

RUNNING AWAY...

Az'gonad. That's how they call themselves. Our heroes have faced a foe they were not expecting. This kind of force is rises up once in a millenia. And now, fearing for their lives, they are trying to return back to the Republic, to notify someone, tell them of the rising threat from the kingdom of Laegliona.

A PROPHETY

The group is trying to circumvent the threat and cross through the northern mountains. There, the Frost goddess [Auril](#) called for Mayrun, and told him of her prophecy:

Mayrun walks towards the edge of the cliff and feel an immense force pulling him. He barely stops at the edge of the cliff, with one leg midair. He sees flashing images in front of his eyes: A white storm, desert filled with white. Hills upon hills of snow. Then, a small village, ice-walled huts scattered here and there... You can see from the outside, in one of them, there's a dim light flickering. As you approach closer, a huge gust of air bursts from within, the flame goes wild now. One second it's huge the other one is so small, as if going to fade away. The storm coming out from the hut is so strong you barely hold it together not to be blown away with it.

"Your fate... Little one. Your fate is cloudy as the eye of the storm. A storm that is fast approaching

Hale is coming. A blizzard.. Defence, attack. Chaos, order, all at once."

THE MOUNTAINS

The PCs are travelling the mountains and need to start climbing down to a plain so they can start heading somewhere safer than the outreaches of Laegliona.

From the mountains they are hiking on, they can now see each night the rivers of souls snaking from all around the plains below them, further inland, towards the horizon to the capital. [Sound](#)

You are hiking for a few days now, over the tops of the mountains, walking by day to cover distance and seeking shelter at night to hide from the freezing winds. When guarding at night, you can clearly see the streams of spirits snaking to the horizon. Streams and streams like a giant waterway. And there, in the distance, like in the eye of the storm, you notice the ominous visage of the parasite castle grappling the capital of Laegliona.

In the day, the harsh terrain strains your muscles, aching. Your surrounding is treacherous and the ground is easily shakable. One small step leads to an endless fall to one's doom.

You find patches of snow here and there. The air is chilly and crisp. You are not equipped for this kind of journey and the chill seeps into your bones. It is getting colder. More than usual.

You are looking for a way out of these mountains. It's not the path you would've chosen, but any other way is too risky these days and will most likely will meet you with your faith sooner rather than later.

אתם צועדים כבר מספר ימים על רכס ההרים. צועדים ביום ומחפשים ממחסה בלילה, להתחבא מהבריות הקפואה כאן למעלה בהרים. במהלך השמירות בלילה, אתם רואים בבירור את נהרות הנשומות, מתנהשות אל עבר האופק, ורומים על גבי זרים, כמו רשת נהרות עצומה. ושם באופק, כמו בעין הסערה, אתם מבחינים במראה המחריד של הטירה הטרילה מעל הבירה של גלגולינה.
ביום, ההליכה על ההרים放大 את השරירים הכאבים שלכם. הסביבה שלהם מסוכנת והאדמה מאוד לא יציבה. צעד אחד בכיוון הלא נכון יוביל לנפילה אובדנית.
אתם מוציאים איזורי שלג קטנים פה ושם. האויר קר מאד. אתם לא מצודים למגע כזה והקור חודר אליכם לעצמות. עם כל שעה שעוברת, נהייה קר יותר ויותר. יותר מהאמור.
אתם ממחפשים דרך יציאה מההרים. זו לא הדרך שהיתה בוחרים, אבל כל דרך אחרת מסוכנת מדי בימים אלו ולרוב תפגיש אתכם עם גורלם מוקדם יותר מהצפוי.

They walk for a few days through the mountains, until they stumble upon a small (Barbarian) Female Gnome named [Lydia Stoutwick](#). She's awfully perky and always has a good mood, even in dire circumstances. She's stuck with her cart of mushrooms in the mountains and is trying to take it out of a ditch. The cart is led by a pony named [Venn](#). The cart contains un unusually large amount of shoes she's trying to sell.

Lydia has dark brown hair with pink stripes, quite a few scars on my arms and one most noticeably down her jaw and the side of my neck.

ליידי היא גנוית בעלת שיער שחור עם פסים ורודים, מספר מכובד של צלקות על הידיים ואחת מאוד בולטת מתחתיה בצד השפה וירדה עד לצוואר.

PCs must succeed a 15 DC STR check to take out the cart, or try fixing it in any reasonable manner.



ENCOUNTER

A few moments after the PCs successfully manage to push the cart out of the ditch, talk to Lydia a bit, 6 [Wolves](#) and a [Dire Wolf](#) attacks them.

THE VOYAGE NORTH

Few days pass of a very slow walk in the mountains. Walking in the general direction of where you think Abluevine is. It is a late afternoon hour, Yara is leading the way, scouting. Trying to see if she notices anything in the distance.

Yara walk past a turn you've been aiming at for hours. And there, the sight of a bay is discovered before your eyes, with slow smoke rising from various chimneys in the distance and a cluster of ships docking in the bay.

מספר ימים של הליכה איטית חולפים. אתם הולכים בכיוון הכללי של איפה שאתם מאמינים שנמצאת אלבווין. כעת, זה אחד-צדדים מאוחה. יארה מובילת את הדרכך. מנסה למצוא יציאה באופק. יארה עוברת על גבי פניה שהתקוננת לפיה במשך שעות, ונגלת לפנייכם מפרץ גדול עם מבנים בקצתו וyarah וואה. עשו עולה מרובות המבנים ומספר ספינות עוגנות בפתח.

The PCs can decide to flee out of the continent, as it is now filled with forces threatening to turn every living thing into a spirit and gather them under one large army. In this case, they might seek a way out of Midplane, either trying to lease a ship (which will cost about **1,000 gp**) or convince some ship to take them under their wing and drop them in a dinghy (Sells for about **100 gp**) in the middle of the route.

This journey, if the group decides on taking, is a treacherous one. They will have to find a port town and from there sail somewhere. Mayrun got a prophecy hinting something in the north is waiting for him. He might be willing to investigate further, leaving everything behind. Either way, it will eventually come to a group decision which will determine if they are leaving their past lives behind for now, or trying to face the threat headlong and aid The Republic in surviving the upcoming conflict.

PARALOR BAY

Not far from Deepfathom, Paralor bay is a place of little visit for tourist. It's more of a trade post rather than a tourist attraction. It is here that goods are being transported in large quantities to other parts of Midplane. [Sound](#).

You reach the outskirts of the town. A hideous smell meets your nostrils. The smell of fish, seafood and mostly salty waters. It seems like this town isn't for comfort rather for practical purposes.

To your left and right you see ragged wooden one-story buildings, with wet and rotting wooden planks acting as walls. They seem like these buildings will remain such as long as they are still serving their purpose.

Straight in front of you, about 900 feet ahead, you see a cluster of ships in various sizes, flying many different colors, docking by the deck of the harbour in various states of loading or unloading.

People going about here and there for their business, giving no mind to you. It seems like they are unaware of the troubles awaiting their region.

אתם מגעים לפאתי העיירה. ריח נוראי פוגש את אפיקם. הריח של דגים, מאכלים ובעיקר ריח של מי ים. נראה כי עיירה זו אינה עיררת נוחות, אלא מתמקדת יותר בתכליות פרקטיות. שורות קירות של בתים נמוכי קומה בעלי קומה אחת, הבנויים מפיסות עץ רקובות בתוכן קירות נראות שמבנים אלו ישארו במצב הזה כל עוד הם עדיין מתפקדים. ישר לפניכם, בערך 300 מטר מלפנים, האם רואים אגד של ספינות בגדרים שונים, מניפות דגליים שונים, חונאות בפתחם של שלבים שונים של טעינה ופריקה. אנשים הולכים מפה לשם בעסקיהם, לא מתייחסים אליכם כלל. נראה שהם לא מודעים לעדרה שקרבה על איורום.

The PCs will eventually reach here, after travelling the mountains. They find themselves amongst a small town which most of it is dedicated to maintaining the port. It will mostly have stores for fishing and naval supplies and transportation. There are few businesses here that transport goods to and from various other ports all around the Republic:

- Port Nard (Part of the kingdom of Glednard)
- Port Dumbeek (At the southern bay area of Laegliona)
- The Western Port (At the Eastern Fronts)

SHOPS AT THE BAY (RURAL LOCALE)

There are few shops here, as people need to resupply before and after journeys. There are basic stores here and there and not a lot of customers.

- **The Half Rotted Fish** (Local Pub) - Thellise Armstrong (Young Human Female) Kind and generous woman.
- **General Store** - Broag (Half Orc)
- **Adventuring Supplies** - Kassie (Human Female)
- **Fishing Supplies** - Nook (Old Human Male) - Contains various rods (from 5s to 5g with 10s steps). Contains baits (3s ea.), hooks (3s ea.) and nets (1g ea.).

THE LOCALS ([NAMES](#))

There are locals here. Most of them are working in the docks. Various others in the shops aforementioned. They are hard working people and don't greet newcomers very well. Moreover, they find it hard to believe the stories these unknown travelers are telling them.

ADVENTURE AT SEA

The PCs have decided to flee. This journey will take them wherever they choose, preferably North, following the prophecy. But they are free to choose wherever they want. They are given a map, larger than what they currently have, and are free to choose wherever their next destination is.

When they board a ship, they must be assigned with predefined roles. There are no free meals in this trip and everyone must earn their living.

- Carpenter
 - Gunner
 - Doctor
 - Cook
- Durint their journey at sea, it is trecherous. No one of them have ever been on a ship before and their stomachs are hard to adjust to the notion of a rocking ship. Every day at sea, they must make a **DC 12 CON** saving throw to see if they can stand today's journey at sea.

The journey will last no more than 3 days. The PCs can decide to drop in the middle of the sea if they wish and make their own journey, but it is up to them.

During their travels, they are met with one of the following encounters (Roll 1d4 to decide):

1. A huge whale banging the ship
2. A pirate ship attacks their ship
3. They stumble upon a wrecked ship
4. A storm starts striking the ship, breaking the masts

The players have to eal with the situation and either battle their way through, escape or be creative how to take advantage of the situation.

GOING TO WARN THE REPUBLIC

After spending some time at Paralar Bay, with Mayrun trying to convince the group to abandon everything and just running away on a ship, the party might decide to go warn the Republic and maybe gain something out ofit. It's risky but might be worth it.

Lydia asks the group if they would like to join her and **visit** her dad's shoe workshop. It's just Northern of Whitesparrow by Red Water Lake in the town of **Winkletop**.

A CLOSE ENCOUNTER

On the way back, the group stumbles upon a rotual performed by a band of 3 **shadows** and a **necromancer** which they can either try and sneak past (with Lydia performing stealth with disadvantage as she is still with her shoe cart) or try and fight them.

Once you continue a bit further, you are now in a flat land approaching the town of Deepfathom. You can see its giant drill contraption from a distance and see the houses clearer as you approach.

You see a river of blueish ghosts snaking from the town of maybe 50 ghosts. It's hard to count.

At the end of the flow, you notice a hooded figure walking in a rearguarding position. But then, instead of continuing with the entire line of ghosts, you notice the figure stops, and with it 3 of the ghosts.

כאמור אתם מתקדמים טעט, אתם כרגע צועדים על אדמה שטוחה, מתקבבים לעיריה דיפפה'ום, אתם מבחינים מרוחק במקדה הענק ואתם בתו העיריה מרוחק.
אתם רואים נדר של נסימות כחולות מתנהשות להן מתח העיריה. בערך כ-50 רוחות זה קשה לספור.
בסוף הורם, אתם מבחינים בדמותם עם ברדס הולכת במאסף.
אך לאחר מספר שניית, במקומם להמשיך יחד עם הקבוצה,
הדמות נעלמת ואיתה עוד 3 רוחות.

BACK TO ABLUVINE

The PCs may decide to head back to the mainland and warn the Republic, while on the way either to Winkletop or straight back to Abluvine. It was initially attacked by the Az'gonad but was repelled and now the remains of the Republic has started gathering the army to confront this threat. The PCs encounter a half-ruined city and rows of troops either training, resting or transferring gear from here to there.

When you reach the city, at first glance , it seems that nothing has changed. The city still looks half ruined as it was the last time you've visited it. But upon a closer look, it seems that several things are off:

The walls are shattered in places, the side of the mountain collapsed and the tower is no longer visible from the distance. The water buckets coming in and out of the lake are not there and there is a disturbing stillness to the city. The sorrounding landscape has become barren. The lively marsh sorrounding the city is no more. Now, a barren ashen land rules the sorrounding of the magestic rocky city.



You notice rows upon rows of soldiers training with thrashing and piercing. You see a large portion of the land has been dedicated for tents to host this army. You hear the sounds of swords clashing, the murmur of conversation, the shouts of commands. It seems like whatever hit the city hit it hard enough to amass this kind of army.

כאשר אתם מגיעים לעיר, במבט ראשון נראה כאלו דבר לא השתנה. העיר עצה נראית חצי הרוסה ויישנה בדיון כמו שהיא נראתה בפעם הקודמת. אבל בהתבוננות מעמיקה יותר, אתם מבחינים שהוא לא כ汐ה: החרומות מנופצות במקומות מסוימים, על עלי הדר קרסה על העיר והגדל לא נראה יותר ממרחיק. דליים השואבים מים מהאגם אינם שם ודממה מטירה אופפת את העיר. סביבתה, שהיתה ביצה מוסטת לפני כן, כעת שמה יבשה שוררת סכיב העיר על האבן המאסיבית מתחת העיר, אתם מבחינים בשוררת על גבי שורות של חיילים מתאימים, משספינים ודוקרים. אתם רואים שהלך נבד מהתהדרה מוקדש להקמת שורות של אוהלים, לשיכון כל הנבואה הזה. אתם שומעים את קולות ההרבות ונפשות, את המהום והשיהם וצעקה הפקדות נראה כי מה שפגע בעיר, פגע קשה מספיק כדי לזמן צבא כזה.

They approach the army below the city. There is no one actually preventing them entrance to the encampment because of the sheer mess this base is.

They walk among the soldiers training, between the tents, inside the cacophony which is a military base. All the soldiers are human. They look very suspiciously at the group striding amongst them.

It takes a bit of time until a **large brutish figure** stands from beside his tent and calls them:

"Oi! I don't remember the Republic enlisted circus freaks now. Well, it seems we're doomed fellas." Then his friends laugh.

The large figure is **Dora**, and with him sit an additional 5 soldiers. The PCs can either ignore him or engage the others in a fist fight. In this case, Dora has **2d4** damage for each fist, which he deals twice for each turn.

If the PCs decide to ignore him, he continues to shout insults at them as they are getting away. If they confront him, a large crowd starts to form in a circle surrounding them. after 4 turns, a commander comes to stop the fight.

THE HIGH COMMAND

The PCs can try and approach the high command anyway, but if not, commander **Fynn Tremor** approaches them in any excuse and try and talk with them.

He will probably try to understand who are they and what are they doing here. He will eventually meet them with **Milliam** which will vouch for them. **Garyeras** is also there. Together, with additional other officers, they are the high command of this military encampment which is the forward training base to stop the attack.

The PCs needs to offer some ideas what should they do to aid the military if they wish. They can offer intelligence or just plainly run away, as they are powerless in the face of such powerful adversaries.

