in loose brown flax fiber garments, much like his son. The other is **lankas Hillborn**, a sturdy shield dwarf. He's a good warrior and wise person, and is looked upon as leader of the settlement in tough situations. He talks to the party in these tones:

Welcome to Stonehearth, soldiers. I, and the others in town, hope you might find an opportunity to benefit us and, in exchange, we might compensate you.

We find ourselves in a bit of troubling circumstances. Some goblins have recently made the Crissant Castle their home. There has been no trouble yet, but, of course, goblins do have a reputation. We would be pleased if you could find out their intentions. The proprietors in town to whom I've spoken so far have been able to offer, collectively, sixty pieces of gold in exchange.

Stonehearth, although a wealthy settlement for the region, would have difficulties gathering up as much as 60 gp. Furthermore, since they are an imperial force, the soldiers aren't supposed to take payment for their services. Make sure your players understand this, and let them act as they want.

After answering any questions the party may have, he points them on their way: he's an efficient person.

Please take your time to prepare. It's not a long trek to the ruins of the Crissant Castle, but you can never be too careful. Head back north out of Stonehearth until you make it to the hills. From there, if you keep an eye to the northwest, you'll soon see the ruins of the castle in the distance.

You should reach your destination within two hours. Should you need to find your way back, head east and follow the forest back to town. Stonehearth thanks you for your help!

The travel to the castle should be eased and uneventful. There aren't many people around in the fields, and occasional sights of wild predators are a sharp contrast to Barnup's surroundings.

Part 2 - Crissant Castle

The castle's ruins lie about a two hour's journey to the northwest of Stonehearth. It was built long ago, and now only ruins remain. See the map in the appendix.

The Castle

Crissant Castle had a square perimeter marked by stone walls. There was a tall cylindrical donjon within the walls. The corners of the palisade met at cylindrical towers. Of the four turrets, only one remains intact. The tops of two of the other turrets lie fallen in the ground. The last of the towers seems to have been crushed down to half of its original height.

The castle's gate is set in the southern wall. The gate takes up nearly half of that wall, both in height and width, but has not opened in many years.

The central keep of Crissant Castle has long since been destroyed, its stones carried off for the construction of houses with a more productive purpose. Only its base outline remains. Of the walls outside, only the southern still stands: the three others are ruined to about half their original height, and loose cobblestones make it easy to climb in.

As you stomp through the last of low bushes and crest the final hill, you see the castle's remains clearly. The small hill upon which it stands is lightly forested, but the trees around the castle have recently been cleared: you can still see their tree stumps. A massive gate stands in a proud-looking wall. However, of the four towers you'd expect on this square keep, only one remains. Two wooden parapets have been constructed in their stead, and wooden reinforcements have similarly been added to the ruined walls on the eastern side.

The Bone Splinter tribe has elected residence in these old ruins, and have made it a fort in its own right. The tribe consists of a dozen goblins and eight hobgoblins, led by the hobgoblin Gruptushai.

They've made quite a residence out of the castle. In the remaining turret, they've made an improvised larder on the first floor, a children's room on the second, and a shrine to Bagrivyek on the third: it's a tattered black banner with a golden eagle painted upon it.

The Bone Splinters work hand in hand, with hobgoblins helping goblins whenever possible. Due to the dire situation, there are no castes: everyone does whatever is needed, and Gruptushai coordinates the whole.

At any time during the day, there are two goblins on the wall and a hobgoblin in the intact turret. All others are asleep in the two tents. During the night, there is a similar amount of guards, but six hobgoblins and ten goblins form two hunter/gatherer groups, going out to collect materials necessary to support the camp.



If the characters approach openly, a voice calls out in rough common:

Who are you, what do you want here? Go away if you can!

If asking for a discussion, the goblinoids will eventually let the party enter and talk to Gruptushai. See "Parley" below.

Attack

The party may choose to attack the fortification. In that case, a bell rings loudly from within the tower, and the **hobgoblin** in there starts firing at the party with his rifle. Within four rounds, ten goblins ring the walls, and two more stand atop each wooden tower. The seven remaining hobgoblins, including their leader, stand by the leeway in the big doors.

If the party starts firing back at the hobgoblin up top, or starts storming the castle, Gruptushai calls for a parley, and orders his troops to stop firing. People powerful enough to attack this stronghold might be powerful enough to attack his enemies.

With the rifle, the Bone Splinters only have 8 bullets. Otherwise, they use standard weapons.

If the party kills the goblins, information about the state of Undercavern and the kobolds will be found in Gruptushai's war room, in the remains of the central keep. The war room has maps of how to get to Undercavern from Crissant Castle, maps of Undercavern's layout, as well as strategies that Gruptushai has been considering for how to assault their home.

The party may also try to sneak in over the walls. In that case, they should make a DC 9 Acrobatics check to get to the top. From there, they can survey the entire castle: however, Stealth rolls should be necessary before and after climbing because of the goblins patrolling the walls.

Should the party make their way to the undamaged turret without being detected, they'll be out of sight of the sentinels but in earshot of the hobgoblin up top. Similarly, if they go to the central keep, they might find Gruptushai working on maps and battle plans. If they can find a way to neutralize him, they'll be able to learn about the location of Undercavern and the kobolds here.

There are two large tents next to the central keep. In there, on a few filthy rags, sleep the hobgoblins and goblins. Gruptushai sleeps on some rags beneath his desk. Remember that the goblinoids sleep during the day.

Parley

Gruptushai would like talking to the party instead of fighting them. The Bone Splinters have been having a

hard time, and a fight with imperial troops is in no way of their interest. Plus, they also need imperial help.

If the party is willing to talk with Gruptushai, he will explain the situation from the goblins perspective. They want to return to their home in Undercavern, a place some hour's march to the west, but can't because of newly organized kobolds that chased them from there. A goblin claims to have seen a dragon with the kobolds, but she is known to exaggerate frequently.

Gruptushai will not make promises of payment. He's convinced that if the kobolds haven't looted what they had in Undercavern, the party will do so. Gruptushai is content to get his home back.

Onward

Now, after parley or just ruthless killing of everyone, the party should know that

- The Bone Splinters want(ed) to return to Undercavern
- The location of Undercavern
- Kobolds rule Undercavern now

The party might decide to return to Stonehearth, with the good news that the goblinoids aren't planning on raids as of now. This would suffice for Iankans Hillborn to grudgingly pay them (if they unlawfully insist on payment), although he would prefer if the party found out how a group of kobolds could chase away a tribe of goblinoids. If the party still says they're done, then congratulations, they've investigated some goblinoids!

Travel to Undercavern

The place isn't too hard to find. Walking west along the rolling hills of the region, the party eventually stumbles upon a large circus. A stream flows down from the hills and down into a ridge in the middle of a green field. This is Undercavern.

Part 3 - Undercavern

As the party approaches, read:

You walk forward to the roar of the waterfall, reaching the dark gash in the ground. It would be an idyllic scene, if not for the rotting goblin corpses lying around. While most have been carelessly strewn about, several have been pitched upright on broken branches to form a macabre warning.

Beyond the dark ridge are multiple low-slung round dry grass huts, the original Bone Splinter settlement. Many of the houses are now burned to the ground, and there is nothing next to dark goblin blood here. The grainplant fields to the south of the village are similarly devastated. The kobolds, to their liking, seem to have elected residence in the caverns themselves.

Use the map found in the appendix.



Entering Undercavern

The pathway that corkscrews around the outside edge of the pit can easily be seen from the top edge. Moisture from the waterfall flowing into this pit causes the pathway to be slick. With a DC 12 Perception check (or a passive perception meeting this DC), the characters will notice a rope ladder descending to the path held into the earth with a few rusty pitons. If a character decides to try to jump from the top of the pit to the pathway, they must succeed on a DC 14 Acrobatics check or take 1d6 of bludgeoning damage as they slip and fall.

On the side of this pathway which is closest to the waterfall is a safety railing sized for goblins. Roughly halfway down the 60 foot pathway there is a tunnel leading to the first level of Undercavern. This tunnel is unlit and extends about 40 feet, but the slight curvature makes it impossible to see the first antechamber.

At the bottom of the 30 foot descent, there is a small landing with another tunnel leading into the second level of Undercavern. This tunnel extends for a longer distance and, again, is unlit. The landing leading into this tunnel is about a foot above the current water level.

Just past the tunnel entrance to the first level of Undercavern and about eight feet above the path itself, there is a hole in the wall of the sinkhole. Inside, there are two watchful winged kobolds (**urds**). Vision of this hole is obscured by a stone resting in front, but a successful DC 16 Perception check will reveal its presence.

In addition to alerting the other kobolds of intruders, these kobolds cleverly use the stone covering their hole as a weapon against the characters. Once the party has passed by their location, both kobolds will push the stone out onto the pathway. From there, the safety railing keeps the stone on the path and gravity works to turn the stone into a dangerous trap to be avoided. If the stone should hit one of the adventurers, they will take 2d6 bludgeoning damage.

Players are likely to get creative here. Be ready for surprises! They can jump into the water, hang from the railing, try to block the stone, or do anything else. Require medium-difficulty saving throws or ability checks for them to succeed in their goals, and be ready to dish out some inspiration! Or just look on as they run into a tunnel and watch the stone crash through some railing and plummet into the water below.

First Level

The first corridor that extends from the pathway leads into the first level of Undercavern.

Hallway

Just like the rest of Undercavern, it is unlit. Medium creatures need to squeeze to walk through it. However,

a metal rod can be seen attached to the roof of this low tunnel. Close inspection reveals moisture clinging to it.

Antechamber

The rod continues along the ceiling through the antechamber into the room to the south. Faint noises can be heard from the Fungal Farm, and a putrid stench emanates from the Carrion Crawler Cribbs.

Fungal Farm

The metal rod splits here into multiple smaller rods, distributing moisture over the entire area. The ground is covered in growing fungus. 5 **kobolds** are at work here, along with a **kobold scale sorcerer**. They will surrender if three kobolds or the scale sorcerer is dead, and will flee earlier if given the opportunity to do so. They will turn against the party as soon as the characters encounter their boss.

Carrion Crawler Cribbs

This room contains a young **carrion crawler** in a cage made of wood and vines. The floor is covered in carrion crawler larvae. Most of these will die before reaching maturity, but this new brood changes the dark stone floor to a mottled black and white color.

If a player attempts to walk through the room, the larvae will begin climbing their boots and pants. While their bites are harmless, characters must succeed on a DC 13 Constitution saving throw at the start of each of their turns or be paralyzed for 1 minute.

Second Level

This is the main camp of the kobolds and their mistress. The first level serves only to produce food; similarly, under goblinoid occupation, only the second level was used as a last-ditch defence in case of attack.

Keep track of which kobolds are where as the party advances. It's important for the final battle, when all those left behind will fall on the party's rear.

Hallways

The entrance to the second level of Undercavern is a thick network of tunnels. There is an obvious tunnel, in which no medium creature needs to squeeze, that leads straight ahead. The rest are small corridors used by goblins for skirmishing in case of attack. Now, there are only three **kobold** guards here. They will not attack and attempt to remain hidden. They'll follow the party and attack them if a fight breaks out.

Refuse Pit

This is where the kobolds go in case they need to take a dump. It stinks.



Antechamber

This room is divided in two by a 5-foot bump. This is supposed to be a defensive element. Now, there are two **kobolds** at the other end of the room, and they flee to the lair as soon as they spot intruders.

Kobold Room

Here is where the kobolds get any rest they need. There's nine **kobolds** and two **dragonshields** here: if they heard of the party's approach, they're all hiding wherever possible: beneath some rags, on the ceiling, behind a pile of rubble. They can be discovered with a DC 15 Perception check, or any searching done. If they are found, the two dragonshields jump to the end of the room and shout insults at the party, challenging them to a fight. Meanwhile, all the others flee to the best of their ability to the Lair.

Work Room

This place now serves as a workshop to fabricate tools and weapons for the kobolds. Earlier, it was used for the same purpose by goblinoids, so there's some good tools here.

If no warning was given, there are 6 **kobolds** and 2 **urds** here. If there was a warning, the kobolds are hiding behind a workbench, and the urds are clinging to the ceiling. Any search of the room reveals the kobolds: in that case, one engages each character, whilst the remaining ones and the urds flee to the Lair.

Lair

This grand cave, originally intended as barracks for the entire Bone Splinter tribe in case of attack, is now the lair of the kobold's leader: Fierarkin, a **young red dragon**. She's the one who united the kobolds against the goblin enemy.

How is she here?

Some witty players might wonder how Fierarkin got into this squeezed cave in the first place. Well, she came in through a passage dug by her followers, which since has collapsed - the kobolds are working to restore it this very moment.

Her small hoard lies to the south of the room. On the eastern wall, five **kobolds** have been digging an exit route which is near completion.

As the party enters, read:

Welcome to my humble abode, puny creatures. I hope the comfortable warmth of this place may encourage you to stay - forever!

Fierarkin then sends a wave of flame at the party. Combat begins!

Battle

Keep track of time (rounds) in this fight.

There is Fierarkin in the middle of the room. The five digging kobolds do not come down to help: they're going through loose dirt right now, and are sure to make it through quite soon. All the kobolds left behind in the Second Level will come forth, however, and squeeze in the party between a fiery breath and pointed spears.

The kobolds digging up top will be done in two rounds, at initiative 1. If they are killed or removed, other kobolds will take their place. As soon as they are done, on Fierarkin's initiative, she runs up the 20-foot high slope and bursts through into the light outside - turning down to spew fire as soon as possible. The second phase of combat begins.

Second Phase

This phase begins when Fierarkin exits the lair.

As soon as this starts, all remaining kobolds below flee, leaving any dragonshields behind to slow down the party. The kobolds that were digging stand on all sides of the passage and hurl rocks down (+2 to hit against dAC only, 2d6 bludgeoning). Meanwhile, a hunting party comes back from Verrey Woods and joins the kobolds on the surface. Any remaining kobolds from the First Level also join in the party.

The slope going up from the lair requires two throws to beat. Each throw is a DC 15 Acrobatics check and requires an action. Movement cannot be used to go upward. Furthermore, whenever a character is hit by a stone while on the slope, they must succeed on a DC 18 Strength or Dexterity save or fall back down to the ground, taking another 1d6 bludgeoning damage.

Next to any dragonshields left back, the entire Undercavern is empty.

The rope ladder has been removed. The 10 foot wall can be climbed using a DC 18 Acrobatics check and an action. Of course, urds bombard the characters from above, and Fierarkin spews fire into the Lair or the pit, whichever does more damage.

The joining hunting party is 5 **kobolds** and a **kobold scale sorcerer** with *cure wounds* in his spell list: he uses all his slots as quickly as possible to heal Fierarkin.

How the party gets out of the Undercavern, they must see. No kobolds flee, and they are prepared to keep up a siege as long as necessary to kill of the party. Fierarkin remains until reduced to 50 HP or less: she then flies off with a lifelong grudge against the party, abandoning her kobolds. They flee to the forest as soon as their mistress flies off.

Conclusion

The kobolds are driven off, and will not return anytime soon. There is no danger left for the region from the red dragon, although she may well come back for revenge.



The Bone Splinters

The party may choose to go see the goblinoids in Crissant Castle. They are welcomed openly, and Gruptushai eagerly asks whether they succeeded. As soon as the tribe is informed of Undercavern being free again, the goblinoids start making preparations to return. They've got to grow some quick crops before winter, after all.

If asked, they promise not to attack Stonehearth.

Stonehearth

Upon the party's return, Iankas Hillborn will be horrified to hear of a dragon having been in the region. He'll gladly pay the party if they do demand payment, and wishes them well on their way.

Conclusion's Conclusion

You walk off into the setting sun, birds chirping happily around you. Everything is very peaceful, and you take pride in your achievements. As you hear people of Stonehearth cheering in the distance, you realize - you are truly heroes.



Thanks to You!!

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Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.

It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

Find us on the subreddit of [Many Isles](#), or for great RPG content on [Patreon](#), or even for worldbuilding on [Karte-Caedras](#)!

Special thanks to u/TheCoolestSteve



Appendix A

Here some of the firearms that can be used during this adventure. They are Cards Game cards: find rules on how to use them in the [Starter Guide](#) or in the [Adventurer's Guide to Firearms](#), and get them all [here](#)!

Basic Object
Simple Firearm

250 gp

Piercing

2d12

0

:24

0

Pistol

Standard issue for the army.
Range: 90 ft, Ammunition (Handgun Bullets), 5 shots, reload 1, crit 2
2 lb.



Simple Object
Simple Firearm

600 gp

Piercing

4d12

0

:26

0

Basic Rifle

Standard-issue rifle, for any soldiery.
Range: 240 ft, Ammunition (Bullets), loading 1, two-handed, crit 2
18 lb.



Advanced Object
Simple Firearm

500 gp

Piercing

2d12

-1

:23

0

Musket

The oldest of the firearms, and the one used by most.
Range: 40/120ft, Ammunition (Bullets), reload 1, two-handed, crit +2
10 lb.



Epic Object
Simple Firearm

300 gp

Piercing

1d8

0

:24

0

Ochebanian Standard Pistol

Originally crafted by the RDAWC for the ochebanian army, it was later on made by Armuria or the empire itself. A small weapon, issued to almost all soldiers during the Orc Wars and later.
Range: 20/80ft, Ammunition (Handgun Bullets), 5 shots, reload 1, crit +1
1 lb.





Appendix B

The map below's scale is of 1 square=5 feet.

Undercavern

