

The Curse of Valboro Island

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1 Introduction

Background

Valboro is an island three days sailing off the Sword Coast from Neverwinter port. The people of Valboro are an inclusive and welcoming society of mostly half-elves. The Valborians are a peaceful society of skillful artisans, farmers, with a rich culture of knowledge, wisdom, and fair commerce. Valborians have managed to remain at peace for generations because they favor diplomacy and economic arrangements over any kind of conflict.

The island of Valboro is divided into east and west by the Borian mountain range, with the Boro river running through. To the east, the Valborians enjoy a very fertile land full of resources, perfect for farming, logging and mining. The weather and temperature on the eastern side of the island is almost supernatural in its balance, almost as if the gods had designed it as a utopia.

Very little is known about the western side of the island. It is known as the Abruhan wastelands, It comprises mostly barren wastelands and swamps. The weather is constantly hostile and ever forming dark clouds prevent any sunlight from reaching this side of the island. Few Valborians or others ever venture into the western region since the local Abruhanis tend to be xenophobic and generally hostile towards outsiders.

Due to the limited contact between the two, the Valborians and the Abruhanis have maintained somewhat peaceful relations for over a century. However, recent troubling rumors of the Abruhanis incursions into the Valborian territory have begun to surface. Rumors include strange sightings of Abruhanis, kidnappings of Valborians, piracy interfering with commerce.

Overview

Todo

Adventure Hook

Farzaren Sylris, son of Engelor Sylris, is a Valborian noble and trader overseeing a shipment of wine in the city of Neverwinter. The Sylris family own a successful vineyard producing Valborian native Boro wine, and are a wealthy and influential family in the Valborian government. Having successfully negotiated a trade deal with a local Neverwinter wine supplier, Farzaren can be found celebrating in a local tavern. Farzaren is a typical wealthy flamboyant noble who

generously offers to pay for any client's tab (adventurer's interaction with Farzaren triggers the hook). The atmosphere in the tavern quickly turns from celebration to despair when Farzaren's associate Alkath informs Farzaren with news from his home island of Valboro that his beloved younger sister Tamrina has gone missing for days.

Escort Farzaren back to Valboro Island: Threatened by this latest revelation, Farzaren recruits the adventurers to escort him on his voyage back to his native island of Valboro, offering them 100gp, and possibly more upon arrival if they choose to investigate Tamrina's disappearance. Farzaren has the means to pay up to 25gp upfront if the adventurers can convince him with a successful DC 15 persuasion check.



Figure 1: The map of Valboro Island

2 Travel to Valboro

Upon agreeing to escort Farzaren to Valboro, the adventurers are expected to meet Farzaren at the docks to board a medium-sized sailship for the trip. The crew consists of Farzaren, the ship's captain (Half-Orc Elf named Alkath), and four deckhands (Gibnor, Tobferd, Radlael, Occar). The ship's cargo consist of gold (heavily guarded), fabrics, materials, various tools, equipment, food and water. The ship's crew is not well trained in combat, therefore, in the face of any threat, they will prefer to negotiate a way out or hide. The adventurers will be expected to handle any security concerns encountered on the voyage there.

Farzaren is aware of the issues that trouble his native island but is less willing to discuss them with the crew. Players can attempt an insight check to determine that he is being secretive about the details of this trip, his family, and his homeland.

Pirate Ambush

After two and a half days of sailing, the ship finally approaches the island of Valboro. The city lights of Aleytheas are visible over the horizon as the sun sets behind the island's Borian mountain range. Once the sun sets over the horizon, the wind and sea suddenly calms down as strange fog slowly rolls in, bringing the ship's movement to a stand still. Given the lack of momentum, the captain orders the deckhands to drop anchor and hold position for the night. As the crew drops anchor, raises the sails, and performs all necessary remaining tasks, dusk turns to night and the crew gathers in the galley for dinner.

The atmosphere on the ship is somewhat tense given the unusual circumstances. The sea is so calm, no usual creaking sound of the wooden ship can be heard. Farzaren nervously tries to convince the players that the situation is normal, but a successful insight check from a player reveals his trepidation about the situation.

While the crew is having dinner and telling tales in the galley, an Abruhan ship creeps up to the ship and four **Abruhan pirates** sneak on board the ship (sneak ability check). Some players may choose to remain on deck to stand watch. Due to the darkness and calmness of the sea, a DC 20 perception check is required to see or hear the Abruhan ship approach. Characters with dark vision do not have any advantage because the Abruhan have darkness ability which obscures all light and vision. The Abruhan ship should appear only as a large shadow to those with dark vision. Any player that fails the passive perception check for the sneaking pirates is surprised, (they skip their first round).

The ship is about 20ft wide by 40ft long. A small ladder connects the deck to the galley below. The galley contains crates and barrels of goods being shipped, including dining tables so movement is more restricted. The captain is in his quarters sleeping and the crew, when confronted with the pirates, choose to run and find cover.

When three **pirates** have been defeated, the fourth pirate attempts to escape back onto the Abruhan ship. When the **pirates** die, they vanish into a dark gray smoke leaving no

remains behind. The **Abruhan pirates** carry tiny vials of deadly poison they use on themselves, causing instant death, in the event they get captured. The players should not be able to get any information from the Abruhanis themselves.

In the unlikely event that the **Abruhan pirates** defeat the players, Farzaren and one of the deckhands get abducted by the Abruhan and brought aboard their ship. The players get stabilized and healed by the remaining crew. When they wake, they realize what has transpired.

Developments

At this point, assuming he hasn't been captured, the players may want to question Farzaren about how much he knows about the situation. Farzaren knows and reveals:

- The general history between the Valborians and the Abruhan (review the background section) although he is unclear about many of the details.
- The escalating tensions between their peoples, a fact Farzaren chose not to disclose to not hinder trade or discourage players from embarking with him.
- The Abruhan are not interested in any of the cargo aboard the ship.
- Farzaren theorizes they are after him and possibly appear to be linked to the recent kidnapping of his sister Tamrina.

Once the Abruhan ship departs, the fog slowly begins to recede, and a light breeze begins to rock the ship ever so slightly. Because of the events that have occurred, the captain decides it's best to stay the night, and wait for morning to sail into port Aleytheas. The captain recommends players taking turns standing guard overnight to be safe. This should still count as a long rest as the remainder of the night is uneventful.

City of Aleythea

The following morning the players are woken up by the sound of the captain barking out orders to the deckhands to raise the anchor and lower the sails. In daylight, most of the island of Valboro is now clearly visible, including the city of Aleytheas and the Borian mountain range. The weather is mostly clear, sunny with a few clouds. However, over the mountains and beyond appears dark, almost black, clouds which hang persistently over Abruhan. As the ship approaches the docks, more and more traffic of commercial and fishing boats sail by the ship.

As the ship docks, and the passengers disembark, Farzaren orders Alkath to take care of unloading the supplies. A carriage is waiting by the dock with a driver notifying Farzaren that his father Engelor is expecting him. Farzaren urges the players with come with him to meet his father to discuss the kidnapping of his sister and the latest developments given the recent event.



Figure 2: The map of the city of Aleytheas

The city of Aleytheas is a very beautiful and wealthy commercial center for all Valborian commerce and trading. As the carriage rushes through the city, the players get a glimpse of the city and its inhabitants. The locals do not appear friendly, mistrustingly glaring at the players. Valborians are normally friendly but the recent events have left the people weary of strangers and outsiders.

The carriage quickly arrives at Sylris Manor as Farzaren rushes in to go meet his father. Sylris Manor should be described as a very wealthy home, with beautiful furniture, art, gardens and fountains. Engelor is found in the manor's library anxiously smoking a pipe. Engelor greets Farzaren with a hug, relieved at his son's wellbeing, and holding back tears, they discuss the disappearance of Tamrina.

Engelor is

3 Monsters

test monster