

Crashing Chaos Campaign

ASATANIA

5E

COMPLETE EDITION

FIGHT BACK AGAINST THE HORDES OF CHAOS IN THIS
5E ADVENTURE FOR LEVELS 1 THROUGH 5.

The background of the page is a faded, artistic illustration of a fantasy scene. On the left, a warrior in dark, heavy armor is shown from the waist up, holding a long sword. On the right, a wizard in a dark, flowing robe with a high collar is depicted. The scene is set against a light, hazy background, possibly a misty or smoky environment. The overall color palette is muted, with greys, browns, and soft whites.

Crashing Chaos Complete Edition

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QUICK REFERENCE

Crashing Chaos Complete Edition.....	1
Crashing Chaos Campaign Guide.....	4
AS-1 Face Down in a Muddy Road.....	53
ASX-1 The New Mine Masters.....	65
AS-2 Smoke on the Horizon.....	80
AS-3 Muscle, Sinew, and Wood.....	93
ASX-2 The Ghost of Jarvis Island.....	108
AS-4 The Rebel Prince.....	120
ASX-3 The Prisoner of Spur Rock.....	139
ASX-4 Rock Point Keep.....	151
Player's Guide.....	169

MAPS

Meshel Valley Region.....	16
Meshel Run Ambush.....	58
Kan Demon Invasion Map.....	64
Village of Argot Hill.....	71
The Minehead.....	73
The Argot Hill Mine.....	75
Prefect Aquitus' Villa.....	86
Siege of Bray's Bay.....	98
Jarvis Island.....	113
Jarvis Island Lighthouse.....	115
Harborhume.....	130
Spur Rock Prison.....	144
Longhigh Island.....	155
Rock Point Keep.....	159

With humble thanks to the many Kickstarter backers who believed in this project and whose generosity made it a reality.

THE COMPLETE EDITION

The Asatania project began like so many other role playing campaigns, just a glimmer in the mind's eye. When I started, I didn't intend for it to become the world that it has. It was just supposed to be a little something that friends got together on Saturday nights to share. However, as the story unfolded, what had been just something bouncing around the back of my mind took on its own life.

The reaction of the players to the world and its inhabitants deepened week in and week out as they overcame challenges and uncovered secrets. They started the campaign under one set of assumptions and the deeper they got, the more those assumptions were challenged.

I believe that any good story has its roots in something we're all familiar with. Whether it's Joseph Campbell's "Hero's Journey," personal experience, or historical events - stories that we can relate to are the most powerful. Asatania is a fantasy world - there can be no doubt of that - but within it are echoes from the realm of reality. Different players will experience these echoes of reality differently. Some will recognize the ancient Mongol inspiration for the Kan Demon. Others may gravitate to the themes of sacrifice woven into the story or see how the story of the characters can mirror the stories of our lives. Just as we never have a complete understanding of the motivations of those we encounter, neither will our characters. But, even so, we must find a way to persevere.

The *Crashing Chaos* story arc originally consisted of ten individual books. A Campaign Guide, a Player's Guide, and eight adventures. The Complete Edition pulls all of that material together into a single, condensed, edition. I have attempted to reduce redundancy and provide a logical ordering while continuing to showcase the fantastic artwork from each of the original books.

The *Crashing Chaos* adventures should take the characters from level 1 to level 6 and should provide enough material for two to three months of a regular weekly game. After *Crashing Chaos* will come *Darkness Surges* - expected to release in Summer 2017, which will continue the story where this arc leaves off.

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April 2017



NOTES

OFFICIAL PUBLICATIONS

This adventure was designed with the Open Gaming License version of the 5th edition rules (specifically version 5.1 of the Source Reference Document). However, you may find it helpful to have copies of the official hardcover books handy and at your disposal.

Asatania Crashing Chaos' design prioritizes story and ease-of-play over detailed adherence to a specific ruleset. As such, it has been made as system neutral as possible, and should be easily convertible to any modern fantasy role playing rules, though it was specifically designed for the fifth edition of the most commonly used system.

We love the fifth edition's focus on simplicity that fosters fluid storytelling and game master discretion. If you are already familiar with those rules, you should be able to start playing immediately.

EXPERIENCE AND LEVELING

Using the traditional method of gaining experience points for killing monsters and overcoming other challenges in the adventures, GMs can expect the PCs to reach level five or so by the end of the *Crashing Chaos* story arc, if they go through at least some of the side adventures. However, an alternate approach is to use story milestones to automatically award new character levels.

For the *Crashing Chaos* campaign, story milestones are the preferred method. Otherwise, if PCs go through all eight adventures in this story arc, they may end up at a higher level than optimal for the next story arc, requiring a significant amount of work to ensure that the next campaign arc is suitably challenging. The milestone experience system prevents this problem by ensuring that characters reach level 6 at the end of the *Crashing Chaos* campaign.

If you choose to use the milestone system, it is recommended that level 2 be awarded after *AS-1 Face Down in a Muddy Road*, level 3 after *AS-2 Smoke on the Horizon*, level 4 after *AS-3 Muscle, Sinew, and Wood* plus one of the side adventures, and level 5 after *AS-4 The Rebel Prince*. If they complete all eight adventures, award level 6.

The adventures in this edition are presented in the suggested order of play. Adventures with the "ASX" prefix are optional to the story but offer additional story elements and are typically shorter in duration than the adventures prefixed with just "AS."

CONNECT WITH US

Our website at <http://fantastic-reality.com> is a great resource for up-to-date information about the Asatania campaign. There, you'll find notes on development, excerpts from unpublished works, and occasional special offers.

You can also find us on Twitter at [@AsataniaGM](https://twitter.com/AsataniaGM) or on Facebook at <https://www.facebook.com/FantasticRealityGames/>.

The background of the cover features a faded, artistic illustration. On the left, a warrior in dark, layered armor is shown in profile, aiming a bow. On the right, a figure in a dark, hooded robe with a leaf-like pattern on the chest is visible. The overall color palette is muted, with greys and dark tones against a light, hazy background.

Crashing Chaos Campaign Guide

A Game Masters Guide to Asatania™

CREDITS

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Editing: Adam Maturin

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BOOK 1: CAMPAIGN GUIDE

Overview 7

Crashing Chaos Story Arc	7
Ancient Events.....	8
Recent Events.....	8
Story Adventure Synopses	8
Side Adventure Synopses.....	9

Character Creation 10

Magic.....	10
Religion.....	10
Races.....	10

Asatania Setting..... 14

Climate.....	14
Cosmology.....	14
Geography.....	14
Map.....	17
Raw Magic.....	17

Farasene Imperium 18

Arts.....	18
Calendar	18
Coinage	18
Commerce.....	18
Customs of Society.....	19
Daily Life	19
Traveler Wagons.....	19
Education	19
Foreign Policy.....	19
Government	21
Military.....	21

Major Non-Player Characters..... 22

Argenta Mistrallen.....	22
Barthol Marchel, Emperor.....	23
Bartolo Graciatola	23
Christianos Thixx, Prince	25
Duifu Shen, Zent Legionnaire	26
Elise de Cavaliere	27
Fala Sanctum.....	28
Kan Nephilo	29
Lucinda Marchel.....	29
Malasarte, Demon Lord	29
Mesaluna	29
Pilkin Shaf, Captain	31
Ralf Yao	32
Roger Blodgett, Captain	33
Roman Vidic	34
Styla Anchorstone	35
Wohan Gert.....	36

Minor Non-Player Characters 38

Aeolus Dutentius, Legatus.....	38
Althas Peridial <i>aka Althas the Seeker</i>	38
Anderea Giles	38
Angus Lambert, Captain	38
Aquitus, Prefect.....	38
Arielus, Legatus	38
Barth Solomon	38
Brianna Collins	39
Calista Caelius, Legatus.....	39
Chela Grayen	39
Chirgis, Captain	39
Corwen Demar, Captain.....	40
Decker Black	40
Elegius Thixx, King	40
Elbenter Jarvis.....	40
Elim Destus, Sergeant.....	40
Erinnu Locke	41
Gleos, Huntsman	41
Grak, Subcommander	41
Graun Kettlebottom	42
Harold Thixx, King.....	42
Harv	42
Inala Maak.....	42
Linret Hoptender	42
Lost Elves.....	42
Lron of Mancha.....	42
Parismus Marchel, Emperor.....	42
Quello, Commander	43
Raymond Maak	43
Sigurd Snowheart	43
Susanna Thixx, Queen	43
Theris Uschel, King.....	43
Thrillip Dustwander.....	44
Ushi the Ugly	44

Religion..... 45

Origin of the Gods	45
The Creation of Races.....	45
List of Gods.....	46
Dragons.....	47
Demons.....	48

Kan Demon..... 49

ul-Grogtok (“Kan Demon”)	49
Metallurgy.....	50
Role Playing	50
Statistics.....	50



OVERVIEW

The Asatania (pronounced ah-seyt-an-yuh) campaign is a series of story arcs, each consisting of multiple adventures, meant to be played one after another. Over the course of an arc, player characters (PCs) will set out to overcome obstacles, complete missions, and learn something about the world around them.

The experience of many of the early playtesters is that *Crashing Chaos* is a difficult campaign with particularly challenging encounters. This is both true and false. We designed the encounters with an element of realism to them and, while there is no shortage of frontal assaults possible, the adventures in the campaign reward thoughtful patience and focused aggression. A purely hack and slash approach will be troublesome in some circumstances and downright foolhardy in others.

Crashing Chaos takes place mostly outdoors and assumes that players will be diligent and careful in their approach to combat. There is also pressure to move quickly and players cannot count on their characters being able to take long rests to recover at their convenience (at least, not without serious repercussions). Foreshadowing is used to warn of dangerous situations and players should be prepared to consider alternatives to simply charging into combat.

CRASHING CHAOS STORY ARC

The first story arc of the larger Asatania campaign, *Crashing Chaos*, consists of eight adventures, including

four “story adventures” and four “side adventures.” Story adventures, designated with AS-## before their title, are designed to advance players through the narrative structure of the campaign. Side adventures are designated with ASX-## and allow groups to experience optional content which can enhance the story of the campaign.

During playtesting, we found that story adventures took between one and three sessions (of 3 hours each) to complete and side adventures typically one or two sessions. As a game master, expect *Crashing Chaos* to run between twelve and fifteen sessions. Groups that are highly combat focused may go a bit quicker, while groups that are very focused on roleplay and story may take a bit longer.

This campaign guide was designed to accompany the eight adventures of the *Crashing Chaos* campaign arc and provide the game master with additional background and information to help understand and describe the world to players. Specific attention has been paid to elements of the world that characters will interact with during the stories of this arc and no attempt is being made to exhaustively describe the world, its landmasses, regions or political entities.

Future arcs will see the characters traveling through the world, increasing their power and renown, as they battle the Kan Demon and learn the secrets of Asatania. The release of future arcs will include new guide books, as needed.

ANCIENT EVENTS

Two thousand years ago, several global wars between the elves and demons sowed the seeds of the modern world. The elves of Tere had held successive waves of demons at bay for generations, but each war thinned their numbers and weakened their defenses.

As the great demon lord Malasarte and his infernal armies laid waste to elven cities and settlements, a final climactic battle took place on the plains surrounding the elven capital of Arathane. The wizard Fala Sanctum led the elven armies along with their dragon allies and held the demons at bay. Malasarte opened a portal to the Demonic Planes and thousands of demons poured through, threatening to overwhelm the elves.

Drawing upon the essence of the dragons, as well as his own considerable power, Fala Sanctum sacrificed himself to raise an anti-magic field around all of Tere and its neighboring lands. With raw magic cut off, the demonic portal closed and the dragon Ariansalax imprisoned Malasarte's essence into a specially constructed phylactery.

Cut off from magic, and from their demon lord, the remaining demons were defeated by the elven army and Malasarte's essence was hidden away. The anti-magic field remained, hiding the location of Malasarte's phylactery from any prying eyes. The dragons left Tere, soon fading into folklore as human bands from the north began to colonize the elven regions of Tere. Cut off from the wild magic that made up part of their own essence, the elves of Tere began their slow decline.

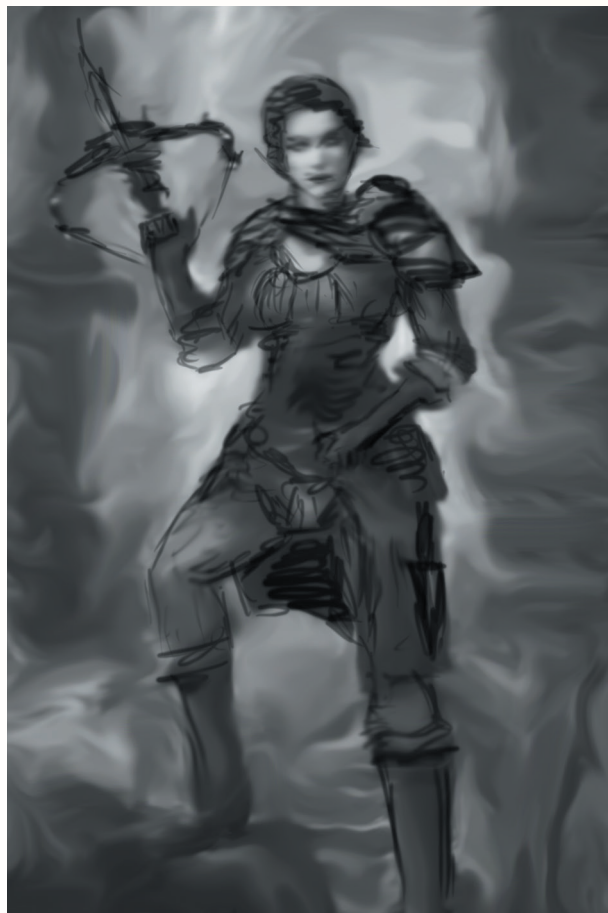
Over time, the events surrounding the wars faded into folklore and memory. The surviving elves collected all written accounts of the battles they could find, destroying them, to ensure that Malasarte's phylactery stayed hidden. They had secreted it away in the dark recesses of the earth and feared that its rediscovery would mean the end of the world.

RECENT EVENTS

Crashing Chaos opens in the Farasene Imperium, the dominant nation on the continent of Tere. Last summer, a previously unknown race of humanoids began to land their longships on the eastern shore of Tere, raiding Imperium towns and villages up and down the coast. Though they call themselves the "ul-Grogtok," the scared inhabitants of the Imperium coined the term "Kan Demon," believing them to have originated from the mythical continent of Kan, far across the sea. These raiders caused panic and mayhem during a long and dangerous summer.

The gray-skinned raiders were long limbed, unnaturally tall and previously unknown to the people of Tere. As summer turned to fall, the invaders' longships finally stopped appearing and the nervous inhabitants of the Imperium breathed easy.

Those raids motivated Emperor Barthol Marchel (with significant prodding from his aunt, Lucinda Marchel) to form a new army, the Home Guard Regiment, to protect the coastline from future raids. As the campaign opens, that army is mustering at Bray's Bay. You will work with each player to construct a backstory which gives each character a reason that they would be heading through the Meshel Valley to Bray's Bay for the first adventure.



STORY ADVENTURE SYNOPSSES

AS-1 *Face Down in a Muddy Road*

Level 1

The introductory adventure for the *Crashing Chaos* story arc. The characters are ambushed on the way to Bray's Bay and discover that the hamlet of Siver's Mill has been destroyed by Kan Demon. They discover the raiders' battle plan and must decide whether to investigate a nearby mining town or continue towards Bray's Bay.

AS-2 *Smoke on the Horizon*

Level 2

The party must navigate a gauntlet of Kan Demon patrols on their way to Bray's Bay. The scope of the invasion will begin to set in as they encounter death and destruction along their route.



AS-3 Muscle, Sinew, and Wood

Level 2-3

The party's worst fears are confirmed as they reach the besieged town of Bray's Bay. Overwhelming numbers of Kan Demon surround the town, stymied only by a hastily constructed palisade and a handful of defenders. The characters will need to infiltrate the town and then make a daring escape.

AS-4 The Rebel Prince

Level 3-4

The party has escaped Bray's Bay on the *Calm Seas* and is bound for the safety of the Windsome Chain. Unfortunately, the Kan Demon arrived before they did and now occupy the port of Harborhume. Prince Christianos Thixx is the exiled ruler of the the kingdom and offers a great reward if the Kan Demon can be driven out.

SIDE ADVENTURE SYNOPSSES

ASX-1 The New Mine Masters

Level 1-2

The party discovered a Kan Demon battle map showing that the nearby mining town of Argot Hill is a target. The mission takes on special importance as the Kan Demon know that the mine holds a secret that can help them defeat the Imperium.

ASX-2 The Ghost of Jarvis Island

Level 3-4

A battle at sea forces the *Calm Seas* to sail for Jarvis Island to make repairs. An old tin mining colony is haunted by someone or something. The group will meet Mesaluna, an NPC they will love to hate.

ASX-3 The Prisoner of Spur Rock

Level 3-4

Prince Thixx needs a favor. The Kan Demon have murdered his family and taken his crown. Now in exile, he wants to know more about the Kan Demon - who they are and where they came from.

There's a man that can help, but he's locked away in the notorious Spur Rock Prison. Perhaps the party can free him?

ASX-4 Rock Point Keep

Level 4-5

Harborhume has been freed and Prince Thixx is now King, but the Kan Demon threat to the Windsome Chain is far from over and Thixx asks the party to secure an ancient fortress to protect his kingdom's flank.

CHARACTER CREATION

Work with the players during character creation and encourage them to develop characters that mesh well together. While it isn't necessary to have any specific classes or builds, it is recommended that groups consist of classes that bring a balance of melee, ranged damage, crowd control, stealth and healing. Too much emphasis on any one area will cause many encounters to be far more difficult than they otherwise would be.

MAGIC

At the start of the campaign, on Tere, magic is unknown. It is the stuff of children's bedtime stories and fairy tales – or something performed by buskers and sleight-of-hand artists to amuse their audiences. There is a long tradition of magic, demons, and dragons in folklore, but no actual belief.

For players wishing to play classes that cast or channel spells, this may be a concern. However, magic using characters (including those whose magic is divine or natural in origin) will have access to their full abilities. Each character is assumed to have taken pains to keep their magical abilities hidden and will be unaware of other magic using characters or creatures.

The Imperium's view on magic is that it has no view. A government cannot have a policy on something it cannot imagine and few of the Imperium's rulers have imagined that magic might be a real force of nature.

In the early campaign, should player characters exhibit magic abilities in front of others, use your judgment on how the non-player characters might respond. Most will attempt to rationalize what they have seen as something explainable through logic. Others may simply deny that they saw anything untoward. Others may accept what they are seeing and respond with fear or incredulous curiosity. A few NPCs may have notes on how they'll respond to give you guidance, but most will be up to your judgment as game master.

RELIGION

Spiritualism and worship of the gods are an important facet of life on Tere. There are churches, cults, and priests, for many of the gods and goddesses of the Farasene mythology dotted throughout the land. Different regions and races tend to favor different gods. Meshel and Mara tend to dominate religious life among the humans of Tere. Liri the Seeker is the most important to most of the people of the Windsome Chain islands. The elves tend to venerate Ellesi Tan, while the dwarves serve their maker, Godan.

The pantheon of Asatania is distant. The gods have not intervened in the affairs of the Material Plane for eons. They do not answer prayers or petitions and they do not speak to the faithful. For the most part, religion is more about social connections and community than it is veneration and piety. Churches and temples are often local, independent affairs, and in most regions, organized religion is not much of a political force. A growing proportion of society is atheist or agnostic. However, the gods of Asatania are quite real. They will make their presence known in future story arcs.

RACES

In *Crashing Chaos*, the canonical races of dragonkin, tieflings, and half-orcs are unknown and it is recommended that game masters make these races unavailable for player characters. If you do choose to allow them, be aware that they will be strange and very unusual on Tere (which may be a good thing), but more importantly, may conflict with backstory elements that arise in future story arcs. For that reason, if you allow them, it would be a good idea to make the origin of the character vague and mysterious.

Dwarves

Dwarves live primarily in the mountainous regions in the west and northwest of Tere. Most live in one of the many dwarven kingdoms, though some of the most remote areas just contain isolated clans.

They have an often-contentious relationship with the other races of Tere, especially with the humans of the Farasene Imperium. This sometimes erupts into border clashes, which are not uncommon, though for the most part dwarves live in peace with the Imperium – trading their minerals and gemstones for food and other goods.

Dwarven politics between clans and kingdoms is complicated. Groups rarely enter armed conflict, but brinkmanship and long, drawn-out negotiations are common. Borders are fluid, especially deeper in the mountains.

Possible Player Origins:

Hammermuir is the capital city of the Kingdom of Khultorm, one of the older and more stable dwarven nations. Khultorm is an ally of the Imperium and treaty bound to provide assistance when asked.

Ostholme is part of Khultorm and is a frontier mining settlement in the Pecalin Range, just south of the Meshel Valley.

The Deep Mountain Regions are home to numerous clans and minor dwarven kingdoms. Scattered bands of humans and other races live in the deep mountains, though most inhabitants are dwarven. Most of the ranges are jagged and rocky granite, but there are plateaus and fertile valleys nestled within the peaks. This can be an especially good home to nature-focused characters, such as barbarians, druids and rangers.

Decline of the Elves

For most of history recorded by elven scholars, humans inhabited the far northern reaches of Tere. Elven explorers recorded human settlements along the coastlines, fishing the abundant seas and farming during the brief summers. Over time, those settlements grew and trade flourished. Wars over trade and resources were common between the city-states and political alliances shifted regularly. Eventually, a strongman of the Farasene dynasty rose to power and consolidated the north under one banner.

Mountain ranges separated the human lands from the bulk of Tere. Combined with geography, a lack of horses and pack animals conspired to limit human development. After the Farasene conquered the independent city-states of the north, human shipbuilding advanced to the point where bulk trading with the rest of Tere became possible. Humans then began to build settlements in the temperate and fertile regions of Tere, a little less than 2,000 years ago.

In these colonies, humans began to trade for horses, which revolutionized human technology and warfare. A period of population growth, combined with waves of immigration from the north, allowed humanity to quickly push deeply into the interior and southern regions. Over a period of 1,000 years, humans would displace elves as the dominant race of Tere.

The long lives of elves had led to a very slow population growth. The centuries spent taming the wild, as well as the demon wars, combined to keep their numbers low. Weakened by the anti-magic field, they were unable to withstand the waves of Farasene human colonists attracted to the fertile and cultivated lands of the elves.

When Fala Sanctum's anti-magic shield was raised in the final battle against Malasarte, the elves of Tere were cut off from raw magic and began a centuries-long decline. Modern elves are a shadow of what they once were, with shorter life spans and no magical abilities.

The elves abandoned Arathane and gathered together in small enclaves or retreated into the wilderness. A few went to live among the Farasene as servants and tutors. Over the centuries, their great capital fell into ruin.

The ancient elves buried the history of the demon wars and all that remain are fairy tales and legends. Characters with a scholarly background may be aware of bits and pieces of the story, though few have pieced together the entire history of the demon wars.

The story of Asatania's past is one that the players should discover as they progress through the adventures. It will be revealed piece by piece during the course of the campaign.

Elves

The elves are the former masters of the flatlands, valleys, and woodlands of Tere. Though never numerous, they built many towns and settlements along the waterways of the continent. Their capital of Arathane was home to knowledge and culture and was the height of pre-Farasene civilization.

The arrival of humans from the north of Tere two thousand years ago marked the turning point in elven civilization. They were gradually pushed off of their lands, sometimes forcibly so, but more often just by the increased human population throughout Tere. The great elven city of Arathane has been abandoned and is now just an overgrown ruin occasionally looted by relic hunters.

Each new generation of elves numbers smaller than the previous and some scholars believe that they elves will eventually die out completely. Humans, especially the upper classes, idealize ancient elven culture and elven servants are a sign of wealth and status. The wealthy will also pay large sums for artifacts, which has led to a thriving black market in goods pilfered from the ruins of ancient elven towns or looted from graves.

Possible Player Origins:

The Wilderness. Many elves eschew the civilized life of Imperium citizens and have chosen to live in the few remaining wild places of Tere. Here, they live in small villages with other elves eking a meager existence from the land.

Synsari. A modest elven village on Thylara Island, which is in the Windsome Chain. Synsari is the closest thing to an ancient elven settlement that remains in the region.

Imperium Towns and Cities. Many elves have chosen to live among humans in the towns and cities of the Imperium. Well educated elves are often employed as tutors or scribes. Those less fortunate often become laborers or servants. The least fortunate end up on the fringes of society as thieves and beggars.

Gnomes

Gnomes may be found across the entire continent of Tere. Pippilin, the homeland of the gnomes, consists of a mountain valley deep within the western mountains of Tere. From Pippilin, gnomes have spread out across the entire continent, living amongst the other races. They tend towards professions related to trade, scholarship, or engineering.

Gnomes are often stricken by lifelong wanderlust, which keeps them from putting down deep roots in any one location. Especially when younger, gnomes often come together in traveling bands of merchants and craftsmen.

They will move from city to city, across the Imperium, and serve as a vital link between the disparate regions of the continent. After a month or two (or possibly three, at the most), the roaming gnomes will pack up and move to another city.

While gnomes have no inherent bent towards criminality, their strange customs and travelling nature has given rise to many stories that goodwives and husbands tell their children. Diabolical gnomes stealing naughty children away to pull their caravan wagons is a popular tale used to scare children into better behavior.

Possible Player Origins:

Any city or town on Tere or the Windsome Chain: Though never numerous, there are at least a handful of gnomes in most of the towns and cities of the region. Gnomes have a strong work ethic and are often found in positions requiring high skill or entrepreneurial ability. Gnomes are overrepresented (by population) in engineering and scholarship roles. Like any race, there are the occasional gnomes with a criminal bent to their profession and gnomish thieves are often recruited to find clever ways past the sorts of defenses used to keep valuables secure.

Roaming gnomes: Many gnomes choose to spend the early years of adulthood traveling in great merchant caravans which roam from settlement to settlement. Specialist craftsmen and scholars within such caravans often find work in some of the smaller towns and villages, leading the group to camp nearby. Depending on the size of the settlement, the caravan may stay until trading slows down and then move on to the next destination, when the craftsmen no longer have work, or some gnomes may choose to make it their permanent home.

Pippilin gnomes: The homeland of the gnomes lies far from Imperium boundaries and is surrounded by tall mountains that are all but impassable except during a brief summertime respite. The region itself is a sizable mountain valley with tall pines and verdant meadows – idyllic if it were not so far from everywhere important on Tere. Few gnomes live in Pippilin, just a thousand or so scattered through small villages. Gnomes that live outside the valley try to make at least one trip there during their lifetime. The income from pilgrims returning to the homeland has made Pippilin quite wealthy.

Half-elves

Because elves are so often found near humans, interbreeding between the two races is inevitable. Half-elves run the gamut of physical appearances, sometimes appearing as a blend of human and elf features, and other times strongly favoring the appearance of only one of their parents.

Half-elves are often pulled both directions culturally and many end up favoring one side of their heritage over the other. Most elves and humans tend to see half-elves as one race or another, rather than a distinct grouping to themselves. Half-elves with strong elven features are “elves” and those with a more human appearance are “human.” Because of their unique position in between two groups, half-elves often find themselves in professions that bridge humans and elves, for example: constables, magistrates, and counsels.

Possible Player Origins:

Half-elven characters may start anywhere that humans or elves can be found.



Halflings

Like gnomes, halflings can be found throughout Tere and the Windsome Chain islands. There are numerous small halfling villages scattered throughout Tere, mostly in the pastoral regions of the central continent – but occasionally in the south as well. Halflings are quite good with plants and livestock, and often choose farming as a profession. They are also skilled craftsmen, but their size and nimbleness also allows them to excel at acrobatics and showmanship.

While the typical halfling is friendly, introverted and reserved, a few buck the norm and become traveling performers. These performers travel from town to town via bright caravans, performing feats of acrobatics and sleight-of-hand for a night or two, before moving on. Halflings love song almost as much as they love to eat, and they have a long and proud tradition of collecting the stories of the peoples of the world and composing epic poems and stories. Young halflings often spend a year or two just roaming the continent looking for interesting things to write about to add to their great *Librum Historarium* (book of stories).

Possible Player Origins:

Halflings can come from anywhere that humans, elves or even dwarves come from. Another possible origin would be one of the numerous small halfling hamlets in central Tere, or the less numerous hamlets in the south.

Humans

Humans are the dominant race on Tere and the islands of the Windsome Chain, and have been so for the past 1,000 years. With no significant threats facing them, the Farasene emperors began to value stability and succession over progress and expansion. The cultural arts flourished, while innovation and technological advancement stagnated.



Life in the Imperium has changed little over the past millennium, which has made it particularly vulnerable to unexpected threats. (Note: though the empire retains the “Farasene” moniker, it has been ruled by several disparate dynasties over the centuries. Each emperor or empress has claimed lineage to the original Farasene ruler, but in truth, the blood ties were severed long ago.)

Possible Player Origins:

Regalia: The capital city of the Farasene Imperium, Regalia is home to nearly 500,000 souls within the city and an equal number within a day’s travel. It is a cosmopolitan city with a primarily human population, but also large numbers of the other humanoid races of the region. It is home to several colleges of learning where wealthy citizens from across the Imperium send their children. The city is host to a great port, where coastal traders bring their wares from all along the coastline of the Imperium. In addition, and by law, all trade to and from the dwarven regions must pass through Regalia and pay import or export duties.

Meshel Valley: The *Crashing Chaos* campaign opens in the Meshel Valley region and its numerous towns and villages make excellent starting locations for characters.

Bray’s Bay: A small town and port which serves as one of the main trade conduits for the region and is home to sailors, traders, constables, craftsmen and other professions.

Arcanth: This is another modest sized town along the Old Sea Road, in the middle of the Meshel Valley. Arcanth is a crossroads town and serves farmers, miners, and loggers from around the region. It is the central trading hub of the valley and the roads between Arcanth and Ilyamani are well traveled by merchants and traveler wagons.

Ilyamani: The largest city in southern Tere, Ilyamani is the most important port in the region.

Windsome Chain Islands: Just off the southeastern coast of Tere lies the Kingdom of the Windsome Chain. Though not heavily populated, it is home to a vibrant society which revolves around farming and fishing. Wine is the most valuable export and the vineyards of the islands are famous for their ancient and high quality wines.

ASATANIA SETTING

Asatania is a huge place, with continents, planes, hells and heavens. This guide, however, only covers the sections characters are most likely to be aware of, or travel to, during the course of the *Crashing Chaos* story arc.

As additional story arcs are published, corresponding *Campaign Guides* will be released to cover new information, as required.

CLIMATE

The northern portion of the continent sits within the subarctic, while most of Tere sits in the temperate region of the world, and the furthest southern edge into the subtropical. Generally speaking, the further north and east on the continent, the wetter the climate, while the further south and west, the drier it will be.

COSMOLOGY

There are dozens of constellations, major and minor, visible in the night skies over Tere, however, most are only well known by astrologers, religious scholars, and others with a particular interest in the night sky.

Most people are only familiar with the five primary constellations – the Demon, the Dragon, the Lawbringer, the Wizards and the Gods. The Demon and the Dragon face each other as they continue their eternal battle in the night sky. Behind the Dragon is the Wizard and behind the Demon is the Lawbringer, with the constellations of various gods surrounding the scene, as if looking on.

The constellations are more than just random patterns of stars in the night sky, they are metaphorical representations of the major forces at play in Asatania.

The Demon

The Demon represents the power and influence of the Demonic Plane on Asatania. As the Kan Demon ascend and actual demons begin to appear, the constellation of the Demon rises in prominence. Existing stars will become brighter and new stars will emerge.

The Dragon

Dragons are the age-old foe of the demons and are locked in their never-ending struggle. Dragons are much diminished in Asatania though, with Ariansalax as the last active dragon. As Argenta begins to recover bits and pieces of her power and memory, the Dragon will slowly brighten.

The Gods

The Gods are made up of several individual constellations and represent the pantheon of Asatania. The gods themselves avoid Asatania and their constellation have been unchanged for millennia.

The Lawbringer

The Lawbringer represents the Farasese Imperium, specifically the Marchel Dynasty. Emperor Marchel is the wrong emperor at the wrong time. The stars of the Lawbringer will wane as the campaign progresses. Characters who pay attention to the constellations may notice that they foreshadow dire events in the Imperium that they will learn about later.

The Quester

The new constellation in the sky is the Quester. It represents the characters and their growing impact on the world. As the characters rise in power and prominence, the Quester will brighten.

The Wizard

The Wizard represents Fala Sanctum, who continues to succumb to entropy. His constellation will dim as his power fails.

GEOGRAPHY

Dawn Sea (Ocean)

A vast ocean off the eastern coast of Tere. Imperium authorities have long insisted the sea was empty, however, last summer's Kan Demon raids have left many questioning that assertion.

Kan (Continent)

The far-away home of the Kan Demon (ul-Grogtok) people. It is located east of Tere across the Dawn Sea.

Agracot (City)

Capital (and only) city of the Kan Demon and home to the Kan Nephilo. Agracot sits on the shores of the Pakka river, near the middle of the interior steppe region of Kan. It is the only permanent Kan Demon settlement.

Chieftains from the various Kan Demon clans send their children to Agracot to be educated by the Kan Nephilo and his priests. Warfare, leadership and politics are the main subjects, making Agracot a dangerous place – filled with intrigue and one-upmanship. With the slow failure of the anti-magic field over Tere, religion is now receiving extra attention in Agracot.

Agracot is also the staging area for the invasion of Tere, with troops marching from Agracot to the mouth of the Pakka Delta, where shipbuilders labor to construct the longboats which will carry them across the Dawn Sea.

After his capture by the Kan Demon, the collaborator Wohan Gert spent five years in Agracot, where his own limited magical abilities began to surface.

Tere (Continent)

Tere is a large continent and home to the Farasene Imperium, several dwarven kingdoms, and scattered settlements of elves, halflings and gnomes.

Dwarven Kingdoms (Nations)

Much of the western side of Tere consists of rugged mountain ranges, the natural home of the dwarves. While some dwarven clans and kingdoms are stable and peaceful, many others eye the Imperium with varying degrees of belligerence. Trade with dwarves is strictly controlled and regulated by the Imperium, which is a major point of contention between the groups.

Khultorm (Nation)

A major dwarven Kingdom.

Ostholme (Town)

A dwarven frontier mining town in the Pecalin Range. Home to Graun Kettlebottom and Styla Anchorstone, two characters which feature prominently in the adventure *AS-3 Muscle, Sinew and Wood*. Ostholme is the easternmost settlement of the dwarven kingdom of Khultorm, though it is technically inside Imperium territory.

Farasene Imperium (Nation)

The Imperium is the largest nation on Tere. It is human dominated, both in terms of population and political power, and currently ruled by the Marchel Dynasty. It has strong bureaucratic traditions which have survived the multiple dynasties which have ruled over its 2,000-year history.

The current leader is Emperor Barthol Marchel, the young head of a dynasty that has ruled for the last 200 years. Barthol is unmarried and has no children, which is beginning to cause for concern among his family and the aristocracy.

The Imperium is broken up into provinces which are further broken into prefectures. Governors are appointed by the Emperor from the pool of aristocrats, which leads to significant political intrigue. Prefects may be aristocrats, but are more often chosen from the bureaucracy.

It is often said (only half in jest) that the bureaucracy runs the empire, while aristocrats and emperors just get in the way. The Imperium prides itself on safe roads, the relative stability of its borders, and the general prosperity felt by its citizens. It has either subjugated (e.g. the Windsome Chain) or formed treaties (e.g. Khultorm) with most of its neighbors. However, border conflicts with various dwarven kingdoms in the northwest portion of Tere occasionally flare up. The Imperium has been forced to deal with several in the last twenty years, and most of the small Imperium military is stationed on those disputed borders.

Arathane (City)

The ancient capital of the elves, Arathane was founded 2,200 years ago but is now little more than overgrown ruins. Arathane started as an elven fortress and was the location of the final battle between a Malasarte-led demonic army and the elves of Tere.

The combined might of the wizard Fala Sanctum and the bronze dragon Yan Pollux was enough to allow the elves to break the back of the demonic army against the walls of Arathane. Malasarte was banished to the hells (but would arise again 200 years later) and the elves set about converting Arathane from fortress to capital.

For those two hundred years, before Malasarte's return, Arathane prospered and grew as elven refugees filtered in from the wild places on Tere. The re-emergence of Malasarte, the raising of the anti-magic field by Fala Sanctum and Ariansalax, and the arrival of the human Farasene from the north, contributed to the decline of Arathane. It was eventually abandoned and left to ruins.

Arcanth (Town)

A modest sized town in the Meshel Valley along the Old Sea Road. It is a crossroads town and serves farmers, miners, and loggers from around the region. It is the central trading hub of the valley and the roads between Arcanth and Ilyamani are well traveled by merchants and traveler wagons.

Ashanis River (River)

The Ashanis river flows from the north to the south, emptying into the Meshel Run, just before entering the waters of Bray's Bay.

Bray's Bay (Town)

A small town and harbor on the eastern coast of Tere, where the Meshel Valley meets the Dawn Sea. It serves as one of the main trade conduits for the region and is home to sailors, traders, constables, craftsmen and other villagers. At the start of the campaign, a Kan Demon invasion force has landed and put the town under siege.

Elium (Town)

A town north of Bray's Bay, along the Imperium Highway.

Imperium Highway

A series of well-constructed and maintained roads running throughout the Farasene Imperium, the Imperium Highway is second only to rivers and coastal routes in usage for travel and trade. Vast teams of prisoners are put to work maintaining and building new extensions of the Highway.

Indos Mountains (Mountains)

A mountain range separating the Meshel Valley from the fertile central regions of Tere.

Jarvis Island

Located mid-way between Tere and the Windsome Chain, Jarvis Island was once the site of a thriving tin mining colony but was abandoned decades ago. The island does not lie on the main sea routes and is visited only rarely - usually by ships seeking refuge from storms or timber for emergency repairs. Ruins of the colony and a lighthouse still remain and the island features prominently in *ASX-2 The Ghost of Jarvis Island*.

Meshel Run (River)

The waters of the Meshel Run flow from the west to the east, through the Meshel Valley, to the Dawn Sea. While the waters of the stream are navigable for short distances in some locations, in general, it is too shallow for cargo transport. In late spring, as the mountain snows melt, the river becomes a raging torrent in many locations.

Meshel Valley (Region)

A glacial valley running between the Indos Mountains and the Pecalin Range. Farming is the main occupation in the Meshel Valley, though the rocky soil is hard to work and the region is poor by Imperium standards.

Old Sea Road

The main east-west artery running through the Meshel Valley. It was once the main connection between the central regions of Tere and the port at Bray's Bay, but has since been supplanted by the Imperium Highway that was built further north. The loss of traffic and trade along the Old Sea Road further reduced the standard of living in the Meshel Valley, making that region the poorest in the Imperium.

Pecalin Range (Mountains)

A small mountain range running between the Meshel Valley and Southern Tere. The dwarven mining town of Ostholme is located at the eastern end of the range.

Regalia (City)

Capital city of the Farasene Imperium, located on the eastern coast of central Tere, and home of the ruling Marchel dynasty.

Siver's Mill (Hamlet)

Small hamlet of only two dozen or so, and a traveler wagon waystation between Arcanth and Bray's Bay.

It was burned to the ground and its inhabitants murdered, which the party will discover during *AS-1 Face Down in a Muddy Road*.

Spur Rock Prison (Point of Interest)

Notorious island prison off the eastern coast of Tere. Several famous political prisoners have been housed there since its construction 300 years ago. A side adventure, *ASX-3 The Prisoner of Spur Rock*, takes place here.

The Windsome Chain (Nation)

An island chain and kingdom off the eastern coast of Tere. Nominally ruled by the Thixx dynasty, the Windsome Chain is a vassal state to the Farasene Imperium and has been so since the signing of the Red Treaty two hundred years ago. The current ruler is King Elegius Thixx (though, in truth, Elegius has been murdered and his son, Christianos Thixx is now ruler).

Harborhume (Town)

A town of roughly five thousand, Harborhume is the main port and capital of the Windsome Chain, located on the southern tip of Longhigh Island. The inhabitants are mostly human, though there are a few halfling merchants and gnomish craftsmen in town. Dwarves don't care much for the sea and there are rarely any in Harborhume. The elven settlement of Synsari lies on one of the northern islands of the archipelago, and elves can occasionally be found visiting Harborhume for trade purposes.

It fell to the Kan Demon immediately prior to the start of the *Crashing Chaos* story arc.

Windsome Chain Folklore

Compared to mainlanders, the people of the Windsome Chain are a superstitious lot. They believe in various spirits of the land, which they call hidden folk, including the diabolical land wights and the mischievous Feral Gnomes. Great care is taken to avoid upsetting these spirits and unseen creatures, lest their anger and wrath be visited upon the hapless populace.

Farmers will consult with seers and wise women before cutting down forest for a new field. The authorities will try to map out paths for new roads that will least disturb the hidden folk. If the harvest is poor or a horse goes lame, some will blame it on angry land wights. Alternatively, if a farmer has a good harvest, or a dowser finds water, many will give credit to friendly Feral Gnomes.

While these superstitions and stories are an important part of the folklore of the islands, they are not universally believed. While belief is stronger in the rural areas, almost all islanders will profess to some, especially to outsiders. They will often then proceed to tell tall tales as examples of their own personal experiences with the hidden folk. This has led mainlanders from the Imperium to view the people of the Windsome Chain as little more than backwards rubes. An opinion many on the islands are happy to cultivate.

Longhigh Island

Largest island in the Windsome Chain and location of the capital, Harborhume. The Cragway Mountains run up the central and eastern portions of the island descending into a wide strip of flat land along the western side.

Most of the inhabitants of Longhigh live in the southern half of the island, either in Harborhume or one of the many fishing towns along the western coast. Farming and sheep ranching are both important occupations on Longhigh and the west coast vineyards produce many expensive wines prized across Tere.

Rockingham (Town)

A fishing village, population 600, located on Thesta Island in the Windsome Chain. Prince Thixx fled there after the fall of Harborhume to the Kan Demon.

Synsari (Town)

An elven settlement on the remote northern island of Thylara, in the Windsome Chain. The island is on edge of the anti-magic field and the elves there retain a feeble connection to magic.

Thesta Island

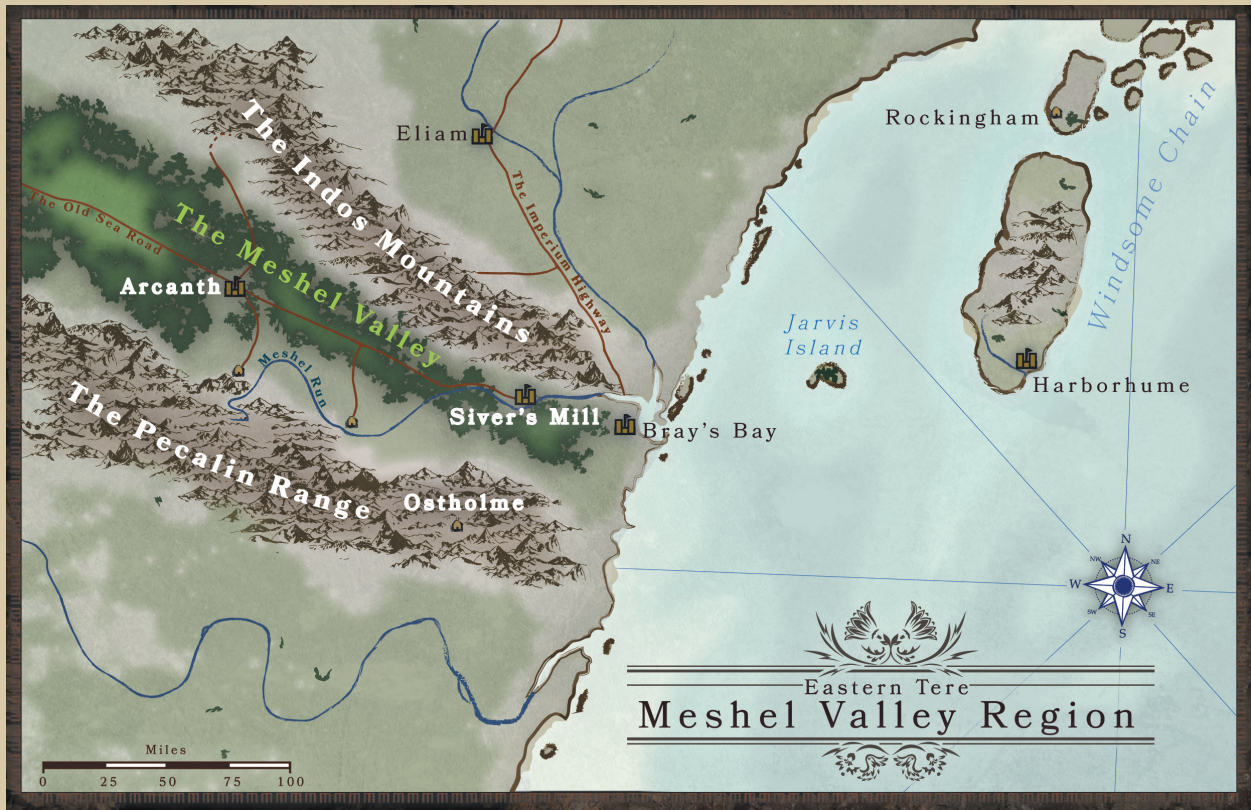
A northern island in the Windsome Chain whose largest settlement is Rockingham.

Thylara Island

An island at the tail of the northern archipelago of the Windsome Chain. Thylara is home to Synsari, one of the few elven settlements outside of Tere.

MAP

The *Crashing Chaos* arc takes place entirely within the Meshel Valley and Windsome Chain regions of Tere.



RAW MAGIC

Asatania was the first world of the Material Plane to spring forth from the Dreamer's dreams (see *Religion*, page 45.) The echoes of that creation still resonate on Asatania in the form of raw magic, which infuses the landscape and its inhabitants. Over time, many beings have found ways to tap into the lingering power of the Dreamer and shape it to their will. Some, such as the elves, have raw magic as a part of their essence - thriving when in contact with it and withering when not.

Raw magic is normally invisible and undetectable by those not attuned to it. Occasionally, though, currents of raw magic crash into each other creating localized storms of wild magic. These storms can be seen, felt and heard by those in the area. Sometimes, individuals caught up in them may become temporarily attuned to raw magic. Typically untrained, such people often do a great deal of damage to themselves or others through their undisciplined use of magic.

FARASENE IMPERIUM

This section goes into greater detail on the inner-workings of the Farasene Imperium, which dominates Tere.

ARTS

The Imperium has a rich artistic tradition including painting, sculpture, music and theatre. Most of the formal arts are concentrated in the larger cities – especially Regalia, where aristocrats and wealthy merchants often vie to outdo each other with their collections and patronage.

In the countryside and smaller towns, commoners may have hand-crafted folk art decorating their homes, while the wealthy may have portraits, frescos and mosaics. Theatre is popular across the realm, whether on the permanent stages of Regalia or on the portable stages of the traveling shows.

Prosperous towns and cities often commission statuary memorializing famous historical figures (or the current emperor, if they are trying to curry favor) that they use to decorate their central squares, and no city worthy of the name in the Imperium would be without an amphitheater of some sort.

Ancient elven artwork is particularly trendy at the moment and there is a bustling gray market of scavengers and charlatans pillaging ancient elven ruins seeking such artifacts out.

CALENDAR

The Imperium uses a calendar based around its founding. Common Era (CE) year 1 represents the date the first Farasene emperor united the warring kingdoms and ascended the throne.

There are twelve months with a uniform 30 days per month, excepting the first day of the year which is known as “Emperor’s Day” and does not belong to any of the months. The names of the months are:

Tanson (1)	Marast (7)
Farson (2)	Nalat (8)
Ellesar (3)	Nort (9)
Arianum (4)	Ostor (10)
Elventide (5)	Sesquium (11)
Falasum (6)	Feldosar (12)

By convention, dates in Asatania are generally written numerically (e.g. “First day of Ellesar of the year of our Emperor 233.”)

Emperor’s Day

The first day of the year, Emperor’s Day, is a day of celebration around the Imperium. Feasts and parties are held, politicians give over-long speeches, and most people partake heavily in spirits, wine or beer. At midnight, it is traditional for gatherings to choose one amongst them to raise a toast to the emperor. Sometimes the toaster is chosen informally and sometimes as a matter of great honor, but however chosen, custom dictates that the toast include a measure of thanks for the Emperor’s leadership, wishes for continued good health, and wisdom for the future. (A small cottage industry of writers exists to provide speakers with memorable toasts to claim as their own.)

COINAGE

The Imperium mints coins that are recognized throughout the known world. Platinum, gold, electrum, silver and copper coins are all produced, with the Imperium Gold Regal and the Imperium Silver Crown being the most widely used. Past dynasties have occasionally been forced to debase the currency, leading to a number of economic crises, but the Marchel’s have been adamant in their maintenance of the weight and purity of the coins bearing their images. Counterfeiting is rare and punished harshly.

Because of their relative stability and trustworthiness, Imperium coins are accepted by merchants throughout most of Tere. The Kingdom of the Windsome Chain uses Imperium coinage exclusively, for instance. On the other hand, while the Dwarven Kingdoms do mint and use their own coins within their domains, the nature of the trade relationship between the Dwarven Kingdoms (see *Foreign Policy on p18*) and the Imperium means that dwarven coins are rarely seen outside of their mountain homes.

COMMERCE

While the vast majority of the citizens of the Imperium work as farmers or laborers, there also exists a thriving craft and trade industry, centered around guilds. Industry in the Imperium is mostly local, with little in the way of large enterprises. The Imperium bureaucracy sanctions most trade guilds and sets forth the requirements for membership, pricing, and quality. While membership in a guild is closely guarded, quality and pricing often vary from the “official” requirements – especially as one travels further from the capital city, Regalia.

When traveling in their merchant bands, gnomes often find themselves having to smooth over relations with local craftsmen who are unused to competition. In return for local peace, gnomish craftsmen often agree to share knowledge and a bit of coin with the local guilds. For many craftsmen, the closest thing they get to a vacation is the arrival of the gnomes.

CUSTOMS OF SOCIETY

Insular

Exploration of the ocean surrounding Tere has long been outlawed by the Farasene Imperium and it is illegal to produce ships capable of deep water sailing. The Imperium claims that the oceans are endless and any ships attempting to sail them are doomed to failure.

Until last summer, this was generally accepted as fact because no visitors from across the waters had ever arrived. The scholars of the Imperium have provided no explanation for the Kan Demon other than to suggest that there may be previously unknown islands east of the Windsome Chain.

DAILY LIFE

The Imperium has been a stable and largely peaceful empire for 2,000 years and, for the vast majority of its people, daily life is the same now as it has been for centuries.

The majority of the population is rural and employed in agriculture, where small farmers either own or lease a meager homestead directly from the Imperium under favorable terms. So long as the tenant actively works the land and pays modest taxes, they cannot legally be evicted from their land.

The urban population is primarily made up of small family owned and operated shops, where goods are both made and sold. There is also a sizable proportion of city-dwellers working directly for the bureaucratic arm of the Imperium.

In the Meshel Valley

The Meshel Valley, where *Crashing Chaos* begins, is especially remote, and the lifestyle here is especially rustic. Children live with their parents until they are either old enough to take over the land lease themselves or need to move out and seek their own land or fortunes. It is common for extended families to hold neighboring plots, which together, form de-facto communes.

The regional prefects are nominally responsible for awarding new open leases, but in practice, the matter is handed off to local elders who submit their requests to the prefects for rubberstamp approval. Prefects who ignore this longstanding tradition often find themselves at odds with the local population, leading to their recall to Regalia.

The Meshel Valley is backwards and poor by Imperium standards. It is only becoming more so as the younger generations emigrate to central Tere and its larger urbanized population centers. Abandoned towns and villages dot the landscape along infrequently used side roads meandering off from the main Old Sea Road. The small towns which do exist along the road contain the craftsmen and merchants of the region. They belong to the great guilds of the Imperium, though their remoteness has given them some freedom from the rules and regulations of the guild. Most choose to take on fewer apprentices and journeyman than called for given the slowly shrinking nature of their work.

TRAVELER WAGONS

Traveler Wagons are the mass transit system of the Imperium. Pulled by a team of two horses, they carry passengers and cargo between the towns and cities of Tere.

They come in a variety of sizes, but most typically just over 20 feet long and 7 feet wide. At the front of the wagon is a raised seat for the driver followed by passenger benches. The rear has room for cargo and supplies.

Most towns in the Imperium have facilities for the wagons to stop and switch out horse teams. Wagons are licensed by the Imperium and have standardized fares, however, they are owned and operated by private individuals. Most wagons, especially those that operate in the rural areas, are owned by one or two drivers. In larger towns and cities, it is more common for the wagons to be owned by a merchant who then hires individual drivers to work the routes.

There is no master schedule adhered to, though local inns and taverns will generally be able to tell travelers about the local routes and drivers. Drivers are fiercely protective of "their" routes and the Imperium authorities occasionally need to step in to prevent disagreements from resulting in bloodshed.

Cost is low, generally around 5 cp/mile, and a typical rate of travel is 24 miles per day. With multiple drivers and fresh horses, 48 miles per day is possible.

EDUCATION

There is no compulsory education in the Imperium, and most citizens receive whatever education they have from their parents or a local guild. Tutors and boarding schools exist for the children of the wealthy and there are a handful of chartered universities in the major cities.

Most organized religious orders educate their priests in matters beyond theology, and in many smaller settlements on Tere, the local priest is the most well-educated person around.

Literacy is the norm for citizens who live in the towns and cities as their local churches and temples often offer day school for children of young age (up to 10). Opportunities for children in the rural areas are less common and a child's literacy is highly dependent on whether they have a parent or close relation to teach them.

FOREIGN POLICY

Dwarven Kingdoms

The Imperium has an uneasy peace with its dwarven neighbors on the western half of the continent of Tere. The dwarves are fragmented into a number of nation-states, with varying degrees of cordiality with the Imperium. While some kingdoms (e.g. Khultorm) are near vassal states, others are fiercely independent. Clashes with some are common and joining the Imperium military often involves postings along the western borderlands.

Trade between the Imperium and the dwarves is tightly controlled by the Farasene emperors. All goods imported from, or intended for export to, the dwarves must be registered through the Imperium Foreign Trade Office, must have a duty paid on them, and must receive an official stamp. Imperium merchants are forbidden from offering credit to dwarves and all payments must be in Imperium currency or letters of credit through the royally chartered Bank of Tere.

Kingdom of the Windsome Chain

The Kingdom of the Windsome Chain has been a protectorate of the Farasene Imperium for the last three hundred years, since the signing of the Red Treaty. The island chain is governed by King Elegius Thixx and is responsible for its own internal affairs. The Imperium is responsible for foreign policy, trade and military protection. Windsome Chain traders, like those in the Imperium, may only trade with the dwarven kingdoms through the trade offices in Regalia.

Feral Gnomes

Feral Gnomes are a sub-race of gnome, but have eschewed civilization for the various wildlands of the Windsome Chain. They are hunter-gatherers who prefer locations far from civilization – generally near the ocean, where they can harvest the abundant sea life and minimize nomadic wandering.

Though they prefer isolation, they have been known to cooperate with humans and other races on occasion. A typical arrangement will include the gnomes keeping the varmint population under control and warning of threats in return for a small percentage of the harvest.

Feral Gnomes are small for gnomes, averaging just over three feet tall and weighing between 35 and 40 pounds. They share most of the characteristics of the Gnome race, except for darkvision. They have a heightened sense of sound and automatically receive advantage on any skill checks relying on their hearing. Most Feral Gnomes speak only Gnomish (an unusual dialect, which other speakers of gnomish would consider archaic) though some may speak other languages common to their locale.

The Red Treaty

Three hundred years ago, Parimus Marchel, the first ruler of the Marchel dynasty, started to consolidate his power – forcing several dwarven kingdoms to swear fealty as vassal states. He then turned his attention to the Windsome Chain, which had long had an ambiguous relationship with the Imperium. The Windsome Chain had a large merchant trading fleet, which traded spices and other rare goods with both the Imperium and directly with the dwarven kingdoms of western Tere.



Imperium officials had long coveted the profits from the Windsome Chain's trade with the dwarves and Parimus Marchel engineered several provocations to allow him to apply military pressure on the Uschel dynasty. Misreading the gravity of the situation, King Theris Uschel rebuffed Emperor Marchel and declared independence. Shortly thereafter, the Imperium invaded the Windsome Chain, occupying both Harborhume and Rock Point Keep.

King Uschel was deposed and imprisoned on the newly constructed Spur Rock Prison where he lived out the rest of his life as a political prisoner. Emperor Marchel elevated the Thixx's, a local family of aristocrats, to replace the deposed Uschels. In return, newly crowned King Harold Thixx agreed to sign the Red Treaty, effectively turning the Windsome Chain into a vassal state of the Farasene Imperium.

The treaty stipulated that all seagoing trade to and from the Windsome Chain would be regulated by the Farasene Imperium. In practice, Windsome Chain traders are no longer allowed to trade directly with the dwarves. The treaty also stipulated that the Windsome Chain would demilitarize, transfer their naval vessels and land fortifications to the Imperium, and allow Imperium garrisons throughout their territory. The Farasene Imperium would take explicit responsibility for defense and foreign policy. The aristocracy of the Windsome Chain was eliminated and political power concentrated in the hands of the Thixx dynasty and a transplanted Imperium bureaucracy.

Finally, the Windsome Chain had to agree to a ban on sailing east into the Dawn Sea. Several small islands, a few days sail east of the Windsome Chain, were forcefully depopulated as part of this treaty obligation. Today, those islands are home to a variety of smugglers, pirates, and others seeking to evade Farasene Imperium authorities.

The Imperium has shown little interest in the internal affairs of the Windsome Chain and has allowed the Thixx's wide latitude with respect to domestic politics. In recent years, the Thixx's have felt more and more resentful of the Red Treaty, and have evaded it as much as practical. As the Imperium has become more inwardly focused, that has freed more trade and contact between Windsome Chain merchants and the dwarven kingdoms.

The latest ruler in the Thixx Dynasty, Christianos, intends to declare the treaty null and void given the Imperium's inability to defend the islands from the Kan Demon invasion.

GOVERNMENT

The emperor is nominally an autocrat but his power is effectively checked by the large aristocratic class as well as the Imperium Bureaucracy. The bureaucracy rarely contravenes the wishes of an emperor, however, its sheer enormity serves to blunt dictates which would bring about meaningful change. Most emperors reign their entire life without making any meaningful changes in the lives of average citizens. The aristocracy jealously guards its land and resource ownership and through the power of regional governorships is able to reduce the power of emperors.

Shadow Lord

An Imperium spy. Shadow Lords typically work incognito to gather information of importance to the ruling dynasty of the Imperium.

Bartolo Graciatola, introduced in *AS-1 Face Down in a Muddy Road*, is a Shadow Lord.

Lucinda the Scholar

The Emperor's aunt, Lucinda Marchel, has spent her life collecting knowledge from across the Imperium. She is especially interested in the history of Tere before the Farasene arrived. What started as intellectual curiosity has become an obsession fueled by tales of demons, dragons and magic.

Over the past three decades, she has been getting reports from her spy network of unusual and unexplainable occurrences. The reports started at the fringes of the Imperium, especially the eastern-most reaches of the Windsome Chain, but have been steadily moving inwards as well as increasing in frequency. Lucinda is convinced that Fala Sanctum's anti-magic field is real and that it is failing.

These reports have caused her to re-evaluate old elven fairy tales, and she is convinced that there is at least some truth to them.

MILITARY

Gleos Expeditions

Huntsman Gleos led two expeditions to Kan at the behest of Lucinda Marchel. The first was ten years ago and the second was just three months prior to the start of the *Crashing Chaos* campaign.



Lucinda is one of the few people in the Imperium with some knowledge of the old stories of the demon wars, Fala Sanctum, and the dragons. For years, she has received isolated reports from the fringes of the Imperium of strange phenomenon. Piecing together those reports and consulting with scholars, she believes that there may be some truth to the claims of magic in the old stories.

Under the auspices of recovering ancient elven artwork and artifacts, she has sponsored archaeological excursions into ancient elven ruins. Her nephew, the current emperor, has become obsessed with the artifacts she's uncovered, which has inadvertently led to the current renaissance of elven art.

While the expeditions have been immensely profitable for Lucinda, her ulterior motive is the recovery of ancient elven texts and histories.

Though the elves destroyed most records of the events surrounding Fala Sanctum's anti-magic field and the Gruesarte Phylactery, tantalizing bits remain. What she read in these ancient texts convinced her to send Huntsman Gleos across the sea in search of the Kan continent.

During the *Crashing Chaos* campaign, the characters may find evidence of the Gleos expeditions (*ASX-2 The Ghost of Jarvis Island* and *AS-4 The Rebel Prince*) but no concrete information. They will feature more prominently in future Asatania campaigns.

Home Guard Regiment

In response to the Kan Demon invasions the prior summer, Emperor Barthol Marchel decided to raise an army to defend the coastline. The creation of the Home Guard Regiment was ordered and it began mustering at Bray's Bay.

VI Cavalry Corps

The most elite of the Imperium cavalry corp. Admittance is by invitation only and the VI has done a remarkably good job at avoiding patronage and nepotism during recruiting.



MAJOR NON-PLAYER CHARACTERS

Characters are a critical facet of the Asatania campaign. Some are important only for a brief period, others will interact with PCs over the course of several adventures, and others still will be a part of the story through the entire course of the campaign. Each adventure details the major non-player characters within, but this section is a useful reference to the universe of introduced characters and offers additional role-play aids and backstory for the most important of them.

The distinction between major NPCs and minor can be a bit arbitrary. In general, characters that appear in multiple adventures, are critical to the long term campaign, or are central to the particular adventure they appear in, are detailed in this section. Additional NPCs appear in the *Minor Non-Player Characters* section (see page p39).

Convention: NPCs are sorted alphabetically by their first name, with any titles coming at the end. (e.g. Barthol Marchel, Emperor)

ARGENTA MISTRALLEN

Argenta is an elven scholar seeking the Lost Elves, who she believes left Tere 1,000 years ago under the leadership of Althas Peridial.

The characters will first meet her as she seeks their aid in reaching Bray's Bay, and from there, a ship bound for the Windsome Chain islands.

Appearance

- She is a young, 150-year-old elf, typically dressed in muted travel clothing with a thick cloak for warmth. Her hair is pale yellow and

her eyes are gray – both common among her race.

- Her appearance suggests that comfort and practicality are her primary concerns. She's often covered in a thin layer of grime from her frequent travels through the Imperium seeking knowledge.

Wants

- Argenta wants to find the Lost Elves – believing they may hold information critical to fighting the Kan Demon.
- More immediately, she wants to get to the Wind-some Chain.
- Subconsciously, she wants to escape the effects of Fala Sanctum's anti-magic field, so that she can remember herself.

From

- Argenta claims to be from Lornarive, a modest-sized elven town in central Tere near the ruins of Arathane. Argenta says she was raised as a scholar there.

Weaknesses

- She has an almost naïve belief in the inherent goodness of people. She can be too trusting of those she should not be.



Secrets

- Argenta is the ancient silver dragon Ariansalax, trapped in elven form 2,000 years ago when Fala Sanctum’s anti-magic field went up. The field has clouded her memory and she no longer remembers this about herself. She believes that she is a 150-year-old elven scholar.

Other Tips

- She typically speaks slowly, quietly and deliberately – as if choosing her words quite carefully.
- Argenta’s story about who she is and where she is from will not hold up under serious scrutiny. She will be vague when answering personal questions and may become agitated and flustered if pressed too hard.
- She cannot reveal her draconic nature because she is unaware of it.
- Allow her to offer information to the characters about elements of Asatania’s past, but don’t allow her to become a walking encyclopedia.
- She may chime in from time to time if the players are considering something morally questionable.
- Though she is trapped in elven form without access to her magical abilities, she is still a dragon – virtually un-killable by anything that players or Kan Demon may throw at her. At the Game Master’s option, she can be used to save the party in the event that they would otherwise perish. Use that option with caution though, as the party may realize that she is (far) more than she seems, spoiling the big reveal in the later adventures.

Adventure Reference:

- AS-2 *Smoke on the Horizon*
- ASX-2 *The Prisoner of Spur Rock*
- AS-3 *Muscle, Sinew, and Wood*
- AS-4 *The Rebel Prince*

BARTHOL MARCHEL, EMPEROR

Current emperor of the Farasene Imperium. He’s a young man in his early twenties and has little interest in the affairs of state. Barthol is a dilettante writer and poet more interested in his artistic patronage and pursuits than ruling the empire he inherited.

His aunt, Lucinda Marchel, is the statesman in the family and wields some measure of influence over him. Barthol is vain, however, and does not acknowledge his own shortcomings, limiting his aunt’s ability to sway him.

When Barthol does involve himself in statecraft, he especially enjoys pitting various political factions against one another and tends to see statecraft as a game rather than as deadly serious business. He will be slow to recognize the dire threat that the Kan Demon represent to his dynasty.

Although he’s obviously an important “off-screen” character, he does not appear directly in the *Crashing Chaos* story arc.

Adventure Reference:

- AS-1 *Face Down in a Muddy Road*
- ASX-3 *The Prisoner of Spur Rock*
- AS-4 *The Rebel Prince*

BARTOLO GRACIATOLA

BARTOLO GRACIATOLA <i>Medium humanoid (human), neutral good, 6th level rogue</i>						
Armor Class: 13 (unarmored) Hit Points: 50 (6d8) Speed: 30 feet						
STR	DEX	CON	INT	WIS	CHA	
13 (+1)	16 (+3)	15 (+2)	15 (+2)	15 (+2)	12 (+1)	
Senses: passive perception 12 Languages: Common, Elven, Dwarven Saving Throws: Dex +6, Int +5 Challenge: 2 (450 XP)						
Assassin: Any hits on surprised targets are critical hits Sneak Attack: add 1d6 damage to any target hit with advantage						
Actions						
Stiletto: +6 to hit, melee, reach 5ft., one target. Hit: 1d6+3 piercing damage Stiletto: +6 to hit, melee, reach 5ft., one target. Hit: 1d6 piercing damage						

Graciatola is a storied family name in the Farasene Imperium. Once among the elite powerbrokers and politicians of the Farasene Imperium, the Graciatola's have fallen on tough times.



The family sold most of their ancestral lands to cover gambling debts incurred by Bartolo's grandfather, Piero Graciatola. Without land and its associated income, the family has struggled to keep their status and influence. However, Bartolo's mother, Carlotta Graciatola, is adept at Imperium politics and has ensured that her children have all secured promising opportunities, despite the strained family finances.

Bartolo is a mystery at the start of the campaign. He's posing as a minor functionary but observant players may question that, given his prominent surname. His true vocation is as a Shadow Lord (spy) for the emperor's aunt, Lucinda Marchel.

She was the impetus behind the creation of the Home Guard Regiment and has sent Bartolo to provide her with an independent assessment of its strengths and abilities as well as any engagements with the Kan Demon. Lucinda and the military are often at odds and vying for favor with the Emperor and she does not trust them to report honestly through official channels.

Appearance

- Wears the muted official garb of an Imperium functionary, though he has added an expensive woolen travel cloak.
- He is 32 years old with a strong athletic frame. He is a little shorter than the average human male, with short but clean and well kempt black hair.

Wants

- Bartolo wants to see the fortunes of the Graciatola family restored. He has already earned the trust of Lucinda Marchel and views success as a Shadow Lord as key to the sorts of Imperium favors that may help his family regain prominence.
- Imperium survival against the Kan Demon. Bartolo quickly realizes that the Kan Demon are a threat to the existence of the Farasene Imperium. He believes the fortunes of his own family are tied to those of the Imperium and will work hard to thwart Kan Demon plans.

From

- Bartolo is unmarried and from Regalia, the Imperium capital city.
- He was raised in typical aristocratic fashion and is well-educated.
- He was recruited as an Imperium spy eight years ago and has risen through the ranks to become a Shadow Lord, reporting directly to Lucinda Marchel.

Weaknesses

- If he is forced to choose between what is best for his family and what is best for the Imperium, he will choose family.
- Bartolo is boastful. In combination with his love of good food and drink, he will often say just a little bit more than he should.

Secrets

- Bartolo is not a minor Imperium bureaucrat. He is a Shadow Lord (spy) working directly for the Emperor's aunt, Lucinda Marchel.
- Like his grandfather, Bartolo has a weakness for games of chance. He has racked up sizable gambling debts in Regalia. Even his political connections may not be enough to keep his creditors from becoming more aggressive about collecting his debts.

Other Tips

- Play Bartolo as a well-educated and affable companion. He knows a lot about the history and politics of the Imperium and will generally be happy to answer questions. However, do not let the players treat him as a walking encyclopedia - he's knowledgeable, not omniscient.
- He's friendly and has a way of redirecting inquiries about himself back on the asker. He wants to know all about the people that he meets. He mentally files that information away for later use. "Enough about me..." is a favorite phrase of Bartolo's.

- Trained as a Shadow Lord, he is more than capable in a fight. However, he will be reticent to engage in combat, for fear of blowing his cover.
- If he sees one or more PCs using magic, he will become much more interested in learning about them. Though he does not know why, he knows that Lucinda Marchel is interested in collecting stories of strange or unusual displays of power.

Adventure Reference:

AS-1 *Face Down in a Muddy Road*
 AS-3 *Muscle, Sinew, and Wood*

CHRISTIANOS THIXX, PRINCE

CHRISTIANOS THIXX <i>Medium humanoid (human), neutral good</i>					
Armor Class: 16 (scale mail)					
Hit Points: 48 (9d8+18)					
Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	12 (+1)	14 (+2)
Skills: Athletics +5, Perception +3					
Senses: passive perception 13					
Languages: Common					
Challenge: 2 (450 XP)					
Actions					
Multiattack: Thixx makes two longsword attacks.					
Longsword: Melee Weapon Attack. +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.					

Christianos is the second son of King Elegius Thixx and the current ruler of the Kingdom of the Windsome Chain. His entire family was murdered when the Kan Demon invaded Harborhume. Thixx escaped to Rockingham with the aid of Ralf Yao.

Christianos is 28 and was expected to become a diplomat to Tere – one of the traditional roles for late-born children of the Thixx family. Instead, after the murder of the royal family at the hands of the Kan Demon, he's found himself thrust into a desperate struggle to hold his Kingdom together.

He's smart, cunning and well educated, but also suffers from the brashness of youth. He feels a very strong sense of duty to the people he rules, to his family's legacy, and to the Kingdom of the Windsome Chain. The people of Rockingham have rallied around him. He wants to free his Kingdom from the scourge of the Kan Demon as well as exact a measure of revenge.

Prince Thixx is generally honest and trustworthy, but he is also a ruler. If he feels it is in the best interest of his people, he will bend the truth or over-promise to meet his objectives. He is ruthless and ambitious and wishes to free the Windsome Chain from the yoke of the Red Treaty, which ties his kingdom to the Farasene Imperium. Before the Kan Demon invasion, he and his father argued many times about that issue. The elder Thixx accepted the Red Treaty as necessary to ensure the survival of the Thixx dynasty.



The prince is also known as a bit of a drinker, gambler, and playboy. The immediacy of the current threat has focused him on his role as leader, but many people around the Windsome Chain are aware of his reputation and skeptical of him as a leader. He knows he needs to act decisively to win them over.

Appearance

- Thixx is tall, muscular and well-dressed. Since the invasion of Harborhume, he has taken to wearing a red military coat over a leather tunic, with breeches and high black leather boots.
- He has dark hair and brown eyes and since the Kan Demon arrived, a nearly permanent scowl of concentration across his features.

Wants

- To reclaim his kingdom from the Kan Demon invaders.
- To protect and serve the people of the Windsome Chain and prove himself worthy of ruling.
- To reassert the independence of the Kingdom of the Windsome Chain by repudiating the Red Treaty.

From

- Christianos is from Harborhume, capital of the Windsome Chain.
- His father was King Elegius Thixx and his mother was Queen Susanna Thixx.

Weaknesses

- He has a love of the finer things in life. He has a tendency to drink a bit too much and can be tone deaf to how the flaunting of his wealth separates him from his subjects.
- Christianos was trained as a diplomat rather than a ruler. To hide his discomfort, he will often make rash decisions and find it difficult to admit being wrong.

Secrets

- When the Kan Demon invaded Harborhume, Thixx was drinking and carousing in the Blue Water Inn. Were it not for the quick thinking of Ralf Yao, Thixx would have been murdered with the rest of his family by the Kan Demon. Christianos feels an enormous guilt for not being with his family.

Other Tips

- Christianos may be uncomfortable as ruler, but he hides it well. His parents ensured he was well educated and he spent a great deal of time with his father.
- He occasionally gets excited and ahead of himself. Ralf Yao is often in the position of slowing things down and forcing the Prince to be more deliberate in his thoughts.
- Christianos cares deeply about the Windsome Chain and expects people around him to as well.

Adventure Reference:

- ASX-2 The Ghost of Jarvis Island*
- ASX-3 The Prisoner of Spur Rock*
- ASX-4 Rock Point Keep*
- AS-4 The Rebel Prince*

DUIFU SHEN, ZENT LEGIONNAIRE

DUIFU SHEN <i>Medium humanoid (human), lawful good, 3rd level fighter</i>					
Armor Class: 15 (scale mail) Hit Points: 28 (3d10 + 6) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	12 (+1)	10 (+0)	12 (+1)
Senses: passive perception 12 Languages: Common Saving Throws: Str +3, Con +4 Challenge: 2 (450 XP)					
Actions					
Action Surge: take an additional action and/or bonus action once per rest Second Wind: use a bonus action to regain 1d10 +3 hit points once per rest Pike: Melee Weapon Attack: +3 to hit, melee, one target, reach 10 ft.. Hit: 1d10+1					

Duifu is the highest-ranking officer to survive the Kan Demon invasion of Tere and the siege of Bray's Bay.

Appearance

- Duifu is 26 years old and of average height. He is strong from the demanding nature of his military career.
- He wears the scale mail of a junior Imperium officer. His helmet, with its distinctive red horse-hair plume, is always nearby.
- The stress of the siege of Bray's Bay and his unwanted command has given him a sunken and sallow appearance. Dark bags, from lack of sleep, are obvious under his eyes. It looks like it has been awhile since his last bath.

Wants

- To hold the invaders back long enough for reinforcements to arrive. He genuinely expects the cavalry to swoop in, at any hour, and save Bray's Bay.

From

- Duifu is from the city of Ilyamani, in southern Tere.

Weaknesses

- His largest command prior to taking over the remnants of the Home Guard Regiment was fifteen soldiers. He is overwhelmed and unprepared.
- Duifu is indecisive. He has no plan other than to wait for reinforcements.



ELISE DE CAVALIERE

ELISE DE CAVALIERE <i>Medium humanoid (human), neutral good, 3rd level fighter</i>					
Armor Class: 13 (leather) Hit Points: 27 (3d10+6) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	10 (+0)
Senses: passive perception 11 Languages: Common Saving Throws: Str +4, Con +4 Challenge: 1 (200 XP)					
Two Weapon Fighting: add +2 to offhand attack damage Second Wind: can regain 1d10+3 hit points once per rest as a bonus action Champion: critical on natural 19 or 20					
Actions					
Cavalry Crossbow: +4 to hit, range 30/120, one target. Hit: 1d6+2 piercing damage.					
Hunting Knife: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.					
Hunting Knife: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.					

Secrets

- Duifu never wanted to join the Imperium military. His father was a veteran and insisted that Duifu join to “learn how to lead” before returning home to take over the family trading company.

Other Tips

- Duifu may be overwhelmed and uncertain, but he knows he is in command. He has decided to wait for reinforcements, and he will stick to that plan.
- He is very busy and cannot spend long periods of time in unproductive discussions with the characters and other NPCs. Keep him constantly moving.

Adventure Reference:

AS-3 *Muscle, Sinew, and Wood*

Elise is a former Imperium cavalry sergeant who lost half a hand fighting Kan Demon raiders last summer. After several weeks in a field hospital, she was mustered out of service and took a job driving traveler wagons between the cities and towns of the Imperium. While somewhat bitter about her forced retirement, she retains her sense of duty and loyalty to the Imperium.

Elise was born on a farm near Arcanth, in the Meshel Valley of Tere, but ran away at 17 to join the Imperium military. She spent much of her career stationed at Aberdun Castle, patrolling the Tordum Pass. Her unit was responsible for keeping the pass clear for commerce between the Meshel Valley and Southern Tere. It was a mostly uneventful tour with only the occasional, especially bold or stupid, bandit trying their luck on the road.

Three years ago, she accepted a prestigious invitation to join the VI Cavalry Corps. Her unit was sent to put down a border revolt involving a non-aligned dwarven clan in the northwest of Tere. Like most dwarven skirmishes, it was short and bloody. Elise acquitted herself well in battle and was promoted to sergeant. Her unit was transferred to Ilyamani in southern Tere where it was responsible for patrolling the towns and hamlets of the eastern coast.

It was here that Elise first encountered the Kan Demon. During last summer’s coastal raids, the Kan Demon attacked the small town of Elerim. Thinking the smoke over Elerim no more than a simple house fire, Elise and her unit rode to the town to render what aid they might.



When they arrived, they discovered that Kan Demon raiders had destroyed the town and massacred most of its inhabitants. Elise's unit charged as the Kan Demon were preparing to execute the remaining survivors on the town commons.

Outnumbered by their opponents, her riders were cut down around her. The cavalry fought with the desperate fierceness of a defender, but were unable to rout the Kan Demon. Forced to withdraw, only Elise and one rider survived that furious charge. The Kan Demon finished their brutally efficient executions before retreating to their longboats and the safety of the sea.

Only a handful of Elerim's hundred townsfolk survived the raid and Elise was gravely wounded, both physically and emotionally. She blamed herself for the massacre and is tormented by its memory. She has recurring nightmares of the massacre scene replaying itself over and over again in her mind.

Appearance

- Elise is in her late 30s and is of average height with a compact muscular frame. She still wears her salt-and-pepper hair in the short-cropped style of the Imperium cavalry.
- On her right forearm is a stylized horse tattoo with a "VI" contained within - the emblem of the VI Cavalry Corps, an ancient and highly decorated unit.
- She wears leather traveling clothes and typically wields two long knives (which she can wield proficiently even in her mangled hand). She is proficient with most martial weapons, is an excellent rider, and capable with the crossbow.
- She is missing half of her right hand, lost during a skirmish with the Kan Demon.

Wants

- Redemption for her failure against the Kan Demon during the massacre at Elerim.

From

- A farm outside the town of Arcanth, in the Meshel Valley of Tere.
- Joined the Imperium military at 17 and rose to sergeant in the elite VI Cavalry Corps.

Weaknesses

- Dogmatic. Right is right and wrong is wrong.
- Headstrong. Her failure at Elerim has given her a tendency to act rashly.

Secrets

- She was not released from the military due to a mangled hand, but rather because her superiors were concerned that her feelings of guilt would make her reckless in battle.

Other Tips

- Elise will be ferocious (and reckless, as her superiors feared) in battle; subconsciously she wants to die fighting the Kan Demon.
- She is extremely devoted to the Imperium, especially its military. She believes the military saved her from a life of drudgery on the farm.
- She is dedicated to those that fight alongside her. She may "adopt" the party as her new "squad."
- She feels an affinity for soldiers, both current and veterans. She may warm up to party members with a military background.

Adventure Reference:

- AS-1 *Face Down in a Muddy Road*
- AS-2 *Smoke on the Horizon*
- AS-3 *Muscle, Sinew, and Wood*

FALA SANCTUM

Fala Sanctum was an elven wizard born twenty-five hundred years before the start of *Crashing Chaos*. He was instrumental in defeating the demonic hordes at the founding of Arathane, 2,200 years ago. 2,000 years ago, he created the Gruesarte Phylactery which trapped the essence of the great demon lord Malasarte, who threatened to reawaken the demonic hordes.

To prevent Malasarte's allies from locating the phylactery and freeing the demon lord, the great elven high wizard channeled Fala Sanctum's life force into a great and pervasive anti-magic field which covered all of Tere and the surrounding ocean area. This anti-magic field prevents raw magic from coalescing into a usable form. The magic still exists, but it manifests as entropy - blocked from anyone or anything that would focus its energy.

Fala Sanctum's sentience remains, but after two thousand years, has begun to fade. As a result, the shield is starting to fail.

Adventure Reference:

AS-1 Face Down in a Muddy Road
AS-2 Smoke on the Horizon
ASX-2 The Ghost of Jarvis Island
AS-3 Muscle, Sinew, and Wood
AS-4 The Rebel Prince

KAN NEPHILO

De facto leader of the various Kan Demon (ul-Grogto) clans. His power derives from his position as the spiritual representative of the Demon Lord Malasarte on Asatania. The clans pay homage to his leadership, even if they are not required to follow it.

The Nephilo's diviners have sensed the presence of the Gruesarte Phylactery on Tere, which he realizes must mean that Fala Sanctum's anti-magic field is failing. He successfully convinced most of the Kan Demon clans that the time was right for an invasion of Tere to find the phylactery and free their imprisoned god.

Ten years ago, the Kan Demon captured Wohan Gert and took him to the Nephilo. Much was learned about the strengths and weaknesses of the Imperium and the Nephilo forced Gert to teach the Common language to several courtiers.

Adventure Reference:

AS-1 Face Down in a Muddy Road
AS-2 Smoke on the Horizon
AS-3 Muscle, Sinew, and Wood
AS-4 The Rebel Prince

LUCINDA MARCHEL

Lucinda is the unmarried aunt of the current emperor. Lucinda is a skilled statesman and diplomat who tries mightily to influence her nephew in ways beneficial to the Imperium and the Marchel dynasty.

She has cultivated relationships among the diplomatic and spy services for many years and has strong contacts and direct influence over both. A number of Shadow Lords have privately pledged their allegiance directly to her, though they still nominally support the Emperor.

Lucinda is one of the few in the Imperium who knows most of the story of the elven wars against the demons and Malasarte. She is unsure about exactly what is fact and what is fiction, but has grown concerned about reports of strange occurrences of wild magic filtering in from remote areas of the Imperium.

The characters will not interact directly with Lucinda Marchel in *Crashing Chaos*, though she is responsible for the formation of the Home Guard Regiment and for the posting of Shadow Lord Bartolo Graciatola to Bray's Bay.

Adventure Reference:

AS-1 Face Down in a Muddy Road
ASX-2 The Ghost of Jarvis Island

MALASARTE, DEMON LORD

Malasarte is one of the major demon lords that inhabit the planes of hell. Eons ago, Kan Demon shaman summoned Malasarte and he was able to trick them into believing that he had a role in their creation (rather than Godan, who created dwarves, gnomes, and Kan Demon). As strong as they are, demons do not have the power of creation, but his deception and displays of power convinced the Kan Demon to accept this new truth. He elevated the strongest of the shaman to become his representative on earth – the first Kan Nephilo.

Malasarte occasionally decides to walk the lands of Asatania, summoning giant demonic armies to him. These armies wreak havoc and mayhem for years before Malasarte's attention is drawn elsewhere. Scattered through the hidden places of Asatania are the remains of civilizations that have been wrecked and ruined by these occasional demonic purges. Only the Kan Demon have remained largely untouched by these pogroms - the reward for their obedience and worship.

Malasarte's last walk was 2,000 years ago when he was opposed by the elves and dragons. Through their combined effort, Malasarte's Material Plane essence was trapped in the Gruesarte Phylactery. The phylactery was then hidden away and all of Tere covered by an anti-magic field to keep its location from being magically scryed.

Adventure Reference:

AS-1 Face Down in a Muddy Road
AS-2 Smoke on the Horizon
ASX-2 The Ghost of Jarvis Island
AS-4 The Rebel Prince

MESALUNA

Mesaluna is a night hag that the characters first encounter on Jarvis Island. She has been trapped on the island for the last fifty years. Most of that time, she was in a resting state similar to hibernation, but awoke when the second Gleos Expedition put in for repairs. Gleos marooned one of the sailors on that expedition for trying to incite a mutiny.

Mesaluna tormented the wounded would-be mutineer and eventually harvested his soul - rejuvenating herself after her long slumber. She is looking to get off Jarvis Island and back to civilization, where she can resume harvesting souls at her leisure.

Though she can enter the Ethereal Plane or shift to the other planes at will, she is bound to her heartstone which is bound to the Material Plane. When she travels to the planes, her heartstone anchors to its last location in the Material Plane and when she returns, she must return to that spot.



When traveling Asatania, Mesaluna typically does so in the guise of a middle-aged (350 year old) elven woman. She is fit and trim, with long golden hair. She will typically seek to be anonymous in her surroundings, dressing modestly and blending into the populace. If questioned about her past or origin, she will use her very high intelligence to try and use the questioner's queries to paint a picture of whatever they expect her to be. She will often claim to be from Synsari, an elven settlement in the northern Windsome Chain, though she has never actually been there.

Mesaluna's power has been dulled by the anti-magic field, especially when she first came west from Kan a hundred years prior. As the field has weakened, Mesaluna has regained the full use of her powers. As of the start of the Asatania campaign, she is not a member of a hag coven.

Like many hags, Mesaluna enjoys tormenting her prey nearly as much as she enjoys taking their souls. If the game master chooses to run the *ASX-2 The Ghost of Jarvis Island* side adventure, Mesaluna will follow the party through several adventures - teasing and tormenting them.

MESALUNA THE NIGHT HAG

Medium fiend, neutral evil

Armor Class: 17 (natural armor)

Hit Points: 112 (15d8 +45)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills: Deception +7, Insight +6, Perception +6, Stealth +6
Damage Resistances: cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities: charmed

Senses: darkvision 120 ft., passive Perception 16

Languages: Abyssal, Common, Infernal, Primordial

Challenge: 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: detect magic, magic missile, dancing lights
 2/day each: plane shift (self only), ray of enfeeblement, sleep

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Actions

Claws (Hag Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

Appearance

- Mesaluna can take on almost any small or medium female humanoid. She favors the form of a middle-aged elven woman with a friendly face, bright eyes and long golden hair.

Wants

- She wants off Jarvis Island and is seeking a location with enough population to feed without attracting too much attention to herself.
- Her long life and high intellect makes her easily bored. She seeks stimulation and may find the party worth her continued interest.

From

- Mesaluna wasn't always a night hag. She was born an elf in the city of Arathane prior to the raising of Fala Sanctum's anti-magic field. Her mother was a wizard of modest ability who was nurturing Mesaluna's own abilities when the anti-magic field cut them both off from the raw magic essence.
- In desperation, Mesaluna called upon the dark lords of hell to restore her powers. They responded by dragging her from the material plane and tormenting her soul for centuries before returning her as a night hag.
- Mesaluna remembers the endless torment of hell, but memories of her life prior are sparse.

Weaknesses

- She is sometimes too clever for her own good and Mesaluna often underestimates the abilities of her opponents.
- Her love of tormenting her prey often exposes her to unnecessary and undesired attention.

Secrets

- Mesaluna sacrificed her own mother to the dark lords, hoping to win their favor. She has tried to block this memory away, but it bubbles to the surface on occasion.
- She hates the demons for what they have made her. She seeks opportunities for revenge.

Other Tips

- Mesaluna delights in tormenting her prey. Though she can only harvest the souls of those with a dark heart, she takes pleasure in finding ways to drive even the pure-hearted mad.
- Mesaluna will enjoy the chaos caused by the Kan Demon invasion, but she is concerned that they cause too much harm to her preferred human prey.
- Mesaluna is not beyond redemption and in future story arcs may find common cause with the PCs (at least, on a limited basis).

Adventure Reference:

- ASX-2 *The Ghost of Jarvis Island*
- AS-4 *The Rebel Prince*

PILKIN SHAF, CAPTAIN

PILKIN SHAF <i>Medium humanoid (human), chaotic good</i>					
Armor Class: 12 (leather) Hit Points: 11 (2d8+2) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	12 (+1)
Senses: passive perception 12 Languages: Common Saving Throws: Str +2, Con +3 Challenge: 1/8 (25 XP)					
Actions					
Scimitar: Melee Weapon Attack. +2 to hit, reach 5 ft., one creature. Hit: 1d6+1 slashing damage Scimitar: Melee Weapon Attack. +2 to hit, reach 5 ft., one creature. Hit: 1d6 slashing damage					

Pilkin is the merchant captain of the *Calm Seas*, a small Windsome Chain merchant ship. He is trapped in Bray's Bay by the Kan Demon at the start of the campaign.

Pilkin is a roguish sort and has been known to occasionally dabble in cargoes that are perhaps slightly less than legal. His home is in the Windsome Chain and the authorities there tend to look the other way, given his close relationship to the ruling Thixx family. King Eligius Thixx occasionally asks Pilkin to perform services that he does not want his name attached to - smuggling goods to and from the dwarven kingdoms, bypassing Imperium taxes, being chief among them.

Pilkin has no love for the Imperium and is willing to ignore their laws when it suits him, but his livelihood depends on not becoming *persona non grata* in Imperium ports. He is a fierce loyalist to his Windsome Chain homeland and the Thixx family.

Appearance

- Middle-aged and stout, Pilkin wears the traditional garb of a Windsome Chain trader and sea captain: breeches and boots, with a loose-fitting shirt and timeworn pea coat (kept in his cabin when the weather is warm).
- Pilkin is tall with just the hint of a paunch belying his 40 years.
- His skin is rough from years in the wind, but there is usually a smile on his face and a hearty laugh ready just below the surface.



- He is a sea captain and his jovial manner can be replaced in an instant with a commanding presence. His crew has learned to tell the difference and will jump into action at his orders.

Adventure Reference:

AS-3 *Muscle, Sinew, and Wood*
AS-4 *The Rebel Prince*

RALF YAO

RALF YAO <i>Medium humanoid (human), neutral good</i>					
Armor Class: 15 (chain shirt) Hit Points: 58 (9d8+18) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	10 (+0)
Skills: Athletics +4, Perception +3 Senses: passive perception 13 Languages: Common Challenge: 3 (700 XP)					
Actions					
Multiattack: Yao makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.					
Longsword: Melee Weapon Attack. +4 to hit, reach 5 ft., one creature. Hit:6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if used with two hands.					
Shortsword: Melee Weapon Attack. +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) piercing damage					

Wants

- Pilkin wants to continue plying his trade on the open seas. He loves the freedom of going where he wants, when he wants.

From

- Pilkin is from a small seaside town near Harborhume in the Windsome Chain.

Weaknesses

- Pilkin hates owing favors or debts. King Elegius Thixx did a favor for Pilkin when he was young, and Pilkin spent the next two decades more than repaying him.
- He loves sailing more than business. Poor business choices have often put his ship and livelihood at risk.

Secrets

- Pilkin enjoys boasting about his drinking prowess, but doesn't actually drink alcoholic beverages of any sort.

Other Tips

- Pilkin is hale and hearty and has an opinion about nearly everything.
- One of his favorite sayings is "a favor for a favor!" and he may demand some piece of trivia or information from characters to answer questions they may have.
- He's fond of cursing the gods and Liri the Seeker is one of his favorite targets. (e.g. "Damn Liri's ruddy jowls, he's blowing us off course again!")

Yao is the longtime Thixx family advisor whose quick thinking saved Christianos Thixx during the Kan Demon invasion.

Christianos was drinking at the *Blue Water Inn* in Harborhume when the Kan Demon longboats sailed into the harbor. Hearing the commotion and seeing the fighting, Yao quickly spirited the young (and drunk) Christianos out of the town and arranged to have a fisherman smuggle them to Rockingham.

Yao was an Imperium military officer as a young man, fighting in various skirmishes in the dwarven borderlands of Tere. Upon his return to his home of Harborhume, he was employed by the Thixx family as the martial tutor to their children.



Appearance

- Yao is human, of average height, and is 60 years old.
- He keeps his hair cut short and his only vanity is the dye he uses to keep his graying hair dark.
- Since the Kan Demon invasion, he has taken to wearing the half-plate armor he wore as an Imperium military officer. It is dinged and dented from use, but otherwise in good repair.

Wants

- Yao wants to see the young Prince Christianos firmly established as ruler of the Windsome Chain.
- He also wants to see the threat of another Kan Demon invasion of the islands eliminated.

From

- Yao was born and raised in Harborhume before emigrating to Tere as a young adult.
- For twenty years, he was an Imperium military officer, and fought in various borderland flare ups with different dwarven kingdoms.
- Upon his retirement from the military he returned to Harborhume as a tutor to the Thixx children.

Weaknesses

- Yao is often excessively suspicious of those that interact with the Thixx family.

Secrets

- As the Kan Demon invaded, Elegius Thixx ordered Yao to locate his two sons in Harborhume and spirit them both out of town. With the Kan Demon streaming in from the harbor, Yao had time to save only one son. He chose Christianos, believing him better suited to the mantle of leadership than his older brother.

Other Tips

- Even with his advancing age, Yao is still a formidable opponent. He is well trained in combat and carries himself with quiet confidence.
- Yao is quietly competent and not particularly talkative. When relaying information, he tends to keep descriptions brief and to the point. If characters are long-winded, he may cut them off and ask for “just the facts” or say, “Tell me the heart of the matter.”

Adventure Reference:

- ASX-3 *The Prison of Spur Rock*
- AS-4 *The Rebel Prince*

ROGER BLODGETT, CAPTAIN

ROGER BLODGETT <i>Medium humanoid (human), neutral good</i>						
Armor Class: 10 (unarmoured) Hit Points: 3 (1d8-1) Speed: 30 feet						
STR	DEX	CON	INT	WIS	CHA	
8 (-1)	10 (+0)	8 (-1)	12 (+1)	12 (+1)	8 (-1)	
Senses: passive perception 11 Languages: Common Challenge: 0 (10 XP)						
Actions						
Club: Melee Weapon Attack. -1 to hit, reach 5 ft., one creature. Hit: 1 (1d4-1) bludgeoning damage						

Captain Blodgett led an illegal expedition east across the Dawn Sea searching for new lands and trading opportunities. He discovered a chain of islands and landed at Big Domond Island, where he was attacked by Kan Demon from an outpost there.

Upon his return to Harborhume, he was captured and imprisoned by Farasene Imperium authorities for violating the prohibition against deep water voyages. At the start of the campaign, Blodgett is imprisoned at the notorious Spur Rock Prison. The optional side adventure *ASX-3 The Prisoner of Spur Rock* is available, where the party can get involved in freeing him, if desired.

Blodgett’s logbook, located in Harborhume contains navigational information which would allow characters to find the islands he discovered. The logbook is one of the subjects of *AS-4 The Rebel Prince*.

Appearance

- Blodgett is gaunt, withered and wild-eyed from his decades imprisoned on Spur Rock. He has a long, wispy, white beard and thick white eyebrows. His head has been recently shaved to delouse it.
- He is sixty years old and walks with a stoop caused by years of confinement, much of it in Spur Rock's notorious "hole."

Wants

- To be free of Spur Rock Prison – one way or another.

From

- Before his imprisonment, Blodgett was a sea captain from the Windsome Chain. He made a small fortune carrying trade goods back and forth between the various port towns of eastern Tere.

Weaknesses

- His imprisonment has made Roger physically weak and he has trouble moving around without help.
- The long term isolation and starvation at Spur Rock have clouded Roger's mind. Though healing magic and nourishment will improve his mental state, he will never again be "whole."

Secrets

- Roger discovered the Domond Islands between Tere and Kan on a sea voyage twenty years ago. Though he was caught by the Imperium and imprisoned for the illegal expedition, he never told anyone from the Imperium about King Elegius Thixx's tacit approval for the expedition, saving the royal family embarrassment and political trouble as a result.

Other Tips

- The years have been unkind to Blodgett and he is quite mad. It can be difficult to tell reality from fantasy when talking with him.
- Blodgett is unable to maintain focused conversations for long periods of time and will often go off topic or simply doze off.
- If others are talking, Blodgett will occasionally cry out with odd, out-of-place and nonsensical statements remembered from his days as a sea captain (e.g. "Hoist the main sail, Mr. Ricardo! Thus! Thus!")
- Even if the characters manage to calm him, Roger simply doesn't remember much about his expedition.

Adventure Reference:

ASX-3 *The Prisoner of Spur Rock*

AS-4 *The Rebel Prince*

ROMAN VIDIC

ROMAN VIDIC <i>Medium humanoid (human), neutral good, 4th level fighter</i>					
Armor Class: 13 (leather armor) Hit Points: 25 (3d10+3) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	12 (+1)	10 (+0)
Skills: Deception +2, Athletics +4 Senses: passive perception 11 Languages: Common Saving Throws: Str +4, Con +3 Challenge: 1 (200 XP)					
Two Weapon Fighting: add +2 to offhand attack damage Second Wind: can regain 1d10+4 hit points once per rest as a bonus action Champion: critical on natural 19 or 20					
Actions					
Shortsword: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 slashing damage. Shortsword: +4 to hit, reach 5 ft., one target. Hit: 1d6 slashing damage					

Roman is the eldest son of a prosperous farming family from near the Imperium capital of Regalia. A corrupt local Prefect was able to manufacture a legal reason to foreclose on the Vidic estate and purchased it through a proxy for himself. Roman's father unsuccessfully attempted to use the Imperium court system to get his lands returned. He committed suicide as a result of his failure.

Roman has been angry at what he sees to be a corrupt and irreparable system. He has spent the last few years drifting from place to place, engaging in petty crime and drinking himself to drunkenness at every opportunity.

A few months ago, while ranting at the *Salted Hock* and insulting the ruling dynasty, Roman was thrown into prison by the local constabulary. A Kan Demon sympathizer, Wohan Gert, bailed him out and recruited him to be an agent of the Kan Nephilo on Tere. Grateful to finally have a way to get back at the Imperium, Roman readily agreed.

Appearance

- Roman is a traveler wagon driver and has the strong shoulders and size of a teamster. His skin is weathered and rough from years of exposure to the elements, and he usually wears a wide-brimmed hat to keep the sun out of his eyes.
- He is middle-aged with a near permanent scowl on his face. He cheeks are ruddy from too many years of imbibing copious quantities of liquor. His clothes are simple and, more often than not, in need of washing.



Wants

- Revenge against the Imperium for cheating his family out of their lands.

From

- Near the capital city of Regalia.

Weaknesses

- Roman is a functioning alcoholic; when sober, he feels growing guilt over betraying his homeland.
- He is careless. When he's been drinking, he imagines himself far more clever and stealthy than he really is.

Secrets

- Has been providing intelligence about the Meshel Valley to Wohan Gert for months.
- Carried several Kan Demon, of the Rending Cry Clan, from Bray's Bay to Siver's Mill as the invasion started.

Other Tips

- Roman has worked hard to befriend the workers and laborers he regularly comes into contact with. He is familiar with most of the traveler wagon drivers, innkeepers, and shop owners in the eastern Meshel Valley, as well as many of the farmers, loggers, and miners. He'll drop names as a way to appear less suspicious.
- While he knew that he was working against the interests of the Imperium, Roman had no idea that an invasion was coming and still does not truly understand the scope of the invasion.

- Ultimately, Roman cares about Roman. He feels a little bad about what he's done, but he has been able to rationalize it with "they had it coming." Regular alcohol helps too.
- Roman can be gruff and short, or he can be charming, depending on the circumstances. He knows Elise de Cavaliere from the road and is attracted to her, though she has not returned his affections.

Adventure Reference:

- AS-1 Face Down in a Muddy Road
- AS-2 Smoke on the Horizon
- AS-3 Muscle, Sinew, and Wood
- AS-4 The Rebel Prince

STYLA ANCHORSTONE

STYLA ANCHORSTONE <i>Medium humanoid (dwarf), lawful good</i>					
Armor Class: 14 (chain shirt) Hit Points: 32 (5d8+10) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	12 (+1)
Skills: Athletics +5 Senses: passive perception 10 Languages: Common, Dwarven Challenge: 2 (450 XP)					
Multiattack. Styla makes two greataxe attacks.					
Actions					
Greataxe: Melee Weapon Attack. +5 to hit, reach 5 ft., one creature. Hit: 1d12+3 slashing damage					

Styla is the leader of tribute forces from the dwarven kingdom of Khultorm. She rallied her small warband to hold invading Kan Demon at their beachhead long enough for most of the Home Guard Regiment to make it behind the relative safety of the palisade at Bray's Bay.

Appearance

- Typical of dwarven women, Styla is just over four and a half feet tall, broad shouldered and muscular. Her long brown hair is kept neatly in a single braid which runs about two feet down her back.
- She wears a chain shirt and keeps her well maintained greataxe close. Running through her chain shirt is a thick silver thread creating a diamond pattern.

Wants

- To escape the siege of Bray's Bay and return her squad safely to Ostholme.

From

- Styla is from the dwarven frontier mining town of Ostholme, in the Pecalin Range.

Weaknesses

- She is afraid of disappointing her family and clan, which leads her to put her own life, and the lives of her warriors, in danger.

Secrets

- Styla was chosen to lead the tribute warband due to her unpopularity at home. She has little respect for authority and ignores the chain of command when she pleases.

Other Tips

- Styla speaks her mind plainly and simply. She is action-oriented and usually just needs to know what is expected of her. Larger strategy and politics are usually not interesting to her.
- She will size characters up quickly. If they have shown bravery, she will treat them as equals. If she believes they are sneaky or cowardly, she will be dismissive.

Adventure Reference:

AS-3 *Muscle, Sinew, and Wood*

Wohan is a supporter and spy of the Kan Nephilo. Ten years ago, he was a member of a secret expedition to the Kan Demon homeland (see *Gleos' Expedition - p20*). When the expedition arrived on the Kan mainland, Wohan began to exhibit the latent wild magic sensitivity that had been blocked by the anti-magic shell on Tere. He learned how to channel these abilities, though his ability to use them faded once he returned to Tere.



WOHAN GERT

<p>WOHAN GERT <i>Medium humanoid (human), chaotic neutral</i></p>					
<p>Armor Class: 11 (unarmored) Hit Points: 17 (3d8+3) Speed: 30 feet</p>					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	14 (+2)	10 (+1)	14 (+2)
<p>Skills: Deception +4, Perception +3 Languages: Common, ul-Grogtok (limited) Challenge: 1/8 (25 XP)</p>					
<p>Spellcasting: outside of the influence of Fala Sanctum's anti-magic field, Wohan can cast the following: Cantrips (at will): fire bolt, light, mage hand, prestidigitation 1st level (3 slots): detect magic, magic missile, sleep</p>					
<p>Actions</p>					
<p>Knife: Melee Weapon Attack. +3 to hit, reach 5 ft., one creature. Hit: 1d6+1 piercing damage</p>					

Wohan was separated and captured by the Kan Demon on the continent of Kan and after some time began to admire and sympathize with their cause.

The Kan Nephilo sent him back to Tere five years ago, where he was tasked with setting up a network of spies and infiltrators. Soon after his arrival, he bought the *Salted Hock* from its previous owner and has used it as a base of operations since.

Wohan may have spent time with the Kan Demon in their homeland, but he is far from a trusted confidant. He was told that an invasion was coming and, so far, has only been able to recruit Roman Vidic to the cause.

In truth, Wohan had gotten comfortable as bartender of the sleepy fishing town and had lost most of his revolutionary zeal. He has had limited communication with his Kan Demon handlers via the sending spell over the years, (Wohan is the equivalent of a 3rd level wizard outside of Tere but his magic is blocked, just like everyone else's, by Fala Sanctum's anti-magic field. Very powerful Kan Demon shaman have limited success with sending messages to recipients inside the field.)

Wohan knows the following:

- There was a secret expedition to the Kan continent 10 years ago, led by Huntsman Gleos.
- The Kan Demon call themselves the “Ul-Grog-tok” and are led by a mysterious figure known as the “Kan Nephilo.”
- Wohan admires the simple life and direct nature of the Kan Demon on the steppes of their homeland.
- Wohan does not know the true reason for the invasion. He was told and believes that the Kan Demon are seeking resources and land. He believes that they will spare the lives of common people.
- Wohan knows that magic works on Kan but does not know why it fails on Tere.
- He does not know the sailing route back to Kan.

Wohan is a brave and stubborn man. He will not give up his knowledge easily. The players can try to persuade, intimidate or deceive as they wish, but it will take a DC17 skill check to succeed. Wohan knows that his life is forfeit if he is discovered and will actively seek to prevent that.

Appearance

- Wohan is middle-aged, fat, and jolly. He looks and sounds like an amalgamation of every fantasy barkeep trope there is and shouldn't arouse suspicion unless the players have their own independent reasons to be suspicious.
- He wears a loose-fitting shirt, rolled up to the elbows and an ale-stained vest. His one conceit is his perfectly trimmed Franz Joseph style facial hair.

Wants

- He believes that the Kan Demon hold the key to regaining the use of his magical abilities. Wohan covets the power, wealth, and prestige he believes that power would provide him.
- Wohan feels that the Imperium is stagnant and corrupt. He idealizes the Kan Demon culture and prefers their straightforward nature to the Farasene bureaucracy.

From

- Wohan was born and raised in the Meshel Valley, but is well travelled on Tere. He spent several years among the dwarves in the Khultorm city of Hammermuir.
- During these travels, he became a trusted companion of Gleos and was invited to join an expedition across the Dawn Sea.
- Was captured by the Kan Demon and spent five years as a well-treated prisoner in Agracot, teaching Common to several high-ranking members of the Nephilo's court.

Weaknesses

- Wohan has been back on Tere long enough to become comfortable. He has lost most of his revolutionary zeal.
- The Kan Demon have been more brutal with the local populace than he expected, which has shaken (though not completely destroyed) his belief in the righteousness of his cause.

Secrets

- Wohan is a spy and collaborator of the Kan Demon. He has been attempting to recruit spies throughout the Meshel Valley, though only Roman Vidic has been receptive.

Other Tips

- The players interactions with Wohan during the *Crashing Chaos* story arc will likely be more about standard players to tavern keeper gossip and information sharing than about his secrets.
- He will be curious about the characters, especially if he is aware that they have fought the Kan Demon. Wohan has not heard anything from his handlers since the invasion started and is very interested about happenings outside the walls.

Adventure Reference:

AS-3 Muscle, Sinew, and Wood

MINOR NON-PLAYER CHARACTERS

AEOLUS DUTENTIUS, LEGATUS

Former commander of the Home Guard Regiment at Bray's Bay. Killed early in the Kan Demon invasion while attempting to break through the blockade of the Imperium road.

Adventure Reference:

AS-1 Face Down in a Muddy Road
AS-3 Muscle, Sinew and Wood

ALTHAS PERIDIAL

AKA *ALTHAS THE SEEKER*

Althas was the leader of the Lost Elves who left Tere and sailed east 1,000 years ago. He believed that elves were dying due to forces he did not completely understand and that only by leaving Tere could they regain their past vigor.

Althas Peridial and the Lost Elves will play a significant role in future Asatania story arcs.

Adventure Reference:

AS-2 Smoke on the Horizon
AS-4 The Rebel Prince

ANDEREA GILES

A baker hiding from the Kan Demon in Harborhume. Her husband was murdered by the Kan Demon after being accused of hoarding flour and bread.

Adventure Reference:

AS-4 The Rebel Prince

ANGUS LAMBERT, CAPTAIN

The murdered captain of the *Sea Foam*, a ship commandeered by the Kan Demon.

Adventure Reference:

ASX-2 The Ghost of Jarvis Island

AQUITUS, PREFECT

The Imperium prefect for the Meshel Valley region. He was murdered by the Kan Demon and presumably found by the characters.

Adventure Reference:

AS-2 Smoke on the Horizon

ARIELUS, LEGATUS

The last Imperium commander of the Harborhume garrison. He was killed on the first night of the Kan Demon invasion. Prince Thixx takes Arielus' house for his own after the characters liberate Harborhume and he returns from exile.

Adventure Reference:

ASX-4 Rock Point Keep

BARTH SOLOMON

BARTH SOLOMON <i>Medium humanoid (human), chaotic neutral, 1st level fighter</i>					
Armor Class: 15 (studded leather and shield) Hit Points: 11 (1d10+1) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	9 (-1)	9 (-1)
Senses: passive perception 9 Languages: Common Saving Throws: Str +3, Con +3 Challenge: 1/2 (100 XP)					
Defensive: +1 AC when wearing armor Second Wind: add 1d10+1 hp as a bonus action once per short or long rest					
Actions					
Shortsword: +2 to hit, melee, one target. Hit: 1d6 piercing					

A deserter from the Home Guard Regiment who may be encountered by the characters during their journey from Siver's Mill to Bray's Bay.

Adventure Reference:

AS-2 Smoke on the Horizon



BRIANNA COLLINS

BRIANNA COLLINS <i>Medium humanoid (half-elf), chaotic neutral</i>					
Armor Class: 15 (studded leather) Hit Points: 65 (10d8+20) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)
Saving Throws: Str +4, Dex +5, Wis +2 Skills: Athletics +4, Deception +4 Senses: passive perception 10 Languages: Common Challenge: 2 (450 XP)					
Actions					
Multiattack. Brianna makes three melee attacks: two with her scimitar and one with her dagger. Or, she makes two ranged attacks with her daggers.					
Scimitar. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6+3) slashing damage.					
Dagger. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft., or range 20/60 ft., one target. <i>Hit:</i> 5 (1d4+3) piercing damage					

Brianna is a half-elf and no stranger to tragedy. She has spent the past few years looking for her human father, Cador Collins, who was arrested at the family farm and taken away by Imperium soldiers. She has been able to learn neither his whereabouts nor the reasons for his arrest. She has all but given up her search and returned to the family farm in the Tamberlee Valley of the Windsome Chain.

Cador occasionally worked as a guard on the traveler wagons that roamed from town to town. From his old journal, she learned that on his last trip, he had been mixed up in something that scared him. He was working for a driver that he didn't know, carrying a merchant and his wares to Harborhume. Cador awoke at dawn, covered in blood, with the merchant's body nearby. The wagon was nowhere to be found. He panicked and fled back to his farm. The soldiers came for him shortly after that.

Brianna has talked to officials in Harborhume and Regalia and all deny any knowledge of her father or his arrest. Whatever he had been mixed up in, it was being kept very quiet.

Adventure Reference:

ASX-4 *Rock Point Keep*

CALISTA CAELIUS, LEGATUS

Imperium military commander at Elium. At the start of the campaign, she is leading the portion of the Home Guard Regiment that had not arrived in Bray's Bay before the Kan Demon invaded. Her orders are to hold Elium and prevent the Kan Demon from advancing north along the Imperium road.

Adventure Reference:

AS-3 *Muscle, Sinew, and Wood*

CHELA GRAYEN

Caretaker of the Harborhume Necropolis.

Adventure Reference:

AS-4 *The Rebel Prince*

CHIRGIS, CAPTAIN

CAPTAIN CHIRGIS <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 15 (hide armor) Hit Points: 30 (4d8+12) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	12 (+1)	12 (+1)
Skills: Athletics +5 Senses: Darkvision 60 ft., passive perception 11 Languages: ul-Grogtok (Kan Demon) Challenge: 2 (450 XP)					
Cleave: as a bonus action, attack a second creature within 5 ft. if using a 2 handed melee weapon. Damage is halved.					
Actions					
Multiattack: Captain Chirgis makes two attacks with his Skymetal Tipped Greataxe.					
Boomerang. <i>Ranged Weapon Attack:</i> +3 to hit, range 60/240, one creature., <i>Hit:</i> 5 (1d4+3) bludgeoning damage.					
Skymetal Tipped Greataxe (2H). <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one creature. <i>Hit:</i> 11 (1d12+5) slashing damage.					

Ul-Grogtok commander who attacked and secured the Argot Hill Mine.

Adventure Reference:

ASX-1 *The New Mine Masters*

CORWEN DEMAR, CAPTAIN

CAPTAIN CORWEN DEMAR <i>Medium humanoid (human), neutral</i>					
Armour Class: 16 (scale mail) Hit Points: 61 Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)
Skills: Athletics +4, Intimidation +4 Senses: passive Perception 10 Challenge: 2 (450 XP)					
Actions					
Multiattack: The guard captain makes two melee attacks. Shortsword: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage Hand Crossbow: Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage					
Reactions					
Parry: The guard captain adds 2 to his AC against one melee attack that would hit him. To do so the captain must see the attacker and be wielding a melee weapon.					

Captain Demar is the commandant and warden of the notorious Spur Rock Prison. His promising military career was cut short after he angered the wrong officials and was assigned to oversee the bleak island prison where the Imperium sends those that they wish to disappear.

Adventure Reference:

ASX-3 The Prisoner of Spur Rock

DECKER BLACK

Decker is the blacksmith in Harborhume.

Adventure Reference:

AS-4 The Rebel Prince

ELEGIUS THIXX, KING

Father of Prince Christianos Thixx and former ruler of the Windsome Chain. Murdered by the invading Kan Demon at the start of the campaign.

Elegius and his son, Christianos, argued often about the Red Treaty, which governed relations between the Kingdom of the Windsome Chain and the Farasene Imperium. Christianos was strongly in favor of restoring the independence of the Windsome Chain through a series of small, incremental steps. Elegius refused, however, on the grounds that the Red Treaty was the foundation of the Thixx Dynasty's legitimacy.

Adventure Reference:

ASX-2 The Ghost of Jarvis Island
ASX-3 The Prisoner of Spur Rock
AS-4 The Rebel Prince

ELBENTER JARVIS

Elbenter is a gnomish engineer and prospector, primarily known for his discovery of tin on an island that now bears his name. Elbenter made a fortune while the tin mine was operational and developed a reputation as a shrewd, if eccentric, businessman.

He is believed to have retired to Pippilin after the mine shut down.

Adventure Reference:

ASX-2 The Ghost of Jarvis Island

ELIM DESTUS, SERGEANT

SERGEANT ELIM DESTUS <i>Medium humanoid (human), lawful evil</i>					
Armour Class: 13 (chain shirt) Hit Points: 40 Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)
Skills: Intimidation +2 Senses: passive Perception 10 Challenge: 1/2 (100 XP)					
Unit Tactics: The sergeant has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and isn't incapacitated.					
Actions					
Multiattack: The sergeant makes two melee attacks. Shortsword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage Hand Crossbow: Ranged Weapon Attack: +2 to hit, range 30/120 ft., one target. Hit: 3 (1d6) piercing damage					

Sergeant Destus is the brutal Imperium soldier who oversees the guards at Spur Rock Prison. He was posted to Spur Rock Prison after beating a recruit to death with his bare hands. While Captain Corwen Demar is his superior, it is Destus that the rank and file at the prison fear.

Adventure Reference:

ASX-3 The Prisoner of Spur Rock

ERINNU LOCKE

ERINNU LOCKE <i>Medium humanoid (human), chaotic good</i>					
Armor Class: 17 (splint) Hit Points: 58 (9d8 +18) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)
Skills: Athletics +5, Perception +2 Senses: passive perception 12 Languages: Common Challenge: 3 (700 XP)					
Actions					
Multiattack. Erinnu makes two longsword attacks. If he has a shortsworn drawn, he can also make a shortsword attack.					
Longsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.					
Shortsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6+3) piercing damage					
Heavy Crossbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 100/400 ft., one target. <i>Hit:</i> 6 (1d10+1) piercing damage					

An ex-soldier in the Imperium military. Erinnu was trapped in Harborhume when the Kan Demon invaded. He escaped and joined with Brianna Collins in banditry.

Adventure Reference:

ASX-4 Rock Point Keep

GLEOS, HUNTSMAN

Led two secret expeditions (see *Farasene Imperium - Military - Gleos Expeditions*), to the Kan Continent at the behest of the Emperor's aunt, Lucinda Marchel.

Huntsman Gleos is introduced in the *Crashing Chaos* campaign and will be fully explored in future story arcs.

Adventure Reference:

ASX-2 The Ghost of Jarvis Island
AS-3 Muscle, Sinew, and Wood
AS-4 The Rebel Prince

GRAK, SUBCOMMANDER

SUBCOMMANDER GRAK <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 18 (chainmail, shield) Hit Points: 39 (6d8+12) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	13 (+1)
Senses: Darkvision 60 ft., passive Perception 12 Skills: Athletics +5, Intimidation +3, Perception +2 Languages: ul-Grogtok (Kan Demon), common Challenge: 3 (700 XP)					
Fur Cloak of Deftness. +2 initiative.					
Martial Advantage. Do 5 extra damage on a single hit when an active ally is within 10 feet..					
Actions					
Inspire. As a bonus action, fill an ul-Grogtok within 60 ft. with renewed fighting spirit, adding 1d6 temporary hit points. 2/day.					
Horn of Wolfkind. As an action, summon 1d4 wolves on a successful DC10 Charisma (Performance) check. The wolves will attack any creature attacking their summoner. The wolves will disappear after an hour and the horn may be blown 1/day.					
Multiattack. Can make 2 attacks per turn with a melee weapon.					
Longsword of Rapid Strikes. <i>Melee Weapon Attack:</i> +5 to hit, reach 5ft. <i>Hit:</i> 1d8+3 slashing damage. Grants an additional attack on any natural 20 rolled.					

Grak is the senior officer in charge of the ul-Grogtok forces at Harborhume. His specific mission is to ensure a steady stream of supplies from the Windsome Chain reaches the invasion force headquartered at Bray's Bay. He has been left with a mish-mash of forces from several ul-Grogtok tribes and has deployed them in and around Harborhume.

As an ul-Grogtok officer still in his prime physical years, Grak is unhappy with the Harborhume posting. He craves battle and glory, not pacification and diplomacy.

Adventure Reference:

AS-3 Muscle, Sinew, and Wood
AS-4 The Rebel Prince

GRAUN KETTLEBOTTOM

A dwarven smith in Bray's Bay. If the party meets her, she will try to convince them to help her find a way out of Bray's Bay, and back to the safety of her home in Ostholme.

Adventure Reference:

AS-3 *Muscle, Sinew, and Wood*

HAROLD THIXX, KING

First king of the Thixx dynasty, current rulers of the Windsome Chain. Elevated to the throne by Emperor Parimus Marchel after agreeing to the terms of the Red Treaty.

HARV

HARV <i>Medium humanoid (human), chaotic neutral, 2nd level rogue</i>					
Armor Class: 11 (unarmored) Hit Points: 12 (3d10+6) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	9 (+0)
Skills: Deception +2, Sleight of Hand +3 Senses: passive perception 10 Languages: Common Saving Throws: Dex +3, Int +1 Challenge: 1/2 (100 XP)					
Actions Dagger: +3 to hit, reach 5 ft., one target. Hit: 1d6+1 piercing damage.					

A scoundrel and opportunist, he masquerades as a farm laborer seeking work, but he's more likely to be lifting purses than hay bales.

Adventure Reference:

AS-1 *Face Down in a Muddy Road*

AS-2 *Smoke on the Horizon*

INALA MAAK

The owner of the *Blue Water Inn*, Inala is an opportunist and collaborator.

Adventure Reference:

AS-4 *The Rebel Prince*

LINRET HOPTENDER

An elderly halfling and librarian in Harborhume. Linret is a history buff and can offer the characters information about the history of Tere and the Windsome Chain. He may also be able to offer some interesting books from his library.

Adventure Reference:

AS-4 *The Rebel Prince*



LOST ELVES

Followers of Althas Peridial that left Tere one thousand years ago. Their history and story is being sought out by Argenta (see *Althas Peridial* on p37).

Adventure Reference:

AS-2 *Smoke on the Horizon*

AS-4 *The Rebel Prince*

LRON OF MANCHA

Owner of a seedy pub in Bray's Bay. He can be a link to all things disreputable in Bray's Bay, should the characters have need of that sort of service.

Adventure Reference:

AS-3 *Muscle, Sinew, and Wood*

PARISMUS MARCHEL, EMPEROR

First ruler of the Marchel dynasty. He forced vassalhood on several previously independent dwarven kingdoms. Parismus also invaded the Windsome Chain and imposed the Red Treaty.

Adventure Reference:

ASX-4 *Rock Point Keep*

QUELLO, COMMANDER

GHOST OF COMMANDER QUELLO <i>Medium undead, lawful good</i>					
Armor Class: 11 Hit Points: 45 (10d8) Speed: 0 ft., fly 40ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)
Damage Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities: cold, necrotic, poison Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses: darkvision 60 ft., passive Perception 11 Languages: Common Challenge: 4 (1,100 XP)					
<p>Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.</p> <p>Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if its turn ends inside an object.</p>					
<p>Actions</p> <p>Withering Touch: <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 17 (4d6+3) necrotic</p> <p>Etherealness: The ghost can exist upon the Ethereal or the Material Plane, though it remains visible on the other plane and can't affect or be affected by anything upon that plane.</p> <p>Horrible Visage: Each non-undead creature within 60 feet, visible to Quello must succeed on a DC 13 Wis saving throw or be frightened for 1 minute. If the save fails by 5+, the target also ages 1d4 × 10 years (this can be reversed with a <i>greater restoration</i> spell if cast within 24 hours). A frightened target can repeat the saving throw at the end of each of its turns. A character is immune to Quello's Horrible Visage for the next 24 hours after it makes its saving throw, or it has already been affected and the effect ends.</p> <p>Possession (Recharge 6): One visible target within 5 feet must succeed on a DC 13 Charisma save or be possessed; Quello then disappears, and the target is incapacitated, losing control of its body, which Quello now controls, but this doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Int, Wis, Cha, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. Possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to Quello's Possession for 24 hours after succeeding on the saving throw or after the possession ends.</p>					

Quello was the Windsome Chain's commander of Rock Point Keep before the signing of the Red Treaty. His ghost is cursed to remain in the keep until he is properly relieved.

Adventure Reference:

ASX-4 Rock Point Keep

RAYMOND MAAK

A shopkeeper in Harborhume. Maak is responsible for distributing what food and other supplies the Kan Demon have not confiscated to the populace.

Adventure Reference:

AS-4 The Rebel Prince

SIGURD SNOWHEART

SIGURD SNOWHEART <i>Medium humanoid (dwarf), neutral good</i>					
Armor Class: 17 (splint) Hit Points: 58 (9d8 +18) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)
Skills: Athletics +5, Perception +2 Senses: darkvision 60 ft., passive perception 12 Languages: Common, Dwarven Challenge: 3 (700 XP)					
<p>Actions</p> <p>Multiattack. Sigurd makes two attacks with his battleaxe.</p> <p>Battleaxe. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8+3) slashing damage.</p>					

A dwarf from the Kingdom of Khultorm illegally prospecting for mithril ore in the Cragway Mountains of the Windsome Chain.

Adventure Reference:

ASX-4 Rock Point Keep

SUSANNA THIXX, QUEEN

The murdered queen of the Kingdom of the Windsome Chain and mother to Prince Christianos Thixx.

THERIS USCHEL, KING

Last King of the Uschel dynasty in the Windsome Chain. Deposed by Emperor Parimus Marchel and imprisoned until his death on Spur Rock.



THRILLIP DUSTWANDER

THRILLIP DUSTWANDER <i>Medium humanoid (gnome), chaotic good</i>					
Armor Class: 11 (16 with barkskin) Hit Points: 27 (5d8+5) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	13 (+1)
Skills: Medicine +4, Nature +3, Perception +4 Senses: extraordinary hearing, passive perception 14 Languages: Gnome (archaic dialect), Common Challenge: 2 (450 XP)					
Spellcasting. Thrillip is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared: Cantrips (at will): <i>druidcraft, produce flame, shillelagh</i> 1st level (4 slots): <i>entangle, longstrider, speak with animals, thunderwave</i> 2nd level (3 slots): <i>animal messenger, barkskin</i>					
Actions					
Quarterstaff. <i>Melee Weapon Attack:</i> +2 to hit (+4 to hit with <i>shillelagh</i>), reach 5 ft., one target. <i>Hit:</i> 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8+2) bludgeoning damage with <i>shillelagh</i> ..					

Thrillip is the elder of the Big Pinch Clan of Feral Gnomes who make their home near Rock Point Keep.

Adventure Reference:
ASX-4 Rock Point Keep

USHI THE UGLY

Ushi is an ogre left for dead by an dwarven raiding party on Kan. He joined with the Kan Demon and is in Harborhume as Subcommander Grak's enforcer.

USHI THE UGLY <i>Large giant (ogre), chaotic neutral</i>					
Armor Class: 11 (hide armor) Hit Points: 59 (7d10+21) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	8 (-1)	7 (-2)	7 (-2)
Senses: Darkvision 60 ft., passive Perception 8 Languages: ul-Grogtok (Kan Demon), giant Challenge: 2 (450 XP)					
Actions					
Greatclub. <i>Melee Weapon Attack:</i> +6 to hit, reach 5ft. <i>Hit:</i> 2d8+4 bludgeoning damage. Javelin. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5' or 30/120. <i>Hit:</i> 1d6+3 piercing.					

Adventure Reference:
AS-4 The Rebel Prince



RELIGION

Worship, spiritualism and the gods are an important facet of life on Tere. There are churches, cults and priests for many of the gods and goddesses of the Farasene mythology across the land.

The Imperium has an “official” religion, but it is not strictly enforced and worship of alternate deities is tolerated. Occasional demon cults arise which the authorities ruthlessly quash. They are crushed not so much because of any belief in the demonic, but due to the anti-social behaviors that many of the cults engage in (human sacrifice, etc.).

Most of the gods in the pantheon are false gods, with no corresponding divine being behind them. While there are PCs and NPCs with “divine” powers, those powers derive from the same raw magic source as all magic. The gods have not directly interacted with Asatania in several millennia.

ORIGIN OF THE GODS

In the beginning, there was nothing. No light, no dark, no planes, not even a void. From this timeless nothingness, the first god burst forth. That god was the Dreamer and from nothingness sprang reality. Whatever the god imagined came to be. The more reality it created, the more bound by its own rules it became and the more difficult it was for the Dreamer to expand reality.

The Maelstrom

The first reality was the Maelstrom, an everlasting storm of chaos and light. The great nameless god had no frame of reference for its creation and so the chaotic impulses of its mind became a swirling reality. Over the timeless eons, the Dreamer would occasionally ponder itself and wonder why it existed. From these thoughts sprang regions of order within the Maelstrom. These were the proto-planes.

Proto-planes

The proto-planes are islands of stability within the Maelstrom. Some are little more than empty voids while others are vibrant and violent places, nearly as wild as the Maelstrom. Some of the proto-planes contain additional planes within. Proto-planes can be finite or infinite.

Asatania exists as a plane within just such an infinite proto-plane. The Divine Plane is the home of the gods. The Demonic Plane is home to devils and demons. The Material Plane contains the infinite universe, of which Asatania is a single planet. The Elemental Planes surround the Material Plane and separate it from both Divine and Demonic.

THE CREATION OF RACES

The first sentient races of Asatania were the dragons. Dragons are physical manifestations of raw magic and there was no divine hand in their creation. Dragons were a curiosity to the gods – being spontaneously created on a world that had otherwise escaped divine notice. Gods are used to creating worlds and beings – a sentient race existing outside of their awareness surprised and frightened them.

The gods also found that they had limited influence on Asatania. The power of raw magic limited the reach and scope of their power on the world. When they walked the planet, they had to do so as weak manifestations of their godlike forms. The gods were fearful of this new world, not of their own creation, and especially fearful of wild magic, which seemed to diminish their own power. The gods decided to create sentient races to serve as their proxies on Asatania. They wanted the races to discover the source of raw magic, contain it, and prevent it from threatening them.

Godan and Mara went to Asatania. They channeled their divine essence into the elements and created all the new sentient races except elves. The elves were created when Ellesi Tan combined her divine essence with raw magic. The gods had created other sentient races on other worlds and even in other planes but this time it was different. The divine essence the gods used drew from their own life force and they were utterly destroyed in the making of the races.

The remaining gods recoiled in horror as no power other than the divine had ever killed an immortal god before. Very powerful demons and magic had occasionally banished a god from a plane of existence for a time, but the essence of the god always survived and regenerated.

Wild magic was no longer simply an unknown force in the universe, it was an actual threat. At this point, the gods decided to no longer intervene directly or indirectly on Asatania. Before they left, they constructed a number of divine sentinels that would warn them should raw magic grow in strength. In the thousands of years since the gods abandoned Asatania, these sentinels have never been activated. Now, however, something has changed and wild magic surges have caused some of the sentinels to awaken and send messages of warning to their creators.

The divine are self-centered, vain and capricious. They always consider their own interests first and any deal you make with a divine being is likely to have some hidden cost. That said, some of the divine take pride in being true to their word (though, one best make sure they understand what they are actually agreeing to). Others consider bargains with mortals to be null and void from the moment they are made.

LIST OF GODS

This section includes the most commonly worshipped and well-known gods of the pantheon of the Imperium. Different races and regions have different interpretations of the history of the gods. This guide does not attempt to list every god in the pantheon (though future story arcs may expand the pantheon). For PCs that wish to develop characters who worship gods of their own creation, feel free to allow it, so long as it doesn't directly contradict anything in the campaign.

Arosa

Arosa the Destroyer is the youngest of the gods, born out of the chaos and strife caused by the Gods meddling in the affairs of the Demonic Planes. Godan coveted the power of the demon lords and sought to bend them to his will. After initial success, the demon lords briefly put aside their differences and were able to fill a small piece of the Dreamer's Maelstrom into a dark and vengeful god - Arosa.

The demon lords had hoped to be able to use Arosa in their fight against the gods, but found themselves unable to control and direct his malevolent energy. Through concerted efforts, the other gods were able to chain Arosa to the Rock of Creation where he is eternally guarded by Nalater.

Demon Cults

Though none operate openly, there are always rumors about secret cabals which meet in the dark places of Tere and perform unspeakable rites. Demon Cults are banned as a public nuisance and are hunted with vigor by the Imperium authorities, though every so often one still appears on Tere.

Ellesi Tan

Ellesi Tan is one aspect of the singular god Tan, and represents the power of order. See the entry for Tan, for more information.

Farquan Tan

Farquan Tan is one aspect of the singular god Tan, and represents the power of chaos and entropy. See the entry for Tan, for more information.

Godan

Godan was the first god on the Divine Plane to come into existence during one of the Dreamer's dreams. He wandered the Divine Plane for several millennia, bending the essence of the plane to his will. His realm was clouds and islands and endless sky with a palace built atop a great floating mountain eternally shrouded in clouds.

Godan created dwarves, gnomes and ul-Grogtok. His desire was to create humanoids infused with elemental earth, in the hopes that they would be resistant to the power of raw magic. His rituals to wall off the place of creation and prevent raw magic from re-entering back-fired as raw wild magic tried to fill the vacuum and broke through Godan's barriers. Godan was consumed but not before he breathed life into his creations.

With Godan's death, his cloud realm became beset with storms and swirling winds and his great castle fell to ruin.

Liri the Seeker

Daughter of Mara and Godan, Liri is the twin sister of Meshel. Raised in the courts of her parents, Liri eschewed both. She seeks out unknown corners of the Divine and Elemental Planes and has constructed her abode upon a great cliff overlooking the Dreamer's Maelstrom.

Liri's wanderings and fascination with the power of the Maelstrom have made her the patron god of sailors and explorers of all sorts.

Mara

Mara coalesced out of the chaos of the early Divine Plane shortly after Godan. Mara was consumed with a desire to understand her existence and the nature of reality. She strove to divine the nature of the Dreamer and understand the mysteries of the universe. Her realm was fashioned as an endless library containing every book ever written.

Like Godan, Mara wished to create intelligent living beings. Rather than attempting to isolate them from raw magic, Mara wanted creatures who would be able to discover its secrets and harness it for their own use. During the creation of her races – humans and halflings – Mara tried to infuse them with knowledge of raw magic and found herself pulled deeply into its essence. Her own life force merged with that of raw magic and was lost to the ages. Some ancient elven scholars believed that Mara still exists inside the raw magic forces, occasionally capable of reasserting itself independently. However, that was the minority, most scholars believed that Mara's essence was irretrievably lost.

Most of Mara's library decayed after her death, but wings containing universal truths and knowledge still exist.

Meshel

Meshel "The Judge" is the son of Mara and Godan, and twin brother of Liri. Meshel preferred the life of knowledge led by his mother and helped her judge and catalog the merits of the knowledge contained in her library. He believes in rationality over all and is frequently called upon by the other gods to arbitrate disputes.

After Mara's death, Meshel left the library and withdrew from the affairs of the other gods. He lives on one of the remote islands of Godan's abandoned realm.

Nalater

Nalater manifests as a flying swarm of stinging light. He was created by the gods to guard Arosa and ensure that he never broke free of his chains. Whenever Arosa stirs against his chains, Nalater swarms around, stinging him with a weakening poison until Arosa falls back to slumber.

Tan

Ellesi and Farquan are two aspects of the singular god Tan. Ellesi represents the power of order and Farquan represents the power of elemental chaos and entropy. Ellesi Tan combined her essence with that of raw magic, hoping to create a race that could ultimately control raw magic on behalf of the gods. Like Godan and Mara, Ellesi was unable to control the swirling raw magic and was consumed during the creation of her race. After Ellesi's demise, Farquan went insane and the Tan roams the divine plane as an elemental storm, only occasionally lucid.

Unique among the humanoid races of Asatania, elven life forces are partially fed by raw magic. They owe their attunement to the natural world and long lifespans to raw magic. Cut off from raw magic, the elves of Tere are slowly dying off.

DRAGONS

Dragons are an ancient species on Asatania. They are the only one that understands that all magic derives from wild magic. At this point in Asatania's history, only Ariansalax still walks the world. The other dragons have made the transition out of their physical bodies.

Dragons are near immortal, but as they age they recede more and more from the world, delving into their own minds and withdrawing themselves from the concerns of the mortal world. Eventually, they stop taking sustenance and their physical form withers while their consciousness floats free and disperses. A dragon may forestall this eventuality, for as long as they wish, but ultimately, they will all succumb. Very powerful magic can pull the strands of the once living dragon back together, but only for brief periods of time.



Dragons believe this to be a heightened state of living and aspire to reach it. If asked, a dragon would say that they will live a timeless everlasting life and end only when the universe ends. Their consciousness will float through the ether, observing any place or time that they desire. They can even briefly cohabit the body of another, though only as a passenger, they can have no effect on the person or events.

Like elves and demons, a part of the life essence of dragons is raw magic. Dragons are able to use and channel raw magic in a nearly pure form, and they are naturally able to find places of abnormally high concentrations of raw magic. They can also sense raw magic being used within 10 miles of them. Their natural enemies, demons, can be sensed within 20 miles.

Ariansalax

Only the ancient silver dragon Ariansalax regularly interacts with the other sentient races of Asatania, however, she is trapped in elven form as “Argenta” on the continent of Tere. The anti-magic shell surrounding that continent has locked her into humanoid form and also caused her to forget her draconic past. She’s walked for 2000 years as an elf, but her memory is oddly misty about time and she would swear that she’s only been alive a brief 150 years.

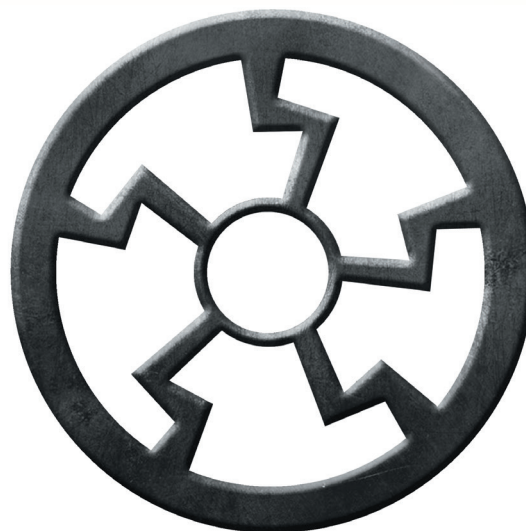
DEMONS

Demons, like dragons, are also aware of the nature of raw magic. While not native to Asatania, demons have occasionally broken through or been summoned from their own hellish planes. The anti-magic shell of Tere offers it some measure of protection, as demons may not be summoned within its confines. Demons could, in theory, simply walk through the shell with no ill effects if they were already on Asatania. Demons are occasionally summoned outside the anti-magic shell, but always in very small numbers (typically 1) and never powerful demons. The last demonic invasion was 2000 years ago when Malasarte walked the earth. Malasarte’s defeat by Fala Sanctum and the elven kingdoms marked the end of significant demonic influence on Asatania.

Like dragons, raw magic makes up a substantial portion of demonic essence. They can sense raw magic being used within 10 miles and dragons within 20 miles. They have a great hatred for all things draconic and will hunt them with great fervor. On their own plane, demons are immortal and will not age or die of natural causes. Like dragons though, eventually many demons succumb to simply living too long and will occasionally pass into a long term fugue-like state. However, they can be re-awoken from this state and regain the full use of their power and ability. Dragons transcend. Demons hibernate.

Black Sun

The “Black Sun” is an ancient symbol of the cult of Malasarte. It is used primarily among his Kan Demon followers, but it does occasionally appear elsewhere.



KAN DEMON

UL-GROGTOK (“KAN DEMON”)

“Kan Demon” is the appellation given to the ul-Grogtok by the people of Tere. They are a clannish society of nomadic hunters and warriors who roam the steppes of Kan. To minimize violence amongst themselves, the clans all pledge fealty to the Nephilo in the city of Agracot.

Ul-Grogtok stand between six and a half and seven feet tall, with muscular bodies and long limbs. They are well adapted for the endless flat expanses of the Kan steppes. They have the ability to run for hours without exhausting and their sallow grey skin makes them hard to see against the drab landscapes of their homeland.

Though they are humanoid and can pass for human from a distance, up close it is obvious that ul-Grogtok are a distinct race - previously unknown to Tere. To the “civilized” races of Tere, the ul-Grogtok will seem as violent savages. Their bald heads, well developed muscles, and wind-blown skin give the appearance of a people unfamiliar with learning and knowledge.

Their facial features are not pronounced - thin lips barely covering their teeth, with noses often little more than openings for breathing. To their frightened opponents, ul-Grogtok must look like something that has crawled from the primordial ooze of some hellish place.

The ul-Grogtok value speed and agility during combat and tend towards well crafted skins or hide armor. Though, high ranking soldiers or clan leaders may occasionally wear the low quality iron armor available on Kan.

Agracot sits near the middle of the interior steppe region of Kan and is the only permanent city of the ul-Grogtok. From there, the Nephilo adjudicates disputes between various ul-Grogtok warlords.

The Nephilo serves as the central authority of the ul-Grogtok and can sanction blood feuds and negotiate mercenary work. He is not a king in the traditional sense, and his power derives from his role as prime agent of Malasarte, the Demon Lord of Asatania.

Though the Nephilo commands great respect and ceremonial power, each clan is self governing and pays no direct tribute. However, he collects a portion of any spoils arising from the blood feuds or mercenary work of the clans. This stream of income allows him (or rarely her) to maintain the grandeur and fortifications of Agracot, though the gifting culture of the ul-Grogtok obligates him to redistribute much of his wealth to the warlords.

Feared across Kan and neighboring lands for their ferocity and battle skill, the ul-Grogtok are fearless warriors and merciless raiders. Raised from birth to be skilled with bow and axe, they are taught that mercy is a sign of weakness.

Since Malasarte’s imprisonment by Fala Sanctum, the ul-Grogtok have been content to dominate the interior lands of Kan. However, as Fala Sanctum’s anti-magic field begins to falter, the Kan Nephilo has sensed the vague presence of the Demon Lord. He has rallied the clans to invade Tere, and intends to destroy everything in his path in order to find and free his god.

The ul-Grogtok will rarely surrender and most will die before willingly submitting to an enemy. They are intelligent and cunning and can be formidable

foes. They respect individuals and groups who fight hard and have come to see the elves and dwarves of Kan as the best of non ul-Grogtok races.

Ul-Grogtok civilization may not be as cultured and technologically advanced as those on Tere, but they are still a formidable foe. Their leaders are intelligent and cunning and able to wield diplomacy and guile as effectively as weapons and brawn.



METALLURGY

The Kan Demon lack both tin (for bronze weapons) and high quality iron ore. What iron they do have is far more brittle than what is seen in Tere. This is one of the many reasons why the Kan Demon have invaded Tere. They seek to secure supplies of higher quality iron ore in order to improve their weaponry (astute players will probably realize this quickly).

While Kan Demon weapons are effective, they wear out quickly and are prone to shattering. Anytime a character using a Kan Demon weapon rolls a 1 on an attack roll, their weapon shatters, rendering it unusable.

The poor quality of Kan Demon metal is not indicative of the skill of their smiths, but rather of the rarity of quality ore available to them on their home continent of Kan. While Kan does have significant iron ore deposits, they are secured by strong forces that the Kan Demon have been unsuccessful in defeating.

ROLE PLAYING

Many players may try to communicate with the ul-Grogtok to attempt to negotiate or even discover their plans.

Assuming that they can overcome the language barrier (very few speak anything other than their native tongue), players may find discussions with the ul-Grogtok frustrating but enlightening.

Low level warriors will know little of the overall war plan. They will know that they have been sent to Tere for glory and to punish those who dared imprison their god. They will also know their own specific short-term mission.

They will know little to nothing about the overall plans of the invasion force or how their own missions fit in. They will express great excitement and joy at the prospect of battle and while they would rather avoid death than not, death is preferable to dishonor.

Getting even this information out of ul-Grogtok can be difficult, though they do have a weakness for threats and boastfulness. Characters that ridicule or goad them will have more luck acquiring useful information than those that threaten or reason.

STATISTICS

Subcommander Grak

See *Grak, Subcommander* in *Minor Non-Player Characters*.

Ul-Grogtok Archer

UL-GROGTOK (KAN DEMON) ARCHER					
<i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 14 (hide armor)					
Hit Points: 13 (2d8+4)					
Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	11 (+0)
Skills: Acrobatics +4					
Senses: Darkvision 60 ft., passive perception 10					
Languages: ul-Grogtok (Kan Demon)					
Challenge: 1/2 (100 XP)					
Short Range: does not suffer attack penalty for using a ranged weapon from 5 ft..					
Actions					
Shortbow. Ranged Weapon Attack: +4 to hit, reach 5 ft., Hit: 1d6+2 piercing.					
Handaxe. Melee or Ranged Weapon Attack: (20/60). +4 to hit. Hit: 1d6+2 slashing damage.					

The ul-Grogtok that show particular aptitude with bows are trained as combat archers. They eschew the great axes of the troopers for hand axes and short bows. They pride themselves on accuracy and will often be found surprisingly close to the melee and do not suffer a disadvantage penalty from using their bows at short range. They are also well trained with the hand axe and will switch to that weapon when necessary.

Ul-Grogtok military doctrine does not rely on massed archers for large scale battles (instead relying on shaman for ranged assaults), and archers are a relatively rare and specialized class among the clans.

Ul-Grogtok Captain

UL-GROGTOK (KAN DEMON) CAPTAIN <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 17 (half plate) Hit Points: 39 (6d8+12) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	13 (+1)
Senses: Darkvision 60 ft., passive Perception 12 Skills: Athletics +4, Intimidation +3, Perception +2 Languages: ul-Grogtok (Kan Demon) Challenge: 3 (700 XP)					
Martial Advantage. Do 5 extra damage on a single hit when an active ally is within 10 feet.					
Actions					
Inspire. As a bonus action, fill an ul-Grogtok within 60 ft. with renewed fighting spirit, adding 1d6 temporary hit points. 2/day.					
Multiattack. Can make 2 attacks per turn with a melee weapon.					
Greataxe. Melee Weapon Attack: +4 to hit, reach 5ft. Hit: 1d12+2 slashing.					

Ul-Grogtok squads and other small military groups are typically made up of members of the same tribe. The captains are chosen by their tribal chief from among their most loyal warriors and are expected to bring home glory and victory.

Captains are the highest ranking representatives that most of the smaller ul-Grogtok tribes have within the armies of the Nephilo. They must not only ensure that their warriors perform, they must represent their tribe to the higher level commanders. As such, they are chosen based on their political skills as much as for their battle prowess.

Ul-Grogtok Engineer

L-GROGTOK (KAN DEMON) ENGINEER <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 12 (unarmored) Hit Points: 13 (2d8+4) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	14 (+2)	12 (+1)	11 (+0)
Senses: Darkvision 60 ft., passive perception 10 Languages: ul-Grogtok (Kan Demon) Challenge: 1/2 (100 XP)					
Short Range: does not suffer attack penalty for using a ranged weapon from 5 ft.					
Actions					
Handaxe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60. Hit: 1d6+2 slashing damage.					

Engineers are a rare and unusual member of ul-Grogtok society. Their ranks are drawn from those children which show cleverness but little aptitude for axe and bow. Sent to Agracot, they are formally educated in engineering and siegecraft.

The ul-Grogtok have little use for the great civil works so common in the civilized reaches of the Imperium, and their engineers focus on siege craft and military fortifications. Because ul-Grogtok combat units prize mobility, their engineers have become expert at using natural terrain and materials to perform their duties.

Because they can read and write, engineers deployed in the field are often responsible for the mundane communication needs of the far-flung ul-Grogtok armies.

Ul-Grogtok Half-Ogre

UL-GROGTOK (KAN DEMON) HALF-OGRE <i>Large giant, chaotic neutral</i>					
Armor Class: 12 (hide armor) Hit Points: 30 (4d10+8) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)
Senses: Darkvision 60 ft., passive perception 9 Languages: ul-Grogtok (Kan Demon), Giant Challenge: 1 (200 XP)					
Short Range: does not suffer attack penalty for using a ranged weapon from 5 ft.					
Actions					
Battletaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., Hit: 2d6+3 slashing damage (1H) or 2d8+3 slashing damage (2H) Javalin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120, one target. Hit: 2d4+3 piercing damage.					

Ogre tribes live in hilly regions that border the Kan steppes. The ul-Grogtok see the Ogres as a buffer between them and the dwarves of Kan, who lay claim to the mountainous regions. The ul-Grogtok supply ogres with weapons and game from the steppes and in return the ogres harass the dwarves.

Some amount of intermingling is inevitable and the resulting offspring typically serve as diplomats between the races. However, since they are both larger than ul-Grogtok and more intelligent than ogres, they are particularly valued as shock troops.

Ul-Grogtok Sergeant

UL-GROGTOK (KAN DEMON) SERGEANT <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 15 (hide armor) Hit Points: 30 (4d8+12) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)
Skills: Athletics +5 Senses: Darkvision 60 ft., passive perception 11 Languages: ul-Grogtok (Kan Demon) Challenge: 1 (200 XP)					
Cleave: as a bonus action, attack a second creature within 5 ft. if using a 2 handed melee weapon. Damage is halved.					
Actions					
Shortbow. Ranged Weapon Attack: +4 to hit, reach 5 ft, one creature., Hit: 1d6+2 piercing damage. Greataxe (2H). Melee Weapon Attack: +5 to hit, reach 5ft., one creature. Hit: 1d12+3 slashing damage.					

Sergeants are the most experienced of the front line ul-Grogtok troops. Sergeants typically lead Troopers and/or Archers in groups of up to a half-dozen or so. Sergeants are typically skilled in both great axe and short bow. They can inspire nearby troops to continue fighting even when the odds against them are dire.

Sergeants lead from the front and get directly involved in combat alongside their underlings. They have even been known to attack their own kind to prevent cowardice.

Ul-Grogtok Shaman

UL-GROGTOK (KAN DEMON) SHAMAN <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 15 (hide armor) Hit Points: 30 (4d8+12) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	10 (+0)	15 (+2)	12 (+1)
Skills: Medicine +4 Senses: Darkvision 60ft, passive perception 12 Languages: ul-Grogtok (Kan Demon) Challenge: 1 (200 XP)					
Actions					
Quarterstaff: Melee Weapon Attack: +3 to hit, reach 5', Hit: 1d8+1 bludgeoning (typically used 2 handed) Shaman Singe: Ranged Spell Attack: +4 to hit, range 60 ft., one target. Hit: 1d8+2 fire. Shaman Resurgence: Touch. Heals an ally for 1d8+2 (3/day)					

Becoming a shaman in ul-Grogtok society is no easy feat. Only a small minority are willing to endure the amount of study and to spend the years of effort required. While they hold no official political position in ul-Grogtok society, shaman are looked upon for their wisdom and guidance and only a foolhardy clan leader will ignore their council.

While many shaman were once warriors, their station and value to their society is such that they will rarely be found on the front lines of combat. They can be fearsome foes if cornered, but typically stay out of direct action.

The Kan Nephilo has sent a small number of shaman with the invasion force in order to set up the rune stones that will allow Kan Demon magic to work within its area.

Prior to the completion of the rune stone ritual, ul-Grogtok shaman are unable to use their Singe and Resurgence abilities on Tere.

Ul-Grogtok Trooper

UL-GROGTOK (KAN DEMON) TROOPER <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 13 (hide armor) Hit Points: 15 (2d8+6) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	11 (+0)	10 (+0)
Skills: Athletics +2 Senses: Darkvision 60 ft., passive perception 10 Languages: ul-Grogtok (Kan Demon) Challenge: 1/2 (100 XP)					
Cleave: as a bonus action, attack a second creature within 5 ft. if using a 2 handed melee weapon. Damage is halved.					
Actions					
Javalin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120. Hit: 1d6+3 piercing damage. Greataxe (2H). Melee Weapon Attack: +5 to hit, reach 5 ft., Hit: 1d12+3 slashing damage.					

Troopers are the rank and file of the ul-Grogtok military forces. Trained from a young age in great axe and javelin, they are surprisingly quick and agile for their size. A trooper is trained to obey his superiors without question and those that don't rarely live past adolescence.

A trooper will willingly lay down his or her life for his immediate superior and those of his clan. However, they are naturally suspicious of ul-Grogtok from other clans, and will often balk at fighting under a different war banner.

Ushi the Ugly

See *Ushi the Ugly* in *Minor Non-Player Characters*.



AS-1 Face Down in a Muddy Road

5E Adventure Module for the Asatania Crashing Chaos™ Campaign

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AS-1 Face Down in a Muddy Road is a 5e adventure module designed for four to seven level 1 characters.

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BOOK 2 : AS-1 FACE DOWN IN A MUDDY ROAD

Introduction	56	Scene 4: Siver's Mill Burns	62
Plot Overview	56	Corpses in the Road	62
Scene 1: On the Road	57	Siver's Mill Locations.....	62
Introduction	57	Scene Conclusion	64
Getting to Know Each Other	57	Adventure Conclusion	64
NPCs	57	Appendix I - Kan Demon Map	65
Scene 2: Ambush!	59		
Encounter	60		
Treasure	60		
Scene Conclusion	60		
Scene 3: Roman Vidic	61		
Roman Vidic	61		
Encounter	61		
Treasure	61		
Scene Conclusion	61		

Statistic blocks and details for all creatures and non-player characters may be found in Book 1 : Campaign Guide

“And so, the Nephilo cast his gaze
across the sea...”

Barthol Marchel, CE2024

INTRODUCTION

Welcome to the first story adventure in the Asatania campaign.

AS-1 Face Down in a Muddy Road is designed to introduce new players to Asatania and set the stage for the story you and your players will create. Please take some time to peruse the *Asatania Crashing Chaos Campaign Guide* and familiarize yourself with the world and the forces shaping it. Understanding the factions and history will be of immense help when you need to answer player questions or react to their actions.

It would be helpful to give your players some time to read the *Asatania Crashing Chaos Player's Guide* before creating characters. The Player's Guide provides information that would be known to most people born on the continent of **Tere**. It also contains suggested backstory elements which will help players create more compelling characters.

PLOT OVERVIEW

The adventure starts with the characters riding on one of the ubiquitous **Traveler Wagons** towards the small coastal town of **Bray's Bay**. Each character may have a different reason for heading there, but fate has them all

traveling together. With them are their driver, a couple of **Imperium** bureaucrats, and an out-of-work laborer.

The group will come across a couple of farmers attempting to repair a broken down cart. The “farmers” reveal themselves to be **Kan Demon** just as a stream of arrows and spears fly at the party from multiple directions.

After the fierce ambush encounter, the characters regroup to find one of the bureaucrats dead, the laborer has fled, and a half dozen Kan Demon dead. While Kan Demon coastal raids were expected, a force this deep into the interior is unprecedented.

As the group continues towards Bray's Bay, they plan to stop at the small hamlet of **Siver's Mill** to grab some breakfast and pick up a fresh set of horses. Nearing the hamlet, the heavy smell of smoke in the air gives them pause. They soon realize that it has been attacked and pillaged. The characters find no survivors in the smoldering ruins, though they will have another encounter with the raiders.

They find an invasion map on one of the defeated Kan Demon at Siver's Mill, which raises more questions than it answers. The players are forced to decide whether to continue to Bray's Bay and hope it hasn't been overrun, or check out the nearby locations marked on the map.

SCENE 1: ON THE ROAD

INTRODUCTION

After the players have created their characters and backstories, read the following backstory:

*Last summer, longboats appeared up and down the eastern coast of Tere from across the **Dawn Sea**. The ships brought with them large humanoid dubbed “Kan Demons” by a scared populace. The invaders aren’t supernatural, but rather, a previously unknown race. They are savage, destructive and cruel, but most definitely mortal.*

By summer’s end, the invaders had pillaged numerous towns and cities, inciting fear and panic in the coastal regions. Then, as suddenly as they arrived, the invader’s boarded their ships and returned across the sea.

*Concerned more raids would follow, Emperor Marchel ordered the creation of a new army to defend the coastline. This “**Home Guard Regiment**” is now marshalling at Bray’s Bay.*

If the players have any questions or concerns regarding the backstory, deal with them now. If they have read the *Asatania Crashing Chaos Player’s Guide*, they should already be reasonably well versed in the background lore of Asatania. Otherwise, refer to the *Asatania Crashing Chaos Campaign Guide* to fill in any details their characters might need.

When ready, read the following text aloud to set the current situation for scene one:

*You awaken to a cold spring morning after an unpleasant night bumping along the **Old Sea Road**. You’re making your way through a dense forest of pine and hardwoods, which surrounds you on both sides, as the sun rises lazily to the east. You hear the crunch of the nighttime frost beneath the wagon wheels as you ride along the narrow cart path. Morning fog hangs in the air and it is difficult to see more than a few dozen feet in any direction.*

*There is a small stream between the wagon and forest to your right. In the distance, mountains visible only as silhouettes rise on either side as you ride through the **Meshel Valley**.*

Traveling with you are your driver, two Imperium bureaucrats, and an out of work laborer. Normally, traveler wagons would take the quicker Imperium Highway, but that road has been closed to all but official business as soldiers and materials for the new army move along its route. Unfortunately, the Old Sea Road will takes twice as long and is twice as bumpy.

Your driver, Elise de Cavaliere, looks back over her shoulder and tells you that she’ll be stopping at the hamlet of Siver’s Mill in a couple of hours. You’ll have time to stretch your legs and grab a bite at “The Lark” before continuing on to Bray’s Bay.

GETTING TO KNOW EACH OTHER

At this point, give the players a chance for their characters to get to know each other, ask further questions about the campaign world, or interact with the NPCs.

NPCs

Elise de Cavaliere



Elise de Cavaliere is a former Imperium cavalry sergeant who lost half a hand fighting Kan Demon raiders last summer. After several weeks in a field hospital, she was mustered out of service and took a job driving wagons between the cities and towns of the Imperium. While somewhat bitter about her forced retirement, she retains her sense of duty and loyalty to the Imperium.

If asked, she will share her knowledge of the events surrounding the invasion and her experiences against the Kan Demon. She respects their strength and martial ability, but despises their savagery. However, while not unpleasant, she’s not particularly talkative, and will not volunteer the information.

Elise is in her late 30s and is of average height and a compact muscular frame. She still wears her salt-and-pepper hair in the short cropped style of the Imperium cavalry.

On her right forearm is a stylized horse tattoo with a “VI” contained within. On a successful DC10 Intelligence (History) check, a character will recognize the tattoo as the emblem of the **VI Calvary Corps**, an ancient and highly decorated unit. The unit is elite and entrance is highly competitive. If asked about the tattoo, Elise will simply say that it is a regimental tattoo and nothing more.

She wears leather traveling clothes and a long knife strapped to her side. She keeps a cocked cavalry crossbow and five additional bolts on the seat next to her. Beneath the seat, Elise has secreted a second long knife.

Elise is an important character through the first few adventures in Asatania. Her NPC statistics block may be found in *Book 1 - Campaign Guide - Major Non-Player Characters*.

The Home Guard Regiment

Concerned about the Kan Demon raids of last summer, **Lucinda Marchel** convinced her nephew, **Emperor Barthol Marchel** to raise a new regiment to patrol and defend the vast eastern coast of Tere.

The new regiment is commanded by **Legatus Aeolus Dutentius** and is marshalling outside of the coastal town of Bray's Bay. The regiment's total strength is to be one thousand soldiers, of which a little less than half have arrived in Bray's Bay as of the start of the adventure.

Most of the Home Guard will consist of conscripts from around the Imperium, but there are also troops from the dwarven vassal states, as well as regulars pulled from the Imperium fortresses to the west.

Troops are continuing to arrive in bits and pieces along the Imperium highway and Legatus Dutentius has the unenviable task of quickly turning lightly trained troops into a capable defense force for the coast.

Marchel. She is sending him to Bray's Bay to keep an eye on the Home Guard Regiment and report on its progress.

Bartolo is well educated and speaks with the commanding air of someone used to being obeyed. His knowledge of Imperium factions and politics is broad and he will willingly answer general questions from characters. As a spy, he has learned that the best way to avoid suspicion is to be as open and honest as possible and to keep his cover story simple.

Bartolo will make several appearances throughout the campaign, so it is important that the game master keep him alive. He has no reason to trust the adventurers and will not reveal his relationship to the Marchel dynasty. He will avoid combat, if at all possible, to maintain his cover.

Bray's Bay

Bray's Bay lies on the eastern coast of Tere. The primary industry is fishing, though the small port is also used to repair the many merchant ships that trade along the coast.

Bray's Bay is also the closest Imperium port to **Harborhume**, the capital of the Windsome Chain islands. The sleek merchant vessels of that island nation can often be found trading here.

More recently, the town serves as the marshalling point for the Home Guard Regiment. Created by order of Emperor Marchel, the new army is to patrol and protect the coastal regions from future Kan Demon raids.

With soldiers from across the Imperium streaming in, Bray's Bay has become a rowdy place. Less savory types have also been attracted by the lure of easy coin from the soldiers.

There is an air of optimism as soldiers expect to crush the raiders and be home in time for the fall harvests.

Bartolo Graciatola



Bartolo Graciatola presents himself as a minor Imperium functionary working for the quartermaster at Bray's Bay. His title is "quartermaster's actuary" and he's on his way there to assist in the requisition and distribution of men and materials.

Bartolo wears the muted official garb of an Imperium functionary but has added an expensive woolen travel cloak as well (worth 25 gp).

Bartolo is not wearing armor and has no obvious weapons, though a particularly observant character making an active perception check (DC15 Wisdom (Perception)) may notice a well-hidden stiletto tied just above Bartolo's ankle.

Historians or characters of noble parentage may recognize his surname as belonging to an old aristocratic house (DC12 Intelligence (History)). The character would also note that it is unusual for the aristocracy to take this sort of low-level position. Birthright alone would tend to elevate them to higher station.

If asked why he's not taking the **Imperium Highway**, Bartolo will tell the party that he was asked to remind local officials along the route of their requisition and conscription requirements. Apparently, some backwaters were reticent in meeting their obligations. Bartolo is the polite reminder of their duty (before a less polite reminder is sent). He suspects that the message gets across most of the time.

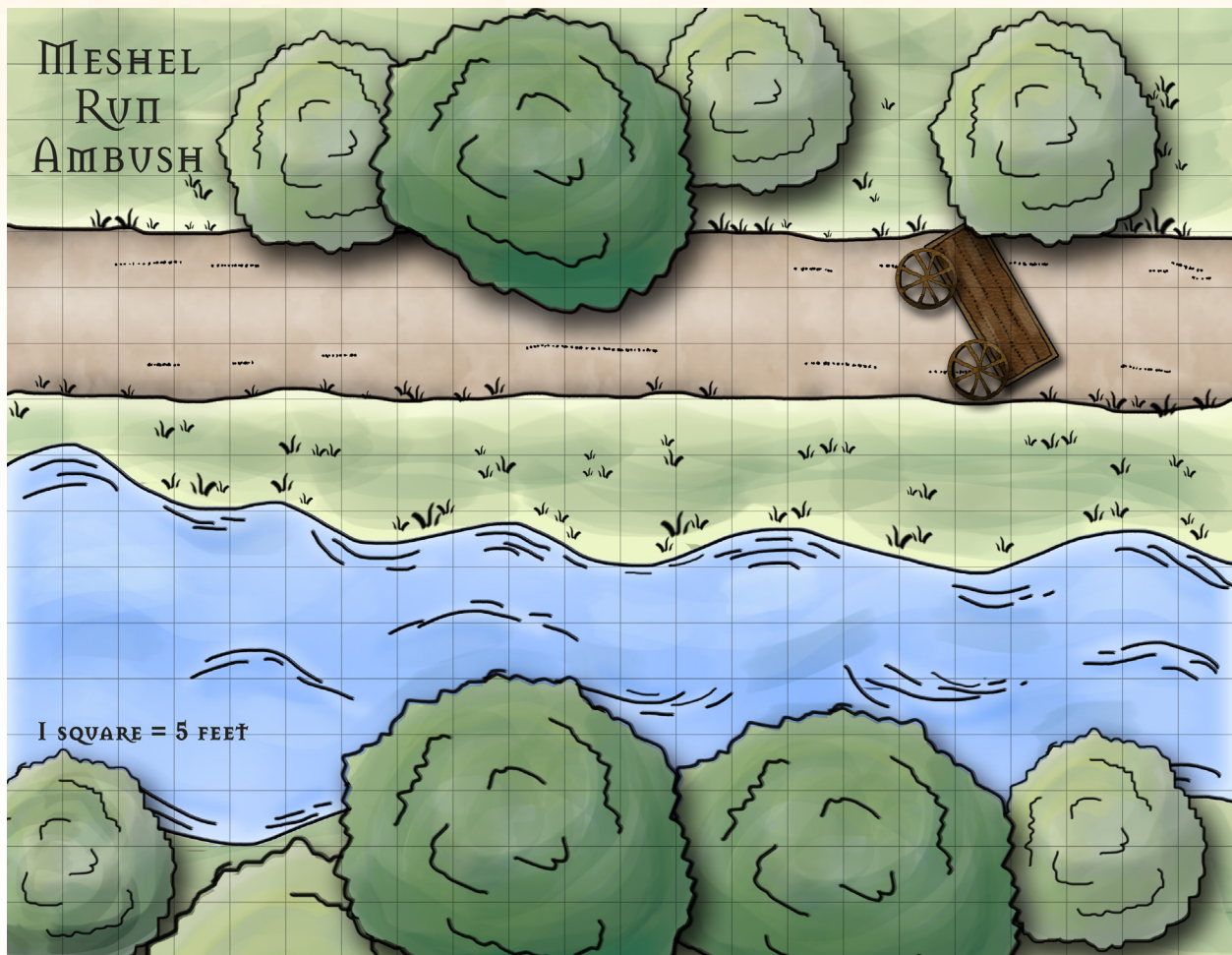
In reality, Bartolo is a spy (technically known as a "**Shadow Lord**") for the Emperor's aunt, Lucinda

Phineus "Phinny" Patro

Phinny is another Imperium bureaucrat. His job is to keep good written records for the quartermaster at Bray's Bay and relay requests for additional supplies back to central command.

He's a rotund man in his late 30s with graying hair and a ragged goatee. He has been especially miserable the entire trip, complaining regularly about the bumpy ride, the light provisions, and the duration. Phinny is wearing official Imperium garb similar to Bartolo's, but has a lighter weight and more ragged travel cloak (which is serving him poorly and often a topic of his complaints.) He is unarmed.

If there are halflings in the party, he will complain (true or not) that they have been raiding his personal food stocks. He's been tasked with picking up and dropping off various imperial communications in the hamlets along the Old Sea Road. He's also been asked to stop by the area Prefect's manor just past Siver's Mill to discuss grain requisitions for the new army.



Phinny is a “flavor” NPC and has no long term role in the campaign. Feel free to modify him to suit your taste.

Harv

Harv is a laborer heading to Siver’s Mill looking for work and is hoping to get it at one of the local farms as the planting season approaches. Observant characters who examine Harv may notice (DC10 Wisdom (Perception) or DC10 Wisdom (Insight)) that his hands seem unusually soft for a farm laborer. If confronted about this, Harv will shrug it off as “desperate measures in desperate times.” He’ll claim that he lost his merchant’s shop when his village was sacked by Kan Demon.

Harv is a wiry, older man with a grizzled beard and shifty manner. He is wearing workman’s clothes and boots and carries a dagger in his belt. He is a drifter and a scoundrel who never stays in one place for long. Should the opportunity arise, he won’t hesitate to cheat or steal from the characters but his cowardice means he won’t risk his life just for a few coin.

If alive, Harv will appear again briefly in AS2 – *Smoke on the Horizon*. He’s not a central character, so game masters can expand or reduce his background and involvement, as desired.

SCENE 2: AMBUSH!

Read the following to the players:

The sun has risen high enough now that the fog has thinned to the point where you can barely make out the trunks of the trees on the far side of the stream to your right. You can see the frost that still clings to the grass between the road and the stream, and to the wet rocks that jut from its waters.

Elise peers ahead through the fog, apparently wary and trying to get a better glimpse of what lies ahead. She pulls on the reins, slowing the horses to a walk, and while never taking her eyes off whatever has gotten her on edge, she slowly reaches for the crossbow at her side.

As you glare ahead, you can make out the shape of a small overturned cart, with its contents dumped out over the road. Two figures are bent over, apparently working to free a broken wheel from the underside of the cart. Perhaps they are farmers that lost control in the thick fog on their way to the mill?

Focusing on their labor, the figures ignore your approach. Then a snort from a horse foraging by the side of the road, to your left, draws your attention.

The two “farmers” are Kan Demon Troopers, part of a group that’s been sent to secure Siver’s Mill and block the road to Bray’s Bay.

Hidden in the woods along the bank across the stream are four more Kan Demon. They are well concealed, though if the party specifically looks in their direction, they may spot them with a DC15 Wisdom (Perception) check.

Don’t allow the players unlimited time to decide their actions here. In real time, less than 30 seconds should pass between when Elise slows the cart and combat begins.

Rending Cry Clan

The Kan Demon that the characters are encountering in this adventure are led by **Captain Chirgis** and belong to the **Rending Cry** clan. Their mission is to secure the Argot Hill Mine near Siver’s Mill. Along the way, they have been wreaking as much havoc as possible.

After destroying Siver’s Mill, Captain Chirgis ordered a few of his raiders to stay behind and waylay travelers along the Old Sea Road. The rest of his forces have moved on to Argot Hill to secure their main objectives.

The optional side adventure *ASX-1 The New Mine Masters* gives the party an opportunity to track down Captain Chirgis and exact revenge for his Meshel Valley rampage.

ENCOUNTER

As the traveler wagon gets close to the cart, Elise will lean forward in alarm (she recognizes the poorly disguised “farmers” as Kan Demon). At this point, have the party roll for initiative as several things happen more or less simultaneously:

- Elise will raise her crossbow and yell “Ambush!”
- The Kan Demon Archers across the stream will fire their arrows at the party.
- The Kan Demon Sergeant across the stream will throw a spear, striking Phinny Patro in the center of the chest, killing him instantly and knocking him off the wagon, into the mud.
- Bartolo will jump over the side of the wagon and take cover.
- Harv will jump off the wagon and run into the woods (in the opposite direction of the Kan Demon Archers).

Use your judgement on whether to award a surprise round to the Kan Demon. A good rule of thumb for avoiding surprise is that players need to have either taken some sort of precautionary action (e.g. “I grab my crossbow”) or made close inspection (“do I see any evidence of weapons on the two farmers”). Whether the players are surprised or not, Elise, Bartolo and Harv will not be. Unfortunately for Phinny Patro, he will be.

The Kan Demon ambush force consists of two Kan Demon Troopers (posing as farmers), three Kan Demon Archers and one Kan Demon Sergeant among the trees across the stream. The troopers will rush the wagon, while the archers and sergeant will hang back, using their ranged weapons from across the stream.

Elise will be particularly aggressive about fighting the Kan Demon as she’s looking for revenge for her mangled hand. Though he is a very capable combatant, Bartolo will maintain his cover as a bureaucrat and avoid fighting. Only if he judges that the combat will be lost will he engage.

If Elise or Bartolo should be taken to 0 hit points during the encounter, treat them as you would player characters and allow the party to stabilize and revive them. If the party dies and Elise or Bartolo survive, they will revive any characters that haven’t failed their death saving throws.

Further information about the Kan Demon, including role playing tips and critical combat statistics can be found in *Book 1 : Campaign Guide - Kan Demon*.

TREASURE

Any characters examining the weapons and armor of the Kan Demon will find them crude in comparison to Imperium gear. However, characters with a background in blacksmithing will realize that the crudeness is due to the difficulty of working such poor quality iron, not due to blacksmithing skill. Such items would sell for one quarter of the usual purchase price for similar equipment.

Two of the archers carry a flask of oil each, and the Kan Demon Sergeant also wears a silver torque of rank, worth 25 gp.

SCENE CONCLUSION

The ambush force was part of a group of eighteen warriors sent up two days ago from Bray’s Bay immediately following the Kan Demon invasion. Their mission was to destroy the regional Imperium leadership, secure the hamlet of Siver’s Mill, and block access to Bray’s Bay via the Old Sea Road.

Bartolo will suggest that the group make haste for Bray’s Bay to warn the authorities of the deep Kan Demon incursion. He will also recommend that they take the Kan demon bodies into Elise’s traveler wagon to hide them. He’s concerned that if seen by the populace, rumors will get out of control. At this point, Bartolo cannot quite bring himself to believe that Bray’s Bay itself is under attack, though he is uncertain why the Kan Demon would be so far inland.

Elise will agree with Bartolo. If the characters ask her to do something counter to Bartolo’s recommendation, they will need to make a DC15 Charisma (Persuasion or Intimidation) check to succeed.

After Harv ran into the woods, he turned and headed towards Siver’s Mill. He was not attempting to be particularly stealthy, but instead hoping to move away from the ambush as quickly as possible. The party should be able to follow and catch up to Harv if they like (DC10 Wisdom

(Survival)). He will claim that he panicked and was trying to reach the safety of Siver's Mill (which is basically true.)

If the party used magic in any sort of obvious way, both Elise and Bartolo would take note of it. As magic is unknown at the start of the campaign, the two of them will press magic-displaying characters for more information about the nature of the power. Their attitude towards that character will be a reflection of how honest or evasive the character is with respect to their powers.

Bartolo in particular will be keen to get a report back to Lucinda Marchel about any magic use he's seen. The general population of Tere believes magic to be the stuff of fairy tales, but scattered reports of magic use by the Kan Demon last summer, as well as wild magic storms in the Windsome Chain, have Lucinda worried.

SCENE 3: ROMAN VIDIC

The group will encounter the Kan Demon collaborator, **Roman Vidic**. If they note his suspicious behavior and are able to act quickly, they may be able to learn a little more about the Kan Demon plans.

ROMAN VIDIC



Roman is the eldest son of a prosperous farming family from near the Imperium capital of **Regalia**. A corrupt local Prefect was able to manufacture a legal reason to foreclose on the Vidic estate and purchased it through a proxy for himself. Roman's father attempted to use the Imperium court system to get his lands returned, but was unsuccessful. He committed suicide as a result.

Roman has been angry at what he sees to be a corrupt and irreparable system and has spent the last few years drifting from place to place, engaging in petty crime and drinking himself to drunkenness at every opportunity.

A few months ago, while ranting at the *Salted Hock* and insulting the ruling dynasty, Roman was thrown into prison by the local constabulary. A Kan Demon sympathizer bailed him out and recruited him to be an agent of the Kan Nephilo on Tere. Grateful to finally have a way to get back at the Imperium, Roman readily agreed.

Note: A portion of Roman's backstory is included here to help with role playing his character. At this very early stage of the campaign, it is important that Roman not be captured and interrogated by the group. Doing so would reveal too many plot elements and spoil future reveals. Roman is high enough level that he should be able to escape from a level 1 group if it comes to that. Or, if otherwise unavoidable, his death would be preferable to his capture.

He has an interesting and important role to play in a future adventure and the goal right now is just to introduce him to players as a semi-suspicious character.

ENCOUNTER

Scene 2: Ambush! took place about an hour from Siver's Mill. After another twenty minutes or so on the road, the party will encounter a man on horseback riding towards them.

As you come up to a turn in the road, you see a man on horseback heading towards you.

Elise raises her arm and gives a wave as she shouts, "Hail, Roman - what news?"

Roman returns the wave and stops his horse a few feet from the front of the wagon.

"I'm heading to Arcanth. The new regiment at Bray's Bay has snatched up all the spare grain for miles and they've asked me to procure as much as I can for them."

Elise knows Roman from the road as a trader and sometime wagon driver who works in this area. She doesn't realize that he is working with the Kan Demon.

Roman is currently heading up the road to check on the Kan Demon ambushers and is surprised to see that someone has gotten past them. He knows that Elise's wagon must have run across the ambushers at some point and will probe and try and figure out what happened.

If asked, Roman will report that all was well when he passed from Bray's Bay to Siver's Mill. He'll inquire about the road from here to **Arcanth**, but will attempt to do so in a way that won't raise suspicion.

A DC13 Wisdom (Insight) check will reveal that Roman is not telling the truth about what he is doing. If pressed, Roman will change his story. He'll claim that he got a little too drunk and made a few too many angry statements about the local Imperium Prefect and was not-too-politely ordered to leave Bray's Bay or spend time in the local lockup. Elise can confirm that Roman has a tendency to drink and talk too much.

If he senses that he's in danger, Roman will whip his horse into action and attempt to escape. Roman's horse is fresh and he will be hard to catch.

TREASURE

Roman carries a coin purse with 44 gp inside. His cart is otherwise empty and he carries no incriminating evidence on him.

SCENE CONCLUSION

Unless the group has taken pains to clean up the scene of their fight with the Kan Demon (including hiding the overturned cart), Roman will come across it shortly after the scene ends. If he is not already aware, he will now realize that the party killed the Kan Demon squad and eventually word will reach the Kan Demon leadership that there is a strong fighting group in the area. Roman's business lies elsewhere though and he will make no more appearances until later in the campaign.

Siver's Mill

Siver's Mill is a hamlet between Arcanth and Bray's Bay along the Old Sea Road. It was founded by Elias Siver forty years ago when he built a mill along the **Meshel Run**.

The new mill allowed local farmers to avoid the long trip to Arcanth for milling. The business prospered and soon *The Lark* tavern opened across the road.

The Lark serves as the community meeting place for the area as well as a way-station for travelers to and from Bray's Bay. A mercantile and a traveler wagon waystation make up the other permanent structures in town.

The total population of the town is only a dozen or so, though it serves a relatively large rural area of small farms and ranches that have been carved out of the forest. The inhabitants are all human, which is normal for this part of Tere. Siver's Mill is part of the Meshel Valley Prefecture and the Imperium Prefect lives a few miles down the road outside of town.

SCENE 4: SIVER'S MILL BURNS

CORPSES IN THE ROAD

Once the group has continued down the path for another twenty minutes or so, they should be close to Siver's Mill. Read the following:

"Ten or fifteen minutes and we should be in Siver's Mill," Elise says as she turns back to you.

You catch a faint whiff of smoke in the air. Elise pauses, then says "Seems a little warm to be wasting firewood."

She urges the horses forward a little faster and reaches for her crossbow.

A few more minutes down the path, the group will spot two bodies lying face down by the side of the muddy road. Elise will halt the wagon about twenty yards from the corpses.

The bodies are of the millers, Wallace Siver Jr. and his wife Emily Siver. The couple are barefoot and in their nightclothes. They are carrying nothing of value. Each corpse has been shot several times by Kan Demon arrows and a DC10 Wisdom (Medicine) check will indicate that they have been here for seven or eight hours. A successful DC10 Intelligence (Investigation) check will indicate that the couple died in the center of the road and were dragged off to the side. (Roman Vidic moved them when he left Siver's Mill.)

Elise will recognize the corpses as townspeople of Siver's Mill but will not know them by name. She may also remark that Roman could not have missed the corpses when he came through.

SIVER'S MILL LOCATIONS

Approaching Siver's Mill

As the players enter Siver's Mill, read the following:

As you come within sight of Siver's Mill, you understand where the smell of smoke was coming from. As Elise suspected, it isn't firewood that was burning, but the village itself.

Siver's Mill consists of four buildings arrayed on either side of the Old Sea Road. On the northern side is a water-powered gristmill. The building itself is made of stone, but the wooden roof still smolders and gives evidence of the fire within. The water wheel turns lazily, but even from the outside it is apparent that this mill will grind no more grain.

Also on the north side of the road is the shell of what was likely a mercantile shop. Once a rectangular wooden building roughly 70 feet by 30, little remains but the stone foundation and its burned out inventory. Even from here, you can see scorched bodies in the building.

On the southern side of the road is the "Lark," a combined tavern and inn, common in the Imperium. Unlike the other buildings in town, this one appears to be intact. Next to the "Lark" is the remains of a stable. The wooden building is burned out and smoke still rises from the charred beams that made up the structure.

Location A: Copse of Trees

Unless they have indicated otherwise, the group will be coming into town traveling east on the Old Sea Road.

Hidden in this small grove of trees is a Kan Demon Archer keeping watch on the western approach to Siver's Mill. (The Kan Demon are not concerned about the eastern approach, believing it to be secure all the way to Bray's Bay).

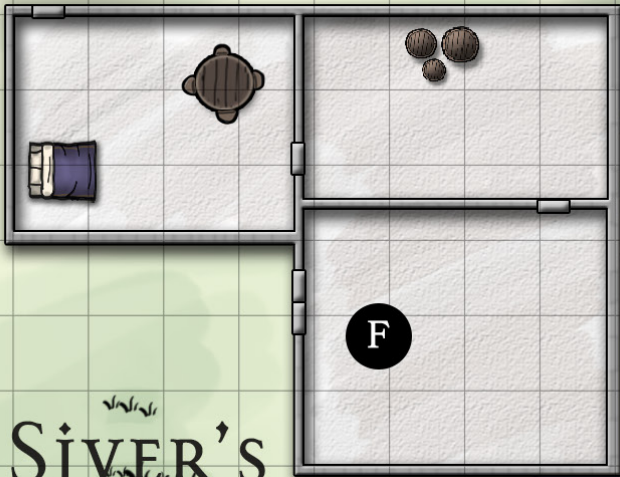
If the party makes no attempts at stealth, the scout will spot them. The party can approach unnoticed with a successful Dexterity (Stealth) check contested by the Kan Demon's passive Wisdom (Perception) score. If he spots any members of the group coming towards town, he will make a loud animalistic whistle, alerting the Kan Demon in *The Lark* of the threat.

Conversely, the characters will spot the hidden Kan Demon Archer if their passive Wisdom (Perception) score is higher than the Kan Demon's Dexterity (Stealth) check. (Unless the party is actively looking, in which case use an active Wisdom (Perception) roll.)

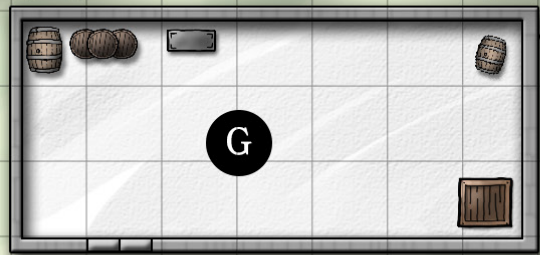
The lookout carries no treasure aside from a flask of oil.

SIVER'S MILL

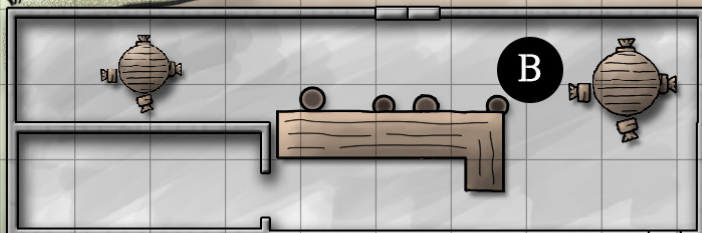
1 SQUARE = 10 FEET



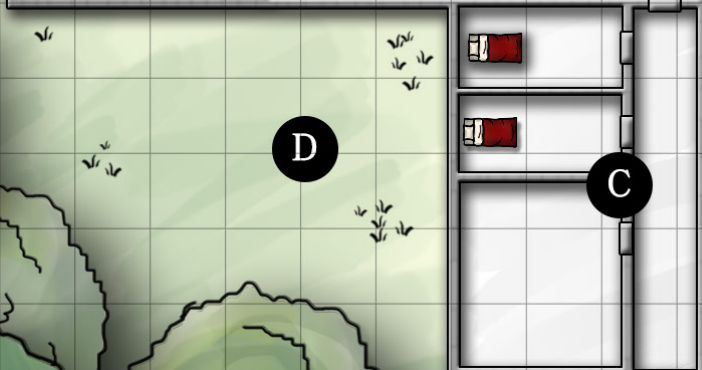
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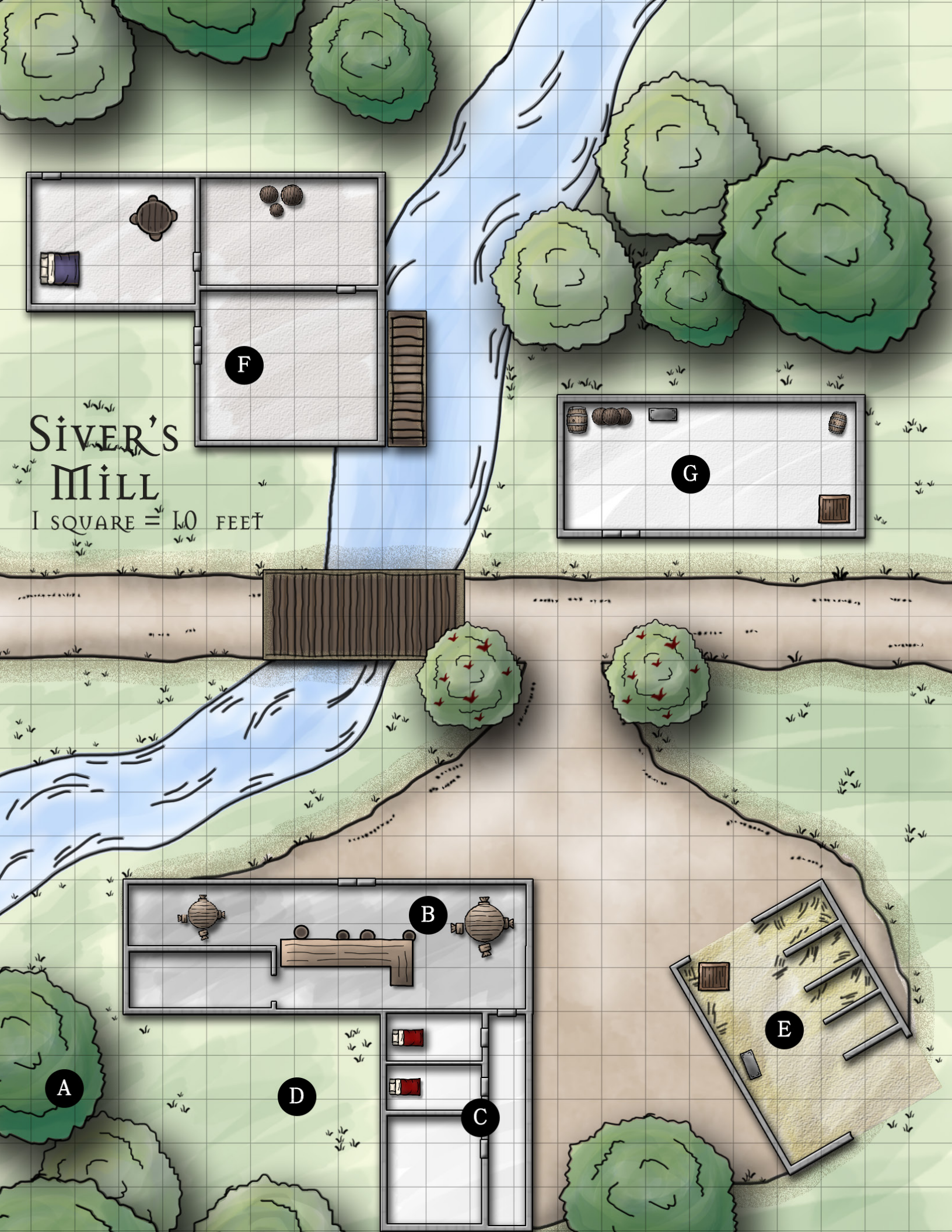
C

D



E

A



Balancing the Encounter

If the party is entering the town particularly taxed from Scene 2: Ambush!, then you may decide to assume that some of the Kan Demon in *The Lark* had been drinking prior to the groups arrival. Drunken Kan Demon should roll all attacks at disadvantage and cannot make critical hits.

Location B: The Lark Tavern

The tavern is a sturdy stone building with double doors in the front and a newer wooden guesthouse attached to the back. The fresh bloodstains and overturned tables and chairs are evidence of the brutal nature of the Kan Demon's arrival in Siver's Mill.

A Kan Demon Trooper stands near the door to the guesthouse. He carries 6 gp looted from the townspeople.

If the scout (*Location A: Corpse of Trees*) was able to sound the alarm, the Kan Demon from the guesthouse will also be present. If not, the guard will attempt to raise the alarm once he spots any member of the party.

Location C: The Lark Guesthouse

The guesthouse is a relatively new wooden addition to *The Lark*. Three private guest rooms make up the first floor and the second floor consists of one large common sleeping room.

A Kan Demon Sergeant rests in the larger downstairs private room, and there is one Kan Demon Trooper in each of the small rooms. In the upstairs common room, a Kan Demon Half-Ogre is resting.

The sergeant is wearing a silver torque of rank, worth 25 gp. He also carries a healing potion and a scroll case. Inside the scroll case is a rolled map (see *Appendix I - Kan Demon Map*). The troopers have 7 gp and 12 gp, respectively. The half-ogre carries no loot.

Location D: Pyre

The corpses of most of the previous inhabitants of Siver's Mill have been piled up here. The Kan Demon gathered them with the intention of setting them afire but have only partially constructed the pyre. They all show signs of the violence of the Kan Demon attack. Some were killed by arrow, but many were killed face to face with axe or blade.

Location E: Stables

In front of the stables is parked a traveler wagon (without its horses). Elise will recognize it as belonging to Roman Vidic.

A great deal of fire damage has been done to the stables. Inside, the charred bodies of two horses can be found, as well as two spare saddles and sets of tack (all of which survived the fire).

There are two unharmed horses (Roman's) grazing behind the barn. A successful DC15 Wisdom (Survival) check will allow the party to realize that another horse has escaped into the nearby countryside, and track it down.

Location F: Siver's Mill

The mill is a stone building with a wooden roof. The Kan Demon threw in a few flasks of oil (glass shards still visible) to set the place alight, but not before the half-ogre destroyed the gears and grindstone with his great maul.

Location G: Mercantile

The mercantile was the only trading hub of significance before the coastal town of Bray's Bay. It mostly existed to serve the farmers and ranchers in the area. The shop was a wooden building, roughly 70 feet long by 30 feet deep and is burned almost completely to the ground. Inside the shop, smoldering bags of flour, trade goods, and rough spun clothing lie in heaps. There are nails, farming implements, and tools but no weapons or armor.

There is a root cellar behind the mercantile, but the door has been thrown open. The interior holds the burned remains of roots and the smashed remains of pickling barrels, their contents strewn about the floor. There are burnt glass shards from the oil flasks that were thrown down here to start the cellar fire.

SCENE CONCLUSION

At the end of the scene, Bartolo will take a horse and ride for Bray's Bay. He wants to report the ferocity and widespread nature of the Kan Demon attacks to the military in Bray's Bay as soon as possible. He still can't quite bring himself to believe that Bray's Bay may be under attack.

If the party tries to stop Bartolo, he'll try to enlist the aid of Elise. She's more likely to side with Bartolo than members of the party, due to his official capacity in the Imperium government (lowly as it is).

Elise will be inclined to follow Bartolo in her traveler wagon, hoping to be able to render some assistance in Bray's Bay, however, she'll be open to reasonable suggestions from the party. Her first concern is the safety and security of the Imperium and its people. Secondly, she would prefer not to lose her investment in her traveler wagon (which constitutes her life's savings.)

ADVENTURE CONCLUSION

AS1 - Face Down in a Muddy Road ends with the players having gotten their first taste of the Kan Demon invasion. If they have found and looked at the map from the Kan Demon Sergeant, they may realize that the Kan Demon ambushers and pillagers appear to have marched from Bray's Bay.

The mines marked on the Kan Demon map lead to the *ASX-1 The New Mine Masters* side adventure. *ASX-1* is completely optional and there is no harm if your players choose to go directly to Bray's Bay for *AS-2 Smoke on the Horizon*.

If the players decide to go off the beaten track, use the *Asatania Crashing Chaos Campaign Guide* to develop adventures or encounters as needed until they rejoin the main plot of the campaign series.

APPENDIX I - KAN DEMON MAP

A map found in a scroll case on the body of a dead Kan Demon (Scene 4).



ASX-1 The New Mine Masters

5E Adventure Module for the Asatania Crashing Chaos™ Campaign

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ASX-1 The New Mine Masters is a 5e adventure module designed for four to seven level 1-2 characters.

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BOOK 3: ASX-1 THE NEW MINE MASTERS

Introduction	67	Scene 4: The Mine	74
Behind the Scenes.....	67	A: The Stairwell	74
Plot Overview	67	B: Exploratory Tunnels.....	76
Setting.....	68	C: The Pool	76
Side versus Story Adventure.....	69	D: The Old Mine Head.....	76
Scene 1: In the Wake of the Kan Demon	69	E: The New Mine Head	76
Bartolo and Elise	69	Scene 5: Reinforcements	77
Travel to the Argot Hill Mine	69	Adventure Conclusion	77
The Road	69	Appendix I: Creatures	78
Scene 2: Argot Hill Village.....	70	Ul-Grogtok (Kan Demon).....	78
A: The Temple.....	70	Weapons of the Rending Cry.....	78
B: The Houses	72	Appendix II: NPCs	79
C: The Storage Sheds.....	72	Argot Hill Miner	79
D: Mayor Roose's House.....	72		
Scene 3: The Minehead.....	73		
A: The Mine Entrance.....	74		
B: The Windmill	74		
C: The Smelter	74		

Statistic blocks and details for all creatures and non-player characters may be found in Book 1 : Campaign Guide

“We’ve found this most unusual and exciting mineral and I beseech thee for your council, good sir.”

Letter from Mayor Roose

INTRODUCTION

The **Kan Demon** have begun making their way inland even as they continue to besiege **Bray’s Bay**. They destroyed the village of **Siver’s Mill** setting the countryside afire with uproar and chaos. Most residents of this part of the **Meshel Valley** haven’t even seen the invaders yet, but that hasn’t stopped panic and rumor. It is hard to discern reality from people’s fevered fantasies.

The Kan Demon raiders that destroyed Siver’s Mill have moved on and attacked the small mining village of Argot Hill. They now occupy the town and the nearby mine. An important local source of iron, it is being secured to both resupply the Kan Demon forces and to deprive their enemies of the vital resource. Though there’s a little more going on than that...

The characters, learning of the attack, must liberate the mine from the small raiding party occupying it. They can strike a blow against the Kan Demon for the burgeoning resistance against them.

BEHIND THE SCENES

The Rending Cry clan call the sandy shores of western Kan their home. Their land is barely considered part of the steppe and they live far from **Agracot**, the political heart of **ul-Grogtok** society. Although their warriors are as brave and loyal as any other, the clan does not get the same measure of respect as other tribes. Because of this, they strive harder and take more liberties in their demands for respect. Ambitious risk takers, they have developed a reputation as deceitful and dishonorable.

The opening battle with the **Home Guard Regiment** at Bray’s Bay was already over by the time the Kan Demon commanders allowed Rending Cry warriors to land. Rather than sit in bored monotony outside the walls, waiting for the shaman to work their magic (see *AS-3 Muscle, Sinew, and Wood*), **Captain Chirgis** volunteered to lead his warband deep into the interior. Their mission: take one of the enemy iron mines.

The Kan Demon had learned of the rich iron mine at Argot Hill from the human collaborators, **Roman Vidic** and **Wohan Gert**. War plans called for the Kan Demon to sieze it after the fall of Bray’s Bay.

With the Home Guard Regiment bottled up at Bray’s Bay, the Kan Demon were convinced that a small force could be spared to take the mines sooner rather than later. The high command chose Captain Chirgis and his Rending Cry warriors to take Argot Hill. His ruthless ambition would spread terror through the populace and spare more valuable troops for the continuing siege of Bray’s Bay.

This is not an especially prestigious mission, which makes it a little odd that the glory-hungry Rending Cry would choose to volunteer for it. What is not known to many is that Captain Chirgis has had his ear bent by Roman Vidic. Vidic has an insight into Argot Hill’s mine and knows that it holds greater treasure than mere iron – skymetal and skyglass. These hidden treasures can be used to forge great weapons or to trade for great wealth. Things that can elevate the Rending Cry more, in the long term, than mere battle.

Chirgis and his warband took the village with ease, killing some, taking others hostage, and forcing the rest to work the mine.

PLOT OVERVIEW

The Rending Cry clan has led a raiding party to take and hold the village of Argot Hill and its iron mine. They have taken the village and are holding its children, infirm and elderly hostage while they take the able-bodied to dig the mine. They are not merely keeping the mine going for its new masters, but digging out the skymetal and skyglass that sits deep beneath the mine in small, scattered amounts.

The Rending Cry hope to increase their fortunes with this find, taken independently from the rest of the Kan Demon (a small act of treachery but one for the sake of the future of the clan). They are still bound by honor to share some of this with Roman Vidic, who tipped them off to the true value of the mine, if they manage to retrieve any at all.

The characters will get word of the occupation and the small force holding Argot Hill and the mine. They can drive them off and, in so doing, find out the real value of the mine. Once they have liberated the miners and their families they'll have friends for life. If they discover the true value of the mine, then what happens next is up to them.

Captain Chirgis

Like most ul-Grogtok leaders, Chirgis is larger than average size. He is a brawler, more than military tactician, and rose to his position as much through his fists as his intellect. He is early into his middle-age but still strong and well-muscled. The left side of his face is mutilated, damage from an old fight that never healed properly. Rather than hide the scars, Chirgis has had them highlighted with a dark blue tattoo. The inhabitants of Argot Hill are terrified of him.

Captain Chirgis is the war leader of the Rending Cry clan. He's known for guile and cruelty and rose to his current position when he engineered an "accident" during a hunting expedition with the prior war leader. Rumors of his treachery have not improved the reputation of the Rending Cry among the other ul-Grogtok clans, infuriating Chirgis.

While Kan Demon war parties are not known for their mercy, Chirgis is especially brutal. When Roman Vidic transported the raiding party deep into the Meshel Valley, Chirgis murdered everyone he came across, including all those at Prefect Aquitus' manor (*AS-2 Smoke on the Horizon*) and all the inhabitants of Siver's Mill (*AS-1 Face Down in a Muddy Road*). Chirgis needs the miners of Argot Hill to continue their excavations and has taken their families hostage rather than killing them. He has made examples of several villagers though, to strike fear into the inhabitants, and elicit compliance from them.

Chirgis is the final encounter in this adventure and it is important to foreshadow that fight to the players. The villagers will speak of the atrocities committed by Chirgis while he's been in Argot Hill and beg for salvation. Other Kan Demon may display a combination of fear and awe, and threaten the party with Chirgis' wrath. Build the war leader up, bit by bit, to generate apprehension and dread in the group until the adventure climaxes with their battle against him.

SETTING

This adventure takes place in and around Argot Hill, a small mining village at the foot of the **Indos Mountains**, north of Siver's Mill and west of Bray's Bay. Argot Hill, the village, sits at the bottom of the hill of the same name while the mine sits atop it in a circular dip 'cut' out of the top of the hill. The windmill at the mine pumps out water from below ground and is visible for some considerable distance, further even than the spire of the village temple.

The mine itself doesn't produce enormous amounts of iron, but it's straightforward mining, produces quality ore, and holds other curiosities. The villagers don't truly understand the value of what they have, however.

Argot Hill had an easy life for such a village until the Kan Demon came. The mining was easy, the money flowed, and a small but prosperous village was the result. Argot Hill 's villagers are used to hard work, but not a hard life. Under threat from the Kan Demon they've been cowed and swayed to work for their occupiers. While they will be happy to be liberated, they can only offer limited help and limited reward to their liberators.

Skymetal and Skyglass

Skymetal and skyglass play no significant role within the rest of the Asatania campaign, and are unlikely to be mentioned again. It is up to each game master to decide exactly how much emphasis they wish to place on these materials, and exactly what role skymetal and skyglass will play within their individual campaigns.

Skymetal is a mix of iron, chromium and nickel that can produce a high-quality steel, resistant to corrosion. This would make a good ingredient for high quality weapons (+1 Damage) or armor (+1 AC), or be desirable to alchemists and magicians for potions or magical items.

Skyglass is a form of glass similar to obsidian, produced in the great heat and pressure of a meteorite impact. The skyglass here ranges from gray to black, and from brown to red, much of it in near perfect spheres. It has less obvious utility than skymetal, though the citizens of Argot Hill often use it for jewelry and other baubles. Pieces of it may also be used as spell foci or used as ingredients in the creation of magical items - though skyglass itself is not magical.

SIDE VERSUS STORY ADVENTURE

The best place to insert this side adventure is between *AS-1 Face Down in a Muddy Road* and *AS-2 Smoke on the Horizon*, right after the PCs find the invasion map on the body of the Kan Demon Sergeant. Once the threat in Siver's Mill has been eliminated and the PCs have time to examine the map, you should expect them to discuss, among themselves, the relative merits of visiting Argot Hill or heading on towards Bray's Bay. The events they have encountered so far make that decision a difficult one. Heading towards Argot Hill almost certainly means running headfirst into more Kan Demon.

Heading towards Bray's Bay isn't without danger. The PCs know that the Home Guard Regiment is there, which offers comfort, but they also know that the Kan Demon started there. Are they running into raiding parties or is something larger going on? Let them hash it out and come to a decision, resisting the temptation to give them hints or even suggest that either course of action is fine. The Asatania campaigns are filled with tough decisions and this should just be the first taste of them.

SCENE 1: IN THE WAKE OF THE KAN DEMON

BARTOLO AND ELISE

Bartolo Graciatola will leave Siver's Mill for Bray's Bay before the characters leave for the mine. Unless they object, **Elise de Cavaliere** will be inclined to go with him as well. If the characters call on her to aid them, she can be convinced by a DC15 Charisma (Persuasion) roll (DC10 for groups smaller than 5 players and DC20 for groups larger than 6). Characters can improve their chances of convincing Elise if they appeal to her sense of duty to the citizens of the Imperium or if they promise that they will head for Bray's Bay as soon as they've checked on the mines.

TRAVEL TO THE ARGOT HILL MINE

PCs who have a background in the **Meshel Valley** will know that there is a rough road that leads from Siver's Mill to the Argot Hill Mine. Under good conditions, travel time would be four to six hours, but the spring rains have likely made the road treacherous, making it more likely to take eight to ten hours, or more, to reach the mines.

Elise's **traveler wagon** would be even slower if the party insists on bringing it along. Aware of this, Elise will suggest stashing it in the woods near town. She'll retrieve it on the way back through.

THE ROAD

The road goes north from Siver's Mill, quickly leaving the flatlands of the central Meshel Valley for the foothills of the Indos Mountains. The soil is rocky and unsuitable for farming, and the road is used mostly by the Argot Hill miners and local loggers.



The road itself has been roughly cut through the woods and is either packed dirt, or dirt and gravel. The wet weather has made it especially thick and treacherous in places and characters are likely to find their boots muddy and clothes filthy. The cold weather has been gone long enough for the bugs to be out in force and, all in all, it's going to be a miserable trip up to the mine.

The spring rains have churned the road into greasy mud, littered with unusual bits of trash. Pieces of paper and scraps of ash blow about the muddy trail in the cool and smoky wind. Here and there people walk and stumble, pulling carts laden with sacks of food, furniture and the infirm. Refugees and the merely terrified, trying to find somewhere – anywhere – to go to be safe from the Kan Demon. Amongst this sad and thin mob of the dispirited you strike noticeable figures, still proud, still tall, still ready to fight.

A filthy, mud-stained, figure moves from one knot of refugees to another only to be met with shaking heads and curt words. They move on, shoulders slumped, dispirited until they spot you. With a sudden turn of speed this dirt-scuffed person – a young woman – rushes up to you, stammering:

“Village... mine... soldiers... help!”

Tumia is a young woman from Argot Hill, dressed in dark gray tunic and britches. She managed to hide, and eventually flee, from the Kan Demon when they took over the village. Since then she's been running and seeking help, but soldiers and guardsmen are fighting on the front and nobody else has offered any aid. The characters are her last hope of rescuing her kith and kin.

Tumia can offer the following information:

- A large Kan Demon war party came through the village, killing the couple of young men that resisted.
- They rounded up the women, children and the elderly in the temple and held them hostage until the men emerged from the mine at sunset.
- With the leverage of the hostages, the miners were convinced to work for the Kan Demon.
- Even though the miners are working the mine, there is not much iron coming out or being smelted. They may be sabotaging the production or destroying the mine.
- Most of the war party moved on, but they've left guards, perhaps half a dozen – perhaps more. She can't be sure. She thinks that they look up to the task of taking them on and pleads for their help.
- The iron that Argot Hill produces is important to the war effort, for either side.
- A particularly large and cruel Kan Demon leads the Kan Demon. Tumia doesn't know a word of ul-Grogtok, but has overheard other Kan Demon saying the word "Chirgis" in reference to their leader.

SCENE 2: ARGOT HILL VILLAGE

Boulders and trees screen the path that leads up to Argot Hill. It nestles in the shade of the hill whose name it takes, atop which you can make out the slowly turning arms of a windmill. The hill has a strange shape from this angle, as though the top has been cut off, truncated or circumcised. A dark brown stain runs down the side of the hill, either side of a watery scar, a tiny rivulet that glitters in a thin ribbon all the way down.

The village itself looks tiny, barely a hamlet, not so much as protected by a wall, sleepy and vulnerable. The steeple of its temple towers over a scattering of small houses and crofting fields. An easy target for the Kan Demon, especially for what could be such a valuable war resource. No guards are obvious, nor are any people. If there's anyone there, they're out of sight.

A: THE TEMPLE

*Argot Hill 's temple is an impressive pile of stone dedicated to **Godan**, the patron of miners. On the spire, you see the shape of a Kan Demon archer, pacing the roof behind its crenellations and looking out for trouble. A low murmur of conversation and the occasional shout or grunt can be heard from inside but little can be seen through the red-stained glass windows.*

Argot Hill 's temple site has been built upon several times. The current temple is in the shape of a hammer, with the main hall running straight up to the altar and two side chambers forming the 'head' of the hammer. Its windows are red, the glass stained with a dye that gives the light that falls through it a rusty hue, turning the interior the color of a forge – or a bloodstain.

The temple has three entrances, two smaller doors in the 'head' of the hammer, a large set of double doors at the base of the 'handle'. The smaller doors are barred and bolted from the inside while the main doors are open to allow people and guards in and out.

The left-hand room of the 'hammer head' contains the priest's private quarters, little more than a bed, dresser and cupboards. The right-hand room contains the priest's study, books, vestments and religious paraphernalia.

The Priest

A dwarf, Argil Highmount, is the parish priest of this temple and is tending to the villagers as best as he is able. Argil arrived in Argot Hill twenty years ago when he learned that the temple had been without a priest for many years. Worship of Godan is rare outside of dwarven lands and human priests to the god rarer still.

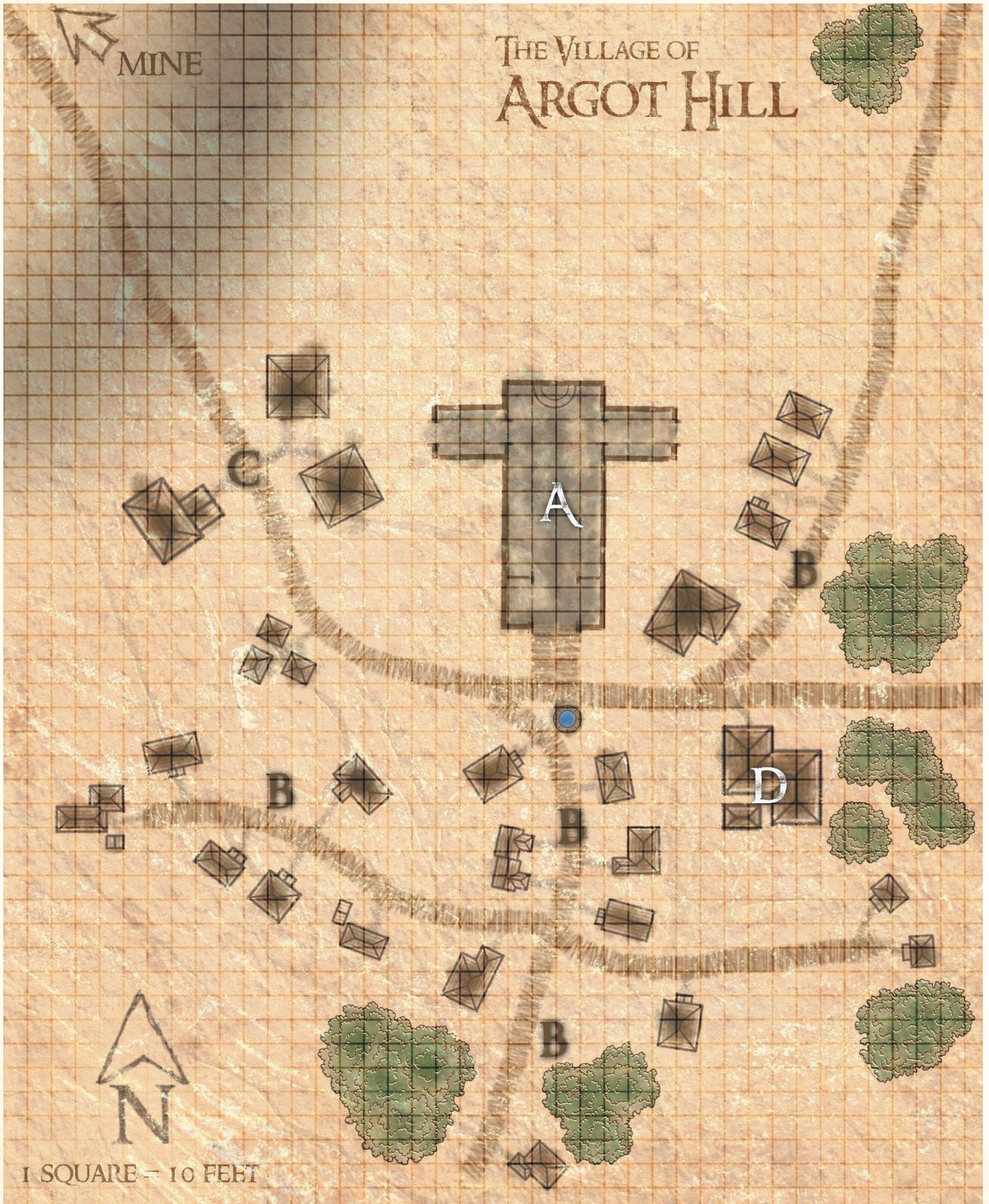
Considering their hostility towards the people of Argot Hill, most the Kan Demon (excepting Chirgis) have been strangely deferential towards Argil. He is largely free to move around the temple, though he is restricted from leaving. He has used his influence to have food and other supplies brought into the temple and to stop most of the mistreatment of the hostages.

Argil doesn't know why the Kan Demon are treating him better than the other villagers, but it has not gone unnoticed. Some of the captives believe that the priest may be in league with the Kan Demon - which could lead to tension once the threat has abated.

At the altar a narrow, dangerous stairway leads up, around the edges of the square tower, into the spire and up to the roof. This is where the archer is lurking.

Inside the hall many of the women, children and elderly amongst the villagers have been gathered together, huddled miserably on blankets and guarded by the Kan Demon. A very few have been allowed, unescorted, to cook or to gather food and water (if the characters wait long enough this may happen). A few at a time – on threat of death to the others, have also been allowed to use the latrine – again unescorted.

The Kan Demon guarding the village wait in this hall, guarding the villagers. There are three Rending Cry Troopers and one Rending Cry Archer here, working in shifts of two. Two will be asleep in an improvised bed-place, up near the altar, when the characters encounter the temple, one guard watching the villagers, the archer on the roof. Of course, if the alarm has been raised, all will be up and ready to fight.



In combat the archer will use the cover at the top of the steps to rain down arrows while the other guard threatens the hostages. Once the others are awake, one will join the fight while the other attempts to run to the mine in order to raise the alarm. (Fighting in melee on the steps will require an Acrobatics check against a DC of 12 to not tumble down them, the roof is forty feet high at its highest point – 4d6 damage is taken in a fall).

Once they have driven off or killed the Kan Demon the villagers will mob them, sobbing with gratitude and offer them what measly coins they can scrape together (1d4 sp and 2d10 cp) to reward them. One of the children will also give them a pouch of meteoric glass marbles, made from skyglass from the mine. A suitably skilled character may recognize what it is – and the true value.

If – or when – they return later, the villagers will be more grateful and have more to reward them with.

B: THE HOUSES

Argot Hill's houses are made of brick and plastered with reddish clay. Even the smallest house's door is iron bound – something they have plenty of here – and the houses look sturdy and squat. These houses are arranged in circles about communal ovens and gardens – the ovens surrounded in turn by a ring of ash. One house stands taller than the rest, perhaps the house of the village mayor.

Other than having their doors forced open, the houses have been undisturbed by the Kan Demon. There's nothing of any true worth – should the characters be inclined to beggar an invaded village for what little its people own. Most of their true wealth is hidden in pots or behind bricks in their walls. If they choose to plunder the village you can reward them as though they had completed the adventure and then been rewarded by the villagers.

C: THE STORAGE SHEDS

Raised on poles above the ground and screened on all sides by layers of woven reed and hazel, these storage sheds have ramps leading into them and heavy leather curtains to keep out the worst of the rain. Visible within, through the flaps of the curtain and the gaps in the wall are pyramids of stacked ingots of pig iron. There are also barrows for transporting them and sack to wrap them in to soak up the damp and prevent rust. The ingots seem undisturbed.

Pig iron isn't usable by itself, it has to be refined again and properly worked to be used – or turned into steel. It saves some effort and time, however, out of the end process and allows Argot Hill to sell iron, rather than ore, for a greater price at market. The ingots are crude, like loaves of bread, no two quite the same as they're pulled out of the sand. It's not worth an adventurer's time to steal them as they're heavy and only truly worth something in serious weight to someone who can refine it.



Off into one corner of the sheds are a pair of big clay pots. One contains small fragments of shiny skymetal found in the mine – considered curiosities and sometimes made into jewelry – and the other contains pieces of skyglass, much of it in round baubles, almost like obsidian. Finer specimens are often made into jewelry and other baubles, while cloudy or discolored skyglass is used by the children in the village for marbles.

D: MAYOR ROOSE'S HOUSE

The mayor's house is a little finer than the rest and the mayor is clearly a man of ambition and taste beyond his means.

This larger house is grander, taller, with two low-ceilinged stories and large windows offering a grand view of the rest of the village. The putrid smell of decay is unmistakable as you near.

His house is filled with furniture and tapestries chosen more for their price than their style:

Its interior, however, is cluttered with nonsense. Paintings, tapestries, brightly painted walls that seem to have been selected to show off the owner's wealth rather than to show any particular taste or class. It is quite jarring, offensive to the eye and overloaded with things.

A man of letters, he has a writing desk stuffed with correspondence. If these papers are investigated the characters will discover that the mayor suspects the mine to be richer than the villagers had assumed. He has been sending samples of skyglass and skymetal to various nobles, alchemists and educated men to be assayed and find out if his suspicions are true. Few have replied, due to the bumpkinish impoliteness of his writing, but from those few positive replies the true value of the mine can be worked out.

If it weren't for the invasion, the village – and the mayor's – fortunes would be about to take a turn for the better. Unfortunately, the Kan Demon arrived and Mayor Roose was one of the villagers that Chirgis decided to make an example of. His bloated corpse lies slumped in the corner of his office, his skull split.

SCENE 3: THE MINEHEAD

The site of the mine, is atop a strange hill. Sitting at the base of the mountains it shouldn't be unusual, but the top of it is almost 'cut off', forming a soft-sided crater in which the mine buildings are situated. It is unlike any other hill in sight. Along the western side of the hill all the waste material and spill from the mine, including earth, rock, clinker and more, forms a long, brown stain with drainage water trickling a filthy rivulet through it. The mine entrance appears to be little more than a big wooden shack, flanked by a tall windmill – pumping out water as the wind turns its arms – and the smelter, its chimney cool and smokeless.



Deep in the past, a thousand years or more, Argot Hill was struck by a meteor. The impact blew the top off the hill and created its cratered form, exposed the rocks beneath it and buried meteoric iron and glass deep beneath the hill and scattered throughout it. The proximity of iron-rich rocks to the surface – many already shattered by the impact – attracted iron miners to the hill and they have been hollowing it out ever since. The village of Argot Hill was founded to service and home these miners and it has been here a long time.

The mine has always been a small scale – but useful – operation and has always run somewhat independently, despite being known for the quality of its product. As such, no true experts have ever really assessed the peculiarities of the mine and the true worth of its reserves of skymetal and skyglass have never been understood by anyone able to exploit that knowledge.

A: THE MINE ENTRANCE

For all it looks like a shack the entrance to the mine is more of a proper shed. It's sturdily built but only walled with slats, which allows the air to flow through. A complex 'chimney' of sorts keeps out the rain while allowing the air to continue to circulate. There's a constant, palpable breeze from the mine entrance, which yawns below you, dim and dark, lit here and there by the lowest of low-burning lanterns. Narrow stairs descend into the deep and the dark, thin, steep and dangerous.

The entrance is unguarded and unattended. There are a few picks, lanterns and flasks of oil here (1d6 of each if players want them). Otherwise, the mining supplies seem to have been taken below.

The stairs are dark, narrow, steep and damp – making descent a dangerous adventure. The stairs fall away vertically, passing boarded-up old tunnels, until it reaches the lowest level of the mine. A rusty drainage pipe runs all the way down, sucking the slowly pooling water to the surface. Attached to a rope and winch is a strong square of sack-cloth for dragging up ore.

B: THE WINDMILL

Rising above the crest of the hill sits the mine's windmill, creaking as it slowly turns in the wind. Atop a stone foundation sits the broad wooden building which narrows rapidly as it rises up to its three canvas wings. The blades slowly flap and twist like three gigantic bats. A constant squeak and grinding sound comes from within and, barely heard above the other sounds, the slow but constant trickle of water from an iron pipe, pumped up from the depths of the mine. The loud braying of a donkey abruptly breaks the calm monotony.

The windmill operates the pump that keeps the water out of the mine, drawing it up through a pipe and shedding it down the spillway. When the wind is not up a pair of donkeys turn the crank though currently they are placidly munching away on bales of hay.

There's a young boy here, eleven or twelve years old. His name is Erik and he's the son of one of the miners toiling below. Erik's job is to harness the donkeys to the pump if the wind fails. The Kan Demon made it clear to Erik that they would harm his father if he left the shack. He's scared and would rather be in the woods outside of town, but his fear for his father keeps him here.

Erik knows that there are at least five Kan Demon down below guarding the half dozen miners. They entered the mine recently and tend to work until the miners are too exhausted to continue. If asked about Chirgis, Erik knows that the giant Kan Demon showed great interest in the mine when he first arrived but has not been seen since.

Should anyone want to climb the windmill to get a better vantage, it is fifty feet high and a challenging climb with the turning blades (DC 15 Dexterity (Acrobatics)). If the blades can be halted the difficulty drops to 10.

The Kan Demon and miners will exit and return to the temple in twelve hours or so.

C: THE SMELTER

The smelter is a tall stone building, blackened by heat and smoke. Piles of coal and chipped wood stand tall next to it, along with a third great pile of fine ore, brought up from below and broken into chunks. It's cold right now, no smoke, only a slight metallic tang in the air and a few embers and scattered ingots of pig iron. The great bellows are silent and still.

The smelter is cool, but not entirely cold. That would take several days. The discarded iron and the burnt-out smelter is more evidence that the invaders are not truly interested in the iron, but something else. The smelter would make a good vantage point to observe and attack from, for an archer or magician. If they could climb it (A DC 15 Dexterity (Acrobatics) check would be required, the smelter is thirty feet tall).

SCENE 4: THE MINE

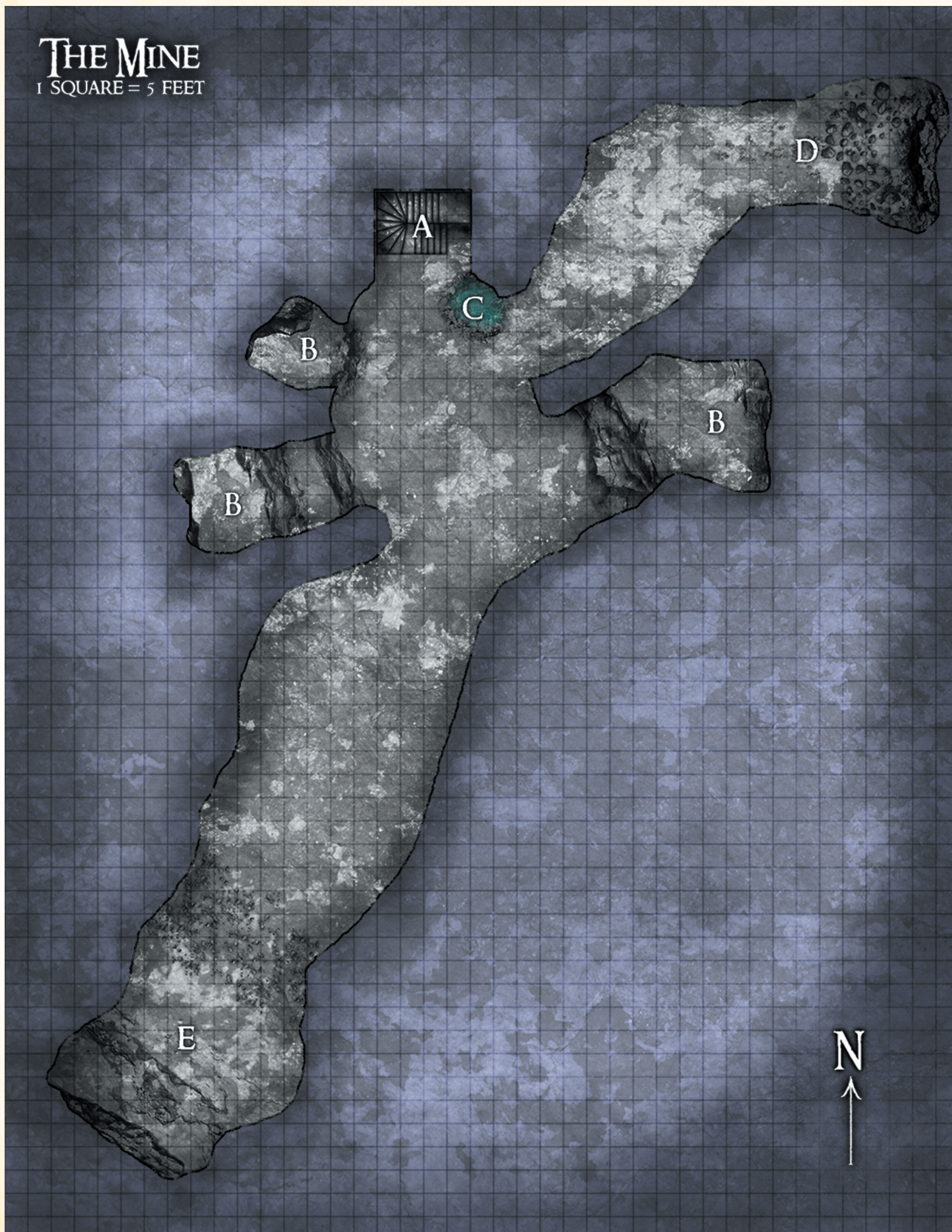
The mine is the main site of the adventure and the two key battles that make up the main body of the adventure. As such it is key to bring the mine to life and to impress upon the players the nature of the environment and the stakes they are playing with. The pivotal moment of the adventure is when the reinforcements arrive and the adventure shifts from being about storming the mine to defending it against fresh attackers.

A: THE STAIRWELL

Narrow and slippery, steep stairs descend into the dark. Wooden at the top, carved into stone further down – though everywhere the rock is cracked and loose. Every few levels a lantern hangs, burning low on its wick to conserve oil, barely shedding any light at all. Without foreknowledge of the steps it is a long, treacherous descent into darkness, the walls wet and slick with condensate, a metallic tang to every breath of air.

THE MINE

1 SQUARE = 5 FEET



There's a good chance of an inexperienced person slipping on the stairs – and that would include the characters. That chance is narrow, however, and you should only roll to see if they lose their footing once, or if any combat should occur on the stairs.

Slippery Stairs: Climbing down the stairs without incident is a DC12 Dexterity (Acrobatics) check. Characters get a chance to halt their fall every ten feet – and taking 1d6 damage for each failed save. They need only roll once, getting used to the uneven footing after that. The stairs descend 200 ft. into the darkness.

The Side Tunnels

As you descend the steps you pass side tunnels blocked off with slats of wood. Painted crudely on the sides of the boards you can make out dates, which become more recent the further you descend.

The boarded-up side tunnels are old veins that have tapped out. As the veins played out, the miners continued to dig deeper in search of more ore. There may be a few broken pickaxe handles, smashed lanterns, empty oil flasks and the like, but nothing else of use.

The tunnels themselves are a confusing labyrinth and without a miner as a guide there's a good chance of getting lost in there (DC20 Wisdom (Survival) to avoid getting lost) but there's really no point going back there. After getting lost, it takes 1d4 hours to find the way out again. These side tunnels do not appear on the mine map, as they are the tunnels in the upper levels.

B: EXPLORATORY TUNNELS

Miners carved out these short extension tunnels in their search for the richest deposits of ore.

C: THE POOL

At the base of the stairs the ground flattens out into gravel and boulders, but a scrape there is filled with water, trickling from the walls and seeping into the pool. An iron pipe terminates here, occasionally slurping and bubbling as water is drawn up through it to the surface.

Short exploratory tunnels delve off into the dark, two of them moving further back into the dark and only one of them noisy with the cracking and shoveling of rock and barked voices – the words indistinct, but harsh and commanding by the sounds of them.

The water is as cold as ice, but shallow. It doesn't build up that quickly and what little there is gets sucked up through the pipe. Sabotaging the windmill or similar won't lead to immediate flooding, certainly not in any amount of time to concern the adventure as it should normally run. It is a natural bottleneck and slowing-point when the Kan Demon reinforcements arrive, however, and is a perfect place for an ambush.

D: THE OLD MINE HEAD

This longer tunnel, rusty red along its sides and dusty with oxide, ends abruptly. The last few wooden reinforcements are incomplete, gravel and dust fall from the ceiling. This looks like a vein of iron-rich rock, but it has been left – mid exploitation – seemingly abruptly. A man's body, perhaps two days dead, lies on the rust red ground, his skull split.

The dead man is one of the miners. Killed as an example to the others and left to rot. He has little on him but an old, moldy pipe, a pair of copper coins and a drawing of a **Feral Gnome**, scribbled by his son on a piece of reed-paper.

Falling Roof: The roof here is barely held up by the beams and is in imminent danger of collapse. It's obvious to anyone who inspects the beam – no dice roll needed – that the situation is precarious. Fighting here, or trying to take the wood, to use it elsewhere, will cause the roof to collapse. Evading it requires a DC 15 Dexterity save or everyone in the area take 4d10 damage as rocks pummel them and dust fills the air, causing fits of coughing. Even a successful roll takes half that damage and leaves the area covered in rubble as difficult terrain. A collapsing roof will also alert the Kan Demon to potential trouble. If the Kan Demon could be drawn into this area somehow, the roof could also be collapsed onto them.

E: THE NEW MINE HEAD

Compared to the darkness of the rest of the tunnels the new mine head blazes with light, filled with lanterns. As many miners as can fit are chipping into and downward at the gravel and rocks. As they work they throw it back into a pile that forms a bank in the tunnel between you and them. Behind the workers, spurring them on, are Kan Demon soldiers, armed and threatening, snarling and pacing behind them. One holds up a small piece of sparkling, silvery metal in the light and seems to nod, satisfied.

Here a Rending Cry Sergeant and four Rending Cry Troopers are standing guard over the miners. They are forcing them to work and to dig deeper and faster, to get as much skymetal and skyglass as possible, before they must hand over the mine to a more regular force. This is a chance for this clan to really buy themselves some important influence and power and so they are more than willing to fight – even to the death, considering that they are trapped.

The Kan Demon may be trapped but they have hostages – in the miners – that they can use as leverage. They're more than willing to use these hostages and threats to them to negotiate an exit (especially if they start taking casualties). They also have cover from the bank of waste, which they can use as cover from ranged attacks and certain spells. This is complicated by the fact that only the sergeant has a faltering command of Common tongue.

Combat Complications

Cover: The bank of gravel provides the Kan Demon with half-cover.

Marbles: The skyglass marbles can be (and will be) scattered by the Kan Demon on the rocky floor on the other side of the gravel bank. This area counts as difficult terrain until the marbles are cleared and a DC 15 Acrobatics check is required to keep your footing in the area. Failure means falling prone.

Turning the Miners: The characters may try to convince the half-dozen miners to join the battle. They are not so inclined in the face of the Kan Demon soldiers. Getting them to fight would require a DC20 (Charisma) Persuasion check and it's an all or nothing proposition. Either they all join battle or none of them do. The characters won't have much time to convince them, but if they mention that their families are safe or some other indication that the Kan Demon threat above has been dealt with, the DC drops to 15.

SCENE 5: REINFORCEMENTS

Once the Kan Demon are defeated or otherwise dealt with their reinforcements arrive. These reinforcements constitute four Kan Demon troopers and Captain Chirgis himself. They will enter the mine the way the characters did, forcing the characters onto the defensive. The characters should be given a few minutes to talk with the miners or patch their wounds, but the reinforcements will arrive before the characters attempt to leave the mine.

From the top of the stairwell you hear shouting, grunting and the clatter of boots on the steps. Someone else has arrived and it doesn't sound like your people. A Kan Demon patrol must have come to check on their brothers! You have moments – mere moments – to prepare yourselves.

You can give the characters about six turns of action, if you want to be formal, or a handful of minutes of quick discussion and preparation as pure roleplay. Then the Kan Demon reach the bottom of the stairs – in single file (Chirgis at the rear) due to the narrowness of the stair, to investigate. This is probably just enough time to set up an ambush or a very simple trap.

Captain Chirgis wields a *Skymetal Tipped Greataxe* which offers +1 to damage, but is non-magical.

ADVENTURE CONCLUSION

Once the second group of Kan Demon are dealt with, the characters are free to conduct any surviving miners back to the village where they will get a hero's welcome and a mutton and bread feast in their honor. The miners will be able to arm themselves with the weapons of the fallen Kan Demon and hopefully they'll remain secure while the characters resume their trek to Bray's Bay.

As well as the feast (good for restoring 1d4 hit points) the villagers have clubbed together as much of a reward as they can afford:

- 1 very old platinum coin
- 36 gp
- 36 sp
- 80 cp
- A keg of fine ale, worth 3 sp
- 3 bottles of wine, worth 1 gp total
- A bag of dried herb flavoring mix, worth 5 cp

If the characters prefer skymetal, the villagers are happy to offer that instead, enough for a skilled craftsman to bolster two weapons or one piece of armor.

APPENDIX I: CREATURES

UL-GROGTOK (KAN DEMON)

More information about the ul-Grogtok, including statistic blocks, can be found in the *Book 1 - Campaign Guide - Kan Demon*.

WEAPONS OF THE RENDING CRY

The Rending Cry Kan Demon in Argot Hill carry the traditional weapons of their clan rather than the standard weapons of the Kan Demon armies.

Boomerangs

The Rending Cry use their fire-hardened, wooden boomerangs to bring down sea-birds and to stun leaping fish from rock pools. Their boomerangs are the non-returning kind, but can be hurled extremely long distances with surprising accuracy. The Rending Cry typically carry one or two of these with them and use them for hunting and as reserve weapons to use against larger targets.

Fishbone Arrow

The heads of Rending Cry arrows are made from the sharp, but brittle, bones of some of the fish that they catch. The bones are swept backward and dig in when they pierce the flesh, breaking off and getting lodged in the wound. Each arrow strike with a fishbone arrow lowers maximum hit points by 1 without a Medicine check against a DC of 12. Each failed check leads to the loss of another hit point, caused while cutting out the fishbones.

Ironweed Net

The nets that the Rending Cry use are woven from rope made from ironweed, a particularly hardy seaweed that washes up on their shores. Properly prepared it is almost as strong as cable. Freeing yourself from an ironweed net has a DC of 12, rather than 10. The net also has an AC of 12 and requires 7 damage to be cut through. The net can be bundled around the arm and hand, and used as a shield instead, providing +1 AC to the wielder.

Captain Chirgis

CAPTAIN CHIRGIS <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 15 (hide armor) Hit Points: 30 (4d8+12) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	12 (+1)	12 (+1)
Skills: Athletics +5 Senses: Darkvision 60 ft., passive perception 11 Languages: ul-Grogtok (Kan Demon) Challenge: 2 (450 XP)					
Cleave: as a bonus action, attack a second creature within 5 ft. if using a 2 handed melee weapon. Damage is halved.					
Actions					
Multiattack: Captain Chirgis makes two attacks with his Skymetal Tipped Greataxe.					
Boomerang. <i>Ranged Weapon Attack:</i> +3 to hit, range 60/240, one creature., <i>Hit:</i> 5 (1d4+3) bludgeoning damage.					
Skymetal Tipped Greataxe (2H). <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one creature. <i>Hit:</i> 11 (1d12+5) slashing damage.					

Rending Cry Sergeant

UL-GROGTOK (KAN DEMON) SERGEANT <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 15 (hide armor) Hit Points: 30 (4d8+12) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)
Skills: Athletics +5 Senses: Darkvision 60 ft., passive perception 11 Languages: ul-Grogtok (Kan Demon) Challenge: 1 (200 XP)					
Cleave: as a bonus action, attack a second creature within 5 ft. if using a 2 handed melee weapon. Damage is halved.					
Actions					
Boomerang. <i>Ranged Weapon Attack:</i> +3 to hit, range 60/240, one creature., <i>Hit:</i> 5 (1d4+3) bludgeoning damage.					
Ironweed Net. <i>Ranged Weapon Attack:</i> +3 to hit, range 5/15, one creature., <i>Hit:</i> special damage.					
Machete. <i>Melee Weapon Attack:</i> +5 to hit, reach 5ft., one creature. <i>Hit:</i> 6 (1d6+3) slashing damage or 7 (1d8+3) if used two-handed.					

Rending Cry Archer

UL-GROGTOK (KAN DEMON) ARCHER <i>Medium humanoid (ul-Grogtok), lawful evil</i>						
Armor Class: 14 (hide armor)						
Hit Points: 13 (2d8+4)						
Speed: 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
14 (+2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	11 (+0)	
Skills: Acrobatics +4						
Senses: Darkvision 60 ft., passive perception 10						
Languages: ul-Grogtok (Kan Demon)						
Challenge: 1/2 (100 XP)						
Short Range: does not suffer attack penalty for using a ranged weapon from 5 ft.						
Actions						
Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320., Hit: 1d6+2 piercing.						
Dagger. <i>Melee Weapon Attack:</i> +5 to hit, reach 5ft., one creature. <i>Hit:</i> 5 (1d4+3) piercing damage.						

Rending Cry Trooper

UL-GROGTOK (KAN DEMON) TROOPER <i>Medium humanoid (ul-Grogtok), lawful evil</i>						
Armor Class: 13 (hide armor)						
Hit Points: 15 (2d8+6)						
Speed: 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
16 (+3)	12 (+1)	16 (+3)	8 (-1)	11 (+0)	10 (+0)	
Skills: Athletics +2						
Senses: Darkvision 60 ft., passive perception 10						
Languages: ul-Grogtok (Kan Demon)						
Challenge: 1/2 (100 XP)						
Cleave: as a bonus action, attack a second creature within 5 ft. if using a 2 handed melee weapon. Damage is halved.						
Actions						
Boomerang. <i>Ranged Weapon Attack:</i> +3 to hit, range 60/240, one creature., <i>Hit:</i> 5 (1d4+3) bludgeoning damage.						
Ironweed Net. <i>Ranged Weapon Attack:</i> +3 to hit, range 5/15, one creature., <i>Hit:</i> special damage.						
Javelin: <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft., or range 30/120 ft., one target. <i>Hit:</i> 6 (1d6+3) piercing damage in melee or 7 (1d8+3) piercing damage if used two handed, or 4 (1d6+1) piercing damage at range.						
Dagger. <i>Melee Weapon Attack:</i> +5 to hit, reach 5ft., one creature. <i>Hit:</i> 5 (1d4+3) piercing damage.						

APPENDIX II: NPCs

ARGOT HILL MINER

ARGOT HILL MINER <i>Medium humanoid (human), neutral good</i>						
Armor Class: 10						
Hit Points: 5 (1d8+1)						
Speed: 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	10 (0)	12 (+1)	10 (0)	10 (0)	10 (0)	
Senses: passive perception 10						
Languages: Common						
Challenge: 0 (10 XP)						
Actions						
Pickaxe. <i>Melee Weapon Attack:</i> +2 to hit (improvised weapon), reach 5ft., one creature. <i>Hit:</i> 4 (1d6+1) piercing damage.						



AS-2 Smoke on the Horizon

5E Adventure Module for the Asatania Crashing Chaos™ Campaign

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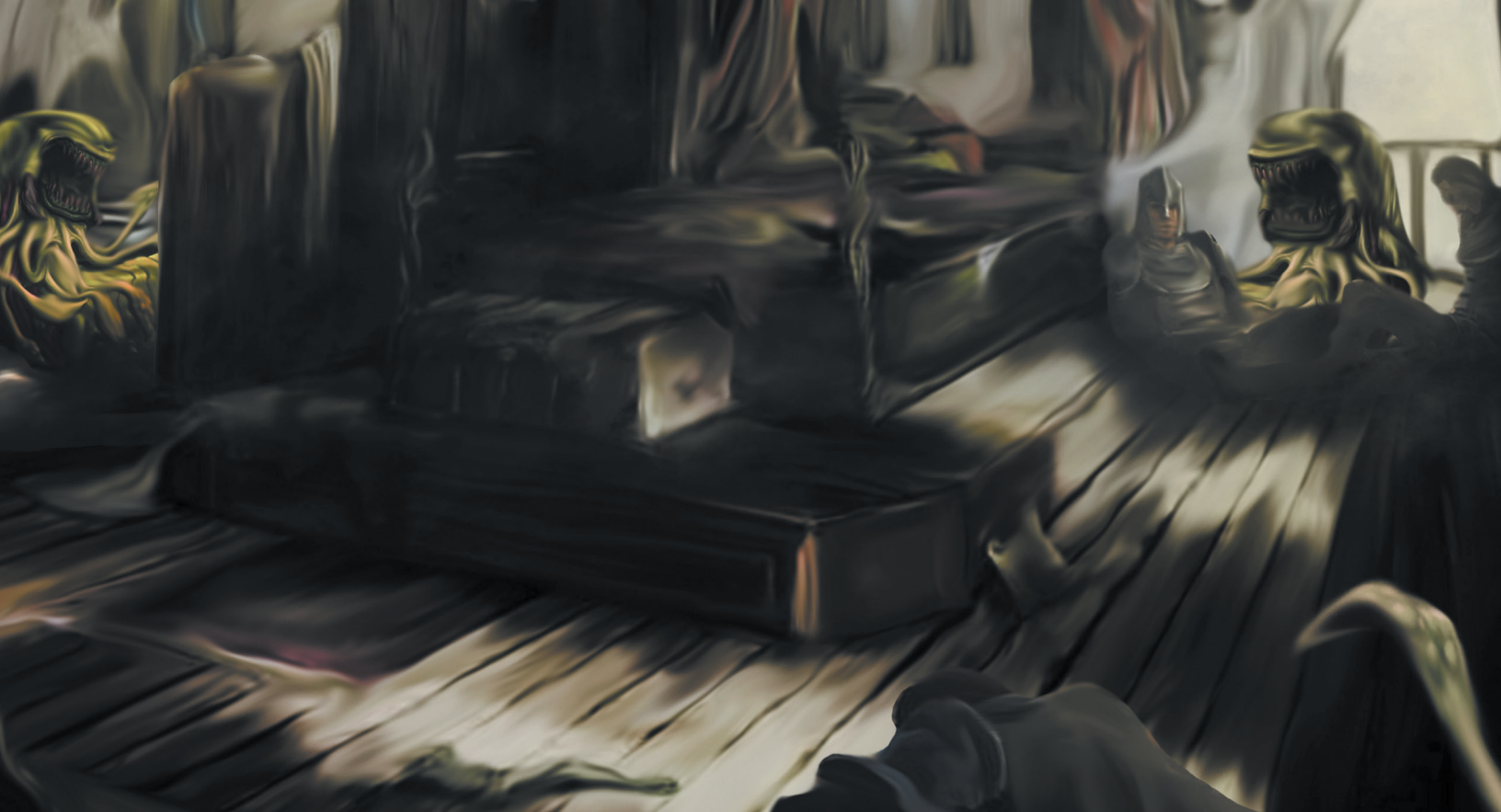
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BOOK 4: AS-2 SMOKE ON THE HORIZON

Introduction	82	Scene 3: Argenta	88
Plot Overview	82	Scene 4: The Road East	89
Setting.....	82	Scene 5: The Connaught Farm.....	89
Random Encounters	82	Adventure Conclusion.....	91
Scene 1: Leaving Siver's Mill	84	Appendix I - If Things Go Awry	91
Introduction	84	Players Avoid the Road	91
Farms	84	Appendix II - Creatures.....	92
Scene 2: Prefect Aquitus' Manor	84	Corpse Reavers	92
Harv	84	Ul-Grogtok (Kan Demon).....	92
Location A: Entrance	85		
Location B: Courtyard	85		
Location C: Prefect's Office	85		
Location D: Prefect's Bedroom.....	87		
Location E: Guest Bedrooms & Bath..	87		
Location F: Servant Quarters	87		
Location G: Dining Hall.....	88		
Location H: Kitchen	88		
Location I: Storeroom	88		
Location J: Privy	88		

Statistic blocks and details for all creatures and non-player characters may be found in Appendix II - Creatures or Book 1 : Campaign Guide.

“I have received word of murderous raiders pillaging the countryside. Send soldiers at once.”

Prefect Aquitus

INTRODUCTION

Welcome to the second story adventure in the Asatania campaign.

AS-2 Smoke on the Horizon picks up where *AS-1 Face Down in a Muddy Road* left off.

Players will have encountered the Kan Demon invaders at least twice, once via ambush and again when they arrived in the town of Siver's Mill.

PLOT OVERVIEW

The players have just completed either *AS-1 Face Down in a Muddy Road* or *ASX-1 The New Mine Masters* and should be continuing on toward **Bray's Bay**. Along the way, they will encounter a pillaged countryside with murdered farmers and burned farms. They will come across the local Prefect's Manor only to find everyone murdered and the home looted.

At each step of the journey, it should become more clear that Bray's Bay is in peril or has fallen altogether. They may even start to become nervous about continuing the journey, but their character's own reasons for going to Bray's Bay plus the entreaties of the NPCs should keep them on the path towards the coast.

Finally, they will arrive at Bray's Bay and discover a town under siege. The defenders still hold, but the situation is dire. Players will be left wondering how they might help, or even if they can, as this second adventure ends on a cliffhanger.

The adventure should take between 3 and 5 hours to complete. Players should either be level 3 or close to it by its end.

SETTING

Siver's Mill is a hamlet in the **Meshel Valley** of eastern Tere. The valley was formed eons ago by glacial action and the valley floor is mostly flat, though hills start to develop as it nears the sea.

The **Meshel Run** is a small river that runs down through the **Pecalín Range** to the sea at **Bray's Bay**. Generally tame, in years of a particularly deep snowpack, the stream turns into a raging torrent. Inhabitants of the region must deal with serious flooding every few years.

Years ago, the **Old Sea Road** was the main travel corridor from **Regalia** to Bray's Bay. Small towns and villages popped up along the route to serve travelers and trade.

Imperium engineers eventually carved a much more direct route through the **Indos** mountains to Bray's Bay leaving the Old Sea Road less traveled.

While farming is possible, the glaciation of the valley has left the soil rocky and difficult to work. The residents of the Meshel Valley are poor by Imperium standards and the population within the valley has slowly been declining for many years.

As the characters travel along the road to Bray's Bay, they'll come across farms and homesteads dotting the landscape. They will also note that the forest has reclaimed much of the land from farmers. Old foundations, the remains of stone fences and rotting wooden outbuildings can still be found in the woods.

There are abandoned towns and villages along overgrown old roads branching off the Old Sea Road that would make ripe locations for further adventures, should you wish to develop them.

RANDOM ENCOUNTERS

When traveling along the Old Sea Road, there is a chance that players will have random encounters. Use the instructions in each scene to determine when to roll for encounters.

FIGURE 1 - RANDOM ENCOUNTER TABLE

d20	Encounter
1-10	Nothing
11-18	Kan Demon Patrol
19	Scared Farmer (only occurs once)
20	Deserting Soldier (only occurs once)

Kan Demon Patrol

1d4+2 Kan Demon will be heading along the Old Sea Road from Bray's Bay to Siver's Mill. The group will always have one **Kan Demon Sergeant** and the remainder will be **Kan Demon Troopers**.

The sergeant will have 1d10 gp and the troopers will have 1d4 gp each.

Scared Farmer

Note: if the party has already encountered a “scared farmer,” substitute a Kan Demon patrol for this roll.

The party encounters an exhausted farm hand, named Uru Moss, walking west along the road. He will not attempt to flee from the party, as his fear of the Kan Demon makes any human face seem a friendly one.

If the players allow him to, he'll tell their characters that he awoke the previous morning to the sound of screams from his employer's house. When he went to investigate, he saw monsters (really play up his point of view, that the Kan are savage hellspawn) murdering the farmer and his family, and setting their home on fire. Too frightened to do anything else, he hid in the woods near the farm until the monsters eventually left, heading east towards Bray's Bay.

After mustering the courage, Uru came out of hiding, and headed west to try to get to Siver's Mill. He hasn't had anything to eat or drink for more than a day, and the characters are the first people he's seen since the raid.

The suddenness and violence of the Kan Demon raid on the farm has left Uru in a state of semi-shock. If he survives the invasion, he'll remember that morning for the rest of his life. He wants to get to Siver's Mill and then continue further west to Arcanth, where his sister lives.

If the characters tell Uru about the destruction of Siver's Mill, exhaustion will overtake him and he will become inconsolable for a short time. A little food and drink will raise his spirits though he'll still be quite upset. He will beg the characters for rations and a simple weapon to try to navigate the forests around Siver's Mill and reach the hoped-for safety of Arcanth.

The characters may offer to take Uru with them to Bray's Bay, though he will be skeptical given that he saw Kan Demon heading that way. A strong argument and a DC15 Charisma (Persuasion) roll will convince him to accompany the group.

Use the Commoner statistics found in Appendix II for Uru Moss.

Deserting Soldier

Note: if the party has already encountered a “deserting soldier,” substitute a Kan Demon patrol for this roll.

The party encounters a young man slowly jogging up the road. His studded leather, shortsword and shield identify him as an Imperium foot soldier.

His name is **Barth Solomon** and he was a recent volunteer in the **Home Guard Regiment**. Prior to that, he was a tanner's apprentice in **Eliam**.

Barth got into a bit of trouble over a misunderstanding regarding the tanner's daughter and decided that a change of scenery was in order. After a night of drunken revelry, he found himself in a recruiters office and signed up for the new regiment. A day later and he was heading down the Imperium highway with other recruits. He'd only been at Bray's Bay for a few days when the Kan Demon invasion occurred.

Off the Beaten Path

Players may try to avoid Kan Demon encounters by traveling overland rather than via the road. Elise de Cavaliere will be unhappy with this, as her life savings are tied up in her cart, but she'll go along with any logical player plan.

Siver's Mill is about 40 miles from Bray's Bay. The road is easy terrain, but should the party decide to go off-road, the forest should be considered difficult terrain for the purpose of their speed.

If they take to the forest, you may find it useful to replace the Prefect's Manor scene with an alternate woodland scene. Some ideas and examples can be found in Appendix I: If Things Go Awry.

In addition, meeting Argenta is a key element of the story, so if there's no logical way to engineer the encounter with her in this adventure in the event of the party taking to the forest, don't force it. The encounter could occur after the group gets to Bray's Bay in *AS-3 Muscle, Sinew and Wood*.

During the chaos of that disastrous battle, Barth took the opportunity to alight for the forest and make his escape. He spent almost an entire day lost in the woods before stumbling onto the Old Sea Road.

Barth had awoken early to the sounds of men screaming and scrambled out of his tent to the sight of a pitched battle raging a few hundred feet away at the shore. Several Kan Demon longboats had already landed, and he saw that the bay was thick with others. He saw a group of dwarves desperately trying to form a line to keep the Kan Demon bottled up on the beach while the Legatus and other officers tried to rally the rest of the troops.

Barth grabbed a weapon and scrambled into his armor as additional longboats hit the beach. The dwarves were overwhelmed and as the Kan demon broke through, he saw men panic and run for the safety of the palisade of Bray's Bay's.

He will claim that he was cut off from Bray's Bay and had no choice but to run for the forest, however, the truth is that Barth abandoned his unit as they fought a rear-guard action to allow as many soldiers to retreat as safely as possible.

Barth feels guilty for leaving his unit behind, but has rationalized it by blaming the Imperium for not being prepared. Barth will claim that he is trying to warn Imperium forces in **Eliam** or **Arcanth** of the threat.

He doesn't want to return to Bray's Bay, but if the party makes a DC12 Charisma (Persuasion) or DC10 Charisma (Intimidation) check they can convince him to accompany them. (If they intimidate him, he'll seek to escape when he thinks the party isn't paying attention to him.)

Barth's statistics can be found in *Book 1 - Campaign Guide - Minor Non-Player Characters*.

SCENE 1: LEAVING SIVER'S MILL

INTRODUCTION

The road continues east out of Siver's Mill as the forest gives way to more farms and pastures. It is still early spring, so the fields are bare except for some of the early crops just starting to peek above the surface of the soil.

The Kan Demon believe that any resistance to their invasion will come from the north via the Imperium highway. They are only lightly patrolling the Old Sea Road.

Roll a d20 once during the journey between Siver's Mill and the Prefect's Manor to check for random encounters along the road (See Figure 1 on page 82).

FARMS

Prefect Aquitus' manor is roughly five miles from Siver's Mill. If the characters take the road, they'll pass a combination of farms and woodlands.

Roman Vidic transported eighteen Kan Demon of the Rending Cry Clan from Bray's Bay up the Old Sea Road. Their mission was to kill the regional prefect and secure the town of Siver's Mill. They were also ordered to kill anyone that they came across along the way.

As they travel along the road, the characters will see the results of those orders. Farm houses and other structures have been burned (not granaries though, those have been left intact for later looting).

Should the characters investigate, they'll typically find the inhabitants murdered inside the houses or lying outside where they fell. They'll find 1d4+1 bodies at each farmstead and very little of value (2d10 cp) other than farming implements and perhaps some food rations that can be scavenged.

There's a 10% chance that they'll find a *Scared Farmer* at any given farm they stop to investigate (see "Random Encounters" on page 82).

Imperium Farming

Agriculture in the Meshel Valley consists mostly of grains, and even with the dwindling population, the area exports significant quantities each year to the more populated northern lands.

Farms are typically leased by tenants from the Imperium and administered by the local Prefect. The leases are for life and the leaseholders need special dispensation from the Prefect to leave the lands. However, so long as the tenant continues working and paying the taxes, the Prefect may not evict them.

The Prefects themselves have no title to the land, being mere administrators appointed by the Imperium. Corruption is unusual, though not unheard of.

Depending on the size of the leasehold and the productivity of the land, taxes generally run between 5 and 15% of the harvest, payable in goods or gold.

The typical farm is between 4 and 6 hectares (10-15 acres) and may grow a variety of crops.

SCENE 2: PREFECT AQUITUS' MANOR

About five miles outside of town, the forest opens up into farms and a well groomed lane leads off the main road to the north. It runs up into the foothills for about half a mile before ending in front of a well appointed manor house, which belongs to Prefect Aquitus, the Imperium administrator for the Meshel Valley region.

The manor is surrounded by grain fields and there are a couple of farmhouses that dot the landscape around the manor. It is early spring and the fields are recently plowed with wheat just starting to sprout above the surface.

The farmhouses and other outbuildings appear to have suffered the same fate as other farms the group has encountered along the way here, evidence that the Kan Demon have been here recently.

The manor house itself appears undamaged. The villa consists of three separate structures which surround a central courtyard and fountains. Between the courtyard and the buildings is a wide veranda.

HARV

Note: Harv is a not a critical participant in this scene. If the players encountered him at some point after the ambush in AS-1 Face Down in a Muddy Road and it no longer makes sense for him to be here, then simply leave him out. In addition, Harv makes no further appearances in the campaign. Feel free to adapt or expand his character however you like.

From the road, the characters can see a cart pulled up to the manor, piled high with furnishings and other household goods. They can make out the silhouette of a man walking from the cart into the manor.

The man is **Harv**, who was most likely last seen when he ran from the ambush in *AS-1 Face Down in a Muddy Road*. After the ambush, Harv made for Siver's Mill as quickly as he could. Fearful of the Kan Demon within, he skirted the town and picked up a wagon and horse at one of the farms and decided to loot as much as possible and make for the safety of Bray's Bay.

Harv is an opportunist. Discovering the manor house looted and the Prefect murdered, he has been filling his stolen wagon with anything not bolted down. From the manor house, he's piled on chairs, silverware, candlesticks and other odds and ends. He has not gone past the dining hall (*Location G*) and has not encountered the corpse reavers.

The contents of his wagon are worth 10 gp in total.

He'll be open with the party about his looting. He'll justify it by saying that the Kan Demon have rampaged the countryside and it is every man for himself. Harv won't attempt to fight the group, and if he senses that they are going to attack him, he'll try to escape via whatever means he can.

A DC10 Charisma (Persuasion) check will convince Harv to join the party for safety on the road to Bray's Bay (DC15 if they try to convince him to leave his cart of loot behind).



LOCATION A: ENTRANCE

The path from the Old Sea Road terminates here near the entrance to the manor house. There is a hitching post for horses and if Harv is present, it is where his cart horse will be tied.

Harv has stripped the Dining Room of chairs and place settings, and has started in on the Prefect's bedroom (*Location D*). He has not yet visited the kitchen or storeroom.

A DC12 Intelligence (Investigation) check in this area will show traveler wagon tracks in the mud. (Note: the tracks were left the day before the ambush in *AS-1 Face Down in a Muddy Road* by Roman Vidic's wagon.)

LOCATION B: COURTYARD

The courtyard includes a manicured lawn and well groomed shrubs surrounding two pools of crystal clear water.

Surrounding the courtyard is a veranda which extends from the roof of each of the three main buildings which make up the villa. There is a short wooden rail separating the courtyard from the veranda and a slightly raised wooden walkway.

LOCATION C: PREFECT'S OFFICE

The Prefect's office consists of an antique wooden desk set into a columned and open cupola which looks out over the countryside. From his desk, the Prefect would have had one of the most scenic views in the Meshel Valley, overlooking verdant fields and dark green forest.

Defaced Mural

The back wall (east side) of the office is dominated by a mural showing the Imperial Palace and Gardens in Regalia.

A crude symbol which looks like a crooked-spoked wagon wheel has been scrawled over the mural in dark paint. DC10 Intelligence (Investigation) or DC5 Wisdom (Medicine) to recognize the "paint" as blood.

The symbol is the **Black Sun** and was left by the Kan Demon after they murdered the inhabitants of the villa. The Black Sun is the symbol of **Malasarte** and the **Kan Nephilo**.

Characters may recognize the symbol as having some vague relationship to an ancient cult of the demon lord Malasarte with a successful DC15 Intelligence (History) or DC15 Intelligence (Religion) check.

If the characters show the symbol to **Argenta** later, she will recognize it.



PREFECT'S VILLA

1 square = 5 feet



Desk and Letter

There are numerous papers scattered around the Prefect's Desk. Observant characters who pass a DC10 Wisdom (Insight) or DC10 Intelligence (Investigation) check will note that whoever scattered the papers was likely looking for something. (Roman Vidic was looking for evidence of the type of corruption that cost his family their land, but was infuriated not to have found any.)

If the characters examine the paperwork, they'll find mostly mundane items such as farm harvest logs, routine communications with the Imperium authorities in Regalia and other bureaucratic missives.

A careful search will yield an unsent letter from the Prefect addressed to Legatus Aeolus Dutentius in Bray's Bay. The Prefect has gotten reports of bandits pillaging local farms and is formally requesting assistance from the Home Guard Regiment.

LOCATION D: PREFECT'S BEDROOM

The Prefect's Bedroom is dominated by a large and ornate four poster bed. It also contains an ornate antique armoire and a small reading desk. The furniture was once quite grand, but has been smashed and chopped to pieces by Kan Demon weapons.

The Prefect's corpse lies on what remains of the bed, bloodied and decomposing. He was killed a day before the ambush in *AS-1 Face Down in a Muddy Road* which players can determine with a DC10 Wisdom (Medicine) check.

A successful DC12 Intelligence (Investigation) or DC12 Wisdom (Medicine) check will also indicate that he was very likely tortured before being murdered.

This is the first corpse the players have run across that shows signs of torture, and though they may suspect the Kan Demon, it is actually the handiwork of Roman Vidic. Kan Demon rarely use torture.

After his family's experience losing their lands to a corrupt Prefect, Roman has been driven by a desire for revenge. He was convinced that Prefect Aquitus was guilty by proxy, and therefore Vidic took his time and savored killing the man. He tried to extract a confession, but when none was forthcoming, Roman grew increasingly violent. Ironically, Aquitus was relatively honest as far as Imperium Prefects go.

The room has been ransacked and nothing of value remains. Curiously though, neither Roman nor the Kan Demon took the Prefect's signet ring of office, which he still wears.

The signet ring is made of gold and by virtue of metal and workmanship should be worth about 15 gp. Signet rings are used to authenticate official letters and documents and are illegal for commoners to possess.

Trying to sell the ring through normal channels will be difficult as most shopkeepers will refuse to make an offer on the item. Some may even threaten to call the guard. If the characters can locate an appropriate fence for the ring, it might bring a high price on the black market (250 gp). Alternatively, if they turn it in to an Imperium official, they may receive a modest reward (25 gp), so long as the

characters can convince the officials that they had nothing to do with the Prefect's death.

Demon Cults on Tere

While demons are quite real in Asatania, they have not physically manifested on Tere or the Windsome Chain since **Fala Sanctum** imprisoned the Demon Lord Malasarte. Over the centuries, actual belief in demons has faded and they have become part of popular mythology, appearing mostly in stories told to children.

The exception is a famous story called "A Demon for Geila," which has been made into a popular play in Regalia. It is a comedy about a young elf maiden who mistakenly summons a demon when she tries to create a love potion.

Every so often though, a demon cult appears on Tere. The cults are banned as a public nuisance and are hunted with uncommon vigor by the Farasene. As such, none operate in the open, though there are always rumors about secret cabals which meet in the dark places of Tere and perform unspeakable rites.

LOCATION E: GUEST BEDROOMS & BATH**Guest Bedroom**

The northernmost room is a simply appointed bedroom for guests of the Prefect. Most recently, it was occupied by the Prefect's mother, visiting from Regalia. Her clothing is unpacked, some folded in the wooden armoire in the corner, and some neatly folded and stored in the dresser by the bed.

Her traveling trunk (10 gp) sits at the foot of the bed but is empty. Next to an unlit lamp on a night stand are letters to her other children. The letters are mundane and talk of her pride in Prefect Aquitus but also complain about the backwards nature of the eastern Meshel Valley region he administers. She expresses hope that he will eventually be posted to a less provincial position, closer to Regalia, sometime in the future.

There is a polished silver mirror (10 gp) on the dressing table and a bloodstain on the floor next to the bed. (The remains of the Prefect's mother are in Location I: Storeroom).

Bath

Next to the guest room is the bath. The water is foul and dirty (used by several Kan Demon after they finished murdering everyone here). On a wall is a mural of Liri the Seeker, God of Storms, breathing wind into the sails of a small ship.

LOCATION F: SERVANT QUARTERS

These three rooms are quarters for the servants who worked in the manor house including the cook, the housemaid, a gardener, and the Prefect's scribe. All are dead and currently decomposing in Location I: Storeroom.

The furniture in these rooms is utilitarian with some simple personal effects. The cook and the housemaid

shared a room while the gardener and scribe each had their own.

The scribe fought the Kan Demon ferociously and there are blood stains and other signs of a struggle in her room. The other servants were elsewhere in the manor and their rooms are largely undisturbed. A careful search will yield 4 gp in the scribe's room.

LOCATION G: DINING HALL

The dining room is meant for entertaining, being much larger than required for the Prefect himself. The Prefect created an ad hoc committee of local farmers and craftsmen from Siver's Mill that met regularly in the manor to discuss bureaucratic and practical affairs for the valley. In addition, visitors from other Prefectures or even Regalia would occasionally drop in.

The long dining table is made from local hardwoods and is well constructed. The furnishings reflect the simple tastes of the area. Place settings include pottery plates, pewter mugs and a full set of utensils.

If Harv is here, he has already grabbed most of the chairs and place settings. He would take the table if he could, but it is too large for him to move (and for his cart.)

A foul smell emanates from the kitchen door to the north.

LOCATION H: KITCHEN

Kitchen

There is a large wood-fired oven in the northeast corner of the room. The charred remains of bread are in the oven.

Half prepped vegetables and a bowl of rotting eggs indicate that breakfast preparation came to an abrupt halt.

Various pots and pans hang on a rack on the western wall of the kitchen.

To the south is a large butler's pantry. The foul smell first noticed in the dining hall is stronger here (mixed with the smell of the rotting eggs.)

Butler's Pantry

The butler's pantry contains dry goods (mostly flour and rice), and casks of small beer (a very low-alcohol beer).

There are two ornate jugs of garum (fish sauce condiment). One is nearly empty but the other is still sealed. The sealed cask is branded "Pilar's Fine" and is worth 10 gp.

The door on the south wall is partially ajar.

LOCATION I: STOREROOM

The storeroom contains place settings, old furniture and other extra household goods that the manor staff may have needed from time to time. These items have been pushed to the eastern side of the room to make way for a pile of corpses in front of the door.

There are eight corpses here, including the Prefect's mother, the cook, the gardener, the scribe, the housemaid

and three farmers who had fled to the manor when their farms were attacked.

The manor was attacked by Kan Demon the day before the party was ambushed at the start of *AS-1 Face Down in a Muddy Road*. The corpses inside have suffered a level of decomposition appropriate for the amount of time that has passed.

Feasting on the corpses are two Corpse Reavers (see Appendix II) that were attracted from the nearby forest by the strong smell of decomposition. The reavers have keen senses and became aware of the presence of the party as soon as they arrived at the manor.

Being savvy hunters, the reavers are hiding amongst the junk that was piled up in the room. They will attack as soon as the first party member enters.

Depending on what the first player that decides to enter the room indicates, you may contest either their character's passive perception or active Wisdom (Perception) against the corpse reavers' Dexterity (Stealth) score to determine whether the character spots them.

Depending on the outcome of the perception checks, you may award a surprise round to the corpse reavers.

The reavers don't have any loot, though their poison glands are prized by alchemists and are worth 10 gp each. (DC10 Intelligence (Arcana) or DC10 Wisdom (Medicine) to be aware of that.)

The scribe has a pouch with 7 gp in it.

LOCATION J: PRIVY

An outhouse. Nothing special.

SCENE 3: ARGENTA

As the group leaves the manor and returns to the road, they will see a figure on horseback riding towards them from the direction of Siver's Mill.



The rider is an elven woman (youngish, about 150) on a large black horse. She is dressed in travel clothing, and aside from a small knife at her belt, is unarmed. Her name is Argenta and she's an elven scholar. She's heading for Bray's Bay hoping to find passage on a ship heading for the Windsome Chain.

She will approach very cautiously, uncertain whether the party has had anything to do with the destruction in Siver's Mill. Once convinced that the characters are not bandits or in league with the Kan Demon, she will ask if she may accompany them. If they are reluctant, she will offer 50 gp - the last money in her travel pouch.

What was once academic curiosity has become a matter of urgency for Argenta. With the arrival of the Kan Demon, it is no longer possible to believe that there

is nothing east of Tere. She believes that the **Lost Elves** must have found new lands across the **Dawn Sea**, and she hopes that they found the raw magic that they were looking for. Argenta knows that she's no warrior, but wants to find the Lost Elves and bring their magic back to Tere, at whatever cost.

Argenta was horrified by the destruction and devastation in Siver's Mill and knows that the Kan Demon must have larger plans for Tere than simple coastal raids. She worries that the moribund Imperium will be unable to defend itself or its people from such an aggressive enemy.

Argenta has an important role to play in future campaign story arcs. For now, it is important that she find a way onto a ship bound for the **Windsome Chain**.

SCENE 4: THE ROAD EAST

The manor lies about 15 miles from Bray's Bay. From it, the Old Sea Road runs through mostly forested land dotted with the occasional farm. Like the farms between Siver's Mill and the manor, these farms have been pillaged and burned, and the inhabitants murdered.

If the characters investigate, they will find bodies in various stages of decomposition. Some will no doubt have been disturbed or partially devoured by local wildlife. If the characters stay on or near the road, there is a chance that they will encounter additional Kan Demon

FIGURE 2 - ENCOUNTER CHECKS ON THE WAY TO BRAY'S BAY

Distance from Old Sea Road	Time Since Group Left Siver's Mill	Check Encounter Table Every
120 feet or less	24 hours or less	4 hours
120 feet or less	More than 24 hours	2 hours
More than 120 feet	24 hours or less	No checks
More than 120 feet	More than 24 hours	4 hours

patrols.

Use Figure 2 to determine how often to check the Random Encounter Table (Figure 1 on page 82).

Traveling along the Old Sea Road will be faster than trying to travel overland, however, the patrols will also be more frequent.

As time passes, the encounter checks become more frequent as the Kan Demon forces at Bray's Bay will become alarmed about missing patrols and/or the loss of their forces at Siver's Mill.

A Stressful Trip

Figure 2 is designed to simulate an alarm being raised once the Kan Demon at Bray's Bay realize that there is something wrong along the Old Sea Road. Use your discretion as a game master to keep the pressure on the group without overwhelming them, with this chart.

Groups often want to take short or long rests after any encounter. In *Crashing Chaos*, that's going to cause them problems as adventures are designed to simulate the movement of time.

In this case, the longer they take, the more encounters they will have to face. Optimal play from the group will involve a balance of conserving their resources and resting when the opportunity arises.

The group should feel like reaching Bray's Bay was an achievement in itself.

SCENE 5: THE CONNAUGHT FARM

Braci Connaught has a farm just off the Old Sea Road, about 10 miles from Bray's Bay. Her husband died several years ago and now she runs it with the help of her three grown sons.

When the characters approach, they will see a single story farmhouse just off the road and a livestock barn behind it. There is a dead Kan Demon lying face down on the grass between the house and barn and there are six additional Kan Demon preparing torches to light the barn on fire.

Inside the barn are Braci and her three sons, who managed to hide when the first Kan Demon arrived.

Braci's eldest son tried to sneak out of the barn and find water but was spotted by a patrol. He managed to kill one of the Kan Demon before scurrying back into the barn, where the brothers are holding the attackers off with light crossbows.

The Kan Demon Sergeant has tired of the standoff and intends to flush the Connaughts out with fire. He has ordered his soldiers to surround the building, taking cover as best they can.

If the players do nothing, it will take roughly five minutes for the Connaught's to be forced out of the burning barn. The brothers will stay and fight to the death to protect their mother, who was wounded in the leg by a Kan Demon crossbow bolt.

The Kan Demon have a total of 20 gp between them and the sergeant is wearing a silver torque of rank (25 gp)

Role Playing Argenta

Argenta is bright, pleasant, and quite knowledgeable about the history of the land and its peoples. She can answer questions about the Imperium's past, though she should not be treated as a walking encyclopedia. Her role in the early days of the campaign is to provide some guidance and direction to the party.

Argenta has a strong moral compass and may act as the "conscience" of the group. She'll seek to aid the downtrodden and helpless and seemingly cares little about her own personal safety. If the party engages in evil activities, Argenta will scold them and try to convince them to follow a more righteous path. She has a very negative opinion of the Kan Demon and will seek to stymie their efforts whenever possible.

She will quickly realize that the party is quite unusual and will wonder if fate's hand is at work. Her main motivation is to get off Tere and onto a ship bound for the Windsome Chain. She is convinced that war is coming and that her contribution to the war effort will be to find the Lost Elves.

She is not interested in material items or wealth, though she won't turn down any gifts or splits, as even scholars have expenses.

Lost Elves

Argenta has spent the last several years collecting the stories and folklore of the Imperium. She believes that much of what is taken to be fantasy and children's stories are in fact reflections of truthful events in the distant past. In particular, she believes that magic once flourished on Tere, especially among the elven people.

She's searching for the Lost Elves, an expedition which left Tere roughly one thousand years ago. According to her research, they sailed east across the Dawn Sea in defiance of Imperium law.

She has studied the writings of **Althas Peridial**, an ancient (and obscure) elven theologian and philosopher. Althas lived about one thousand years ago and wrote predominately about events that occurred over one thousand years prior.

Althas believed that elves were created from both divine and magical essence. He argued that the larger and more sophisticated elven civilization fell so quickly to the human dominated Imperium because elves had turned their back on magic.

Argenta has located references contemporary to Peridial's work that suggested he had attracted a small following of like-minded believers, and that they had left Tere for unknown lands to the east. She believes this to be the origin of the "Lost Elves" stories. In elven folklore, the Lost Elves left Tere sometime in the distant past in search of mythical power and riches. According to the myths, the expedition was doomed and the Lost Elves perished on their journey, never reaching the fabled lands they sought.

Today the stories are told as cautionary tales to young children, warning them not to place their trust in fantasy and hope. The "Lost Elves" are often cast as bogeymen and elven children that misbehave are told that the Lost Elves will come get them and take them across the sea.

Argenta's Secret

Argenta is the humanoid manifestation of the great and ancient silver dragon, Ariansalax, who played a pivotal role defeating Malasarte during his last war on Asatania. She has been trapped in elven form for the last 2,000 years. She does not remember that she is a dragon nor her history beyond the last couple of hundred years.

Though she is trapped in elven form without access to her magical abilities, she is still a dragon – virtually un-killable by anything that players or Kan Demon may throw at her. At the Game Master's option, she can be used to save the party in the event that they would otherwise perish. Use that option with caution though, as the party may realize that she is (far) more than she seems, spoiling the big reveal in the later adventures. Under normal circumstances, she will act like the historian she is and stay out of combat.

Argenta's identity will be revealed in a future campaign arc, though it will be foreshadowed in *Crashing Chaos*.

ADVENTURE CONCLUSION

The trouble doesn't end when the characters reach Bray's Bay. As they probably suspect by the high level of Kan Demon activity in the region they've just gone through, Bray's Bay itself is in distress.

Once the party reaches a point where they are over-looking Bray's Bay, read the following:

From your hilltop vantage point, you see the town of Bray's Bay about a mile in the distance. A crude wooden palisade has been constructed around its perimeter, open only to the natural harbor of the bay. The hills you are standing on give way to wide coastal plains, gently sloping towards the Dawn Sea. In the harbor and along the beaches you see several dozen longboats.

In the harbor's waters you see a few small fishing vessels and a couple of ruined Imperial coastal watch ships. There's a fast sloop of a design used by Wind-some Chain traders that's tied up at the dock.

The exit from the harbor leading to the sea is sheltered by two narrow spits of land, which serve as natural breakwaters.

On the southernmost spit, you see a small group of Kan Demon encamped and presumably guarding the exit. An earthen ramp has been built along the spit to the tip.

You see the Imperial Road running to the north. A sizable contingent of Kan Demon have set up camp and barricaded the road beyond the bridge over the Meshel Run.

Additional Kan Demon camps have been set up in positions surrounding the town just outside of bowshot range.

Arrayed in a partial circle around the town are large bluish grey granite boulders. From here, you can see an oversized longboat has come ashore and several Kan Demon are moving a new granite boulder off the beach.

Behind the palisade are crudely constructed wooden towers filled with men. Occasionally, an arrow will fly forth from a tower towards a Kan Demon who has wandered too close.

In the area between the palisade and the Kan Demon camps, you see a great many corpses – some Kan Demon, but mostly human.

This is the end of AS-2 *Smoke on the Horizon*. In AS-3 *Muscle, Sinew, and Wood* the adventurers will be challenged to find a way to help Bray's Bay against the Kan Demon.

APPENDIX I - IF THINGS GO AWRY

PLAYERS AVOID THE ROAD

If players choose to avoid the road from Siver's Mill to Bray's Bay, there are a few easy options.

The first would be to skip the Prefect's Manor scene all together. While that scene offers some additional story elements and a challenging encounter, it is not required for story progression.

You could also move the Prefect's Manor so that it is along the off-road route that the players are taking. As written, the manor is just a mile or so off the main road, but could easily be placed at the end of a much longer lane, or even in the foothills of the **Indos Mountains** or **Pecalin Range**.

Optional Giant Spider Encounter

Another option would be a simple woodlands encounter. The Kan Demon have been scouring and clearing the countryside near Bray's Bay. At some point, a couple of Kan Demon got separated from the main patrol and chased some farmers into the woods.

The panicked farmers ran into the woods and straight into the webs of a pair of giant spiders. The spiders have paralyzed the two farmers (commoners) and the two Kan Demon Troopers, and encased them in thick webbing.

Once the party arrives on the scene, they'll find four humanoid shapes trying to escape the webbing. Five rounds later, the remainder of the Kan Demon patrol will arrive and join the fray (2 Kan Demon Archers, 1 Kan Demon Trooper, and a Kan Demon Sergeant.)

APPENDIX II - CREATURES

COMMONER (FARMER) <i>Medium humanoid (human), neutral good</i>					
Armor Class: 10 Hit Points: 4 (1d8) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)
Senses: passive perception 10 Languages: common Challenge: 0 (10 XP)					
Actions					
Club: Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage..					

CORPSE REAVERS

Corpse Reavers are aggressive scavengers that live in the deep wilds of Asatania. They generally feed on the corpses of dead animals, though if needed, they are capable hunters.

Corpse reavers resemble large centipedes and use their spiny legs to move or climb over obstacles. At the front of their body, they have two oversized claws and a hard, birdlike beak for shredding their meals.

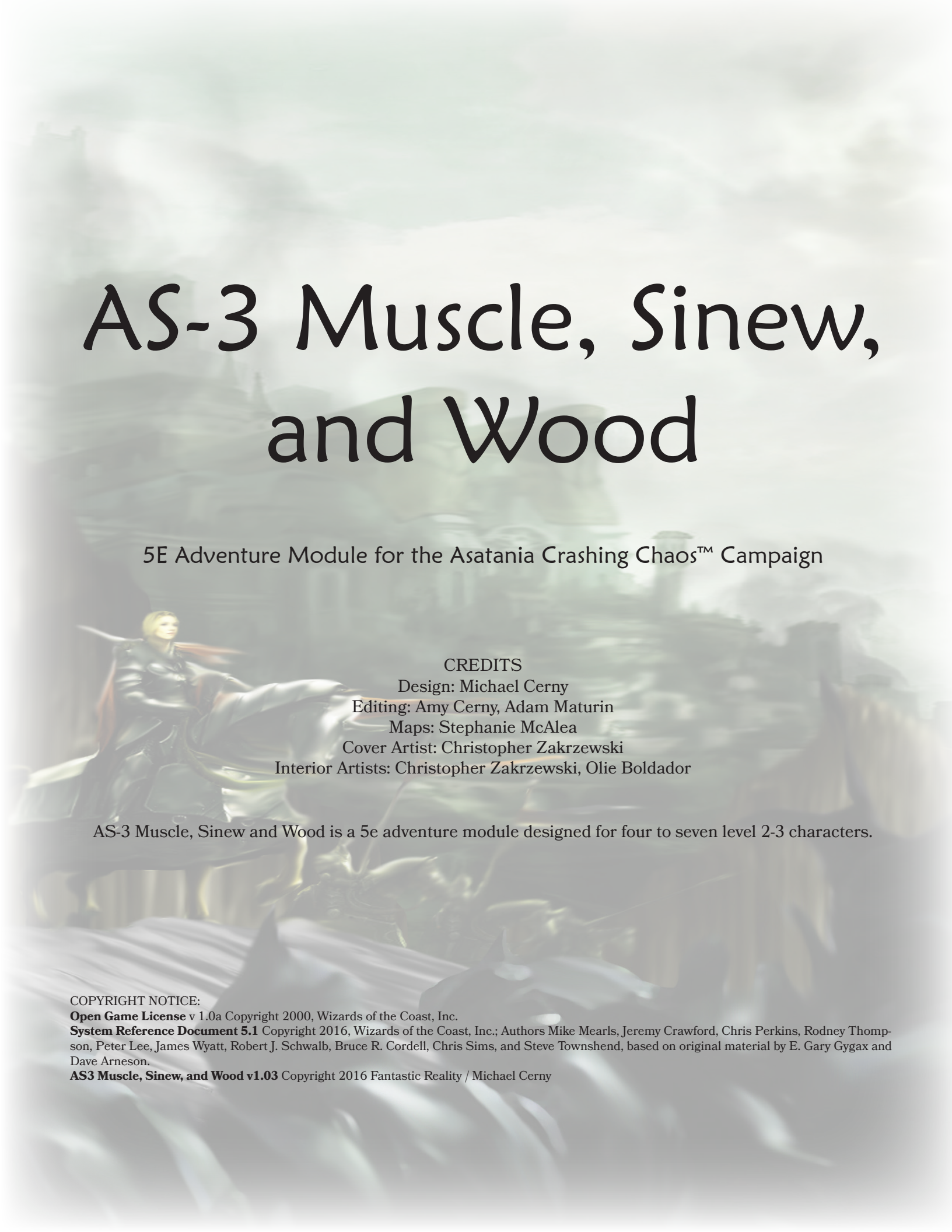
If needed, they will use their claws as weapons, and they can inject a paralytic agent if they hit with their beak.

CORPSE REAVER <i>Large monstrosity, unaligned</i>					
Armor Class: 14 (natural armor) Hit Points: 45 (6d10+12) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	1 (-5)	10 (+0)	5 (-3)
Skills: Perception +3 Senses: darkvision 60 ft, passive perception 10 Languages: — Challenge: 2 (450 XP)					
Actions					
Multiattack: 2 attacks per round (claws and beak) Claws: Melee Weapon Attack. +4 to hit, one target. Hit: 1d4+2 slashing. Poison effect: DC13 constitution save or target is paralyzed for 1 minute. Save each round to remove paralyzed condition. Beak: Melee Weapon Attack. +4 to hit, one target. Hit: 2d4+2 piercing.					

GIANT SPIDER <i>Large beast, unaligned</i>					
Armor Class: 14 (natural armor) Hit Points: 26 (4d10+4) Speed: 30 ft., climb 30 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)
Skills: Stealth +7 Senses: blindsight 10 ft., darkvision 60 ft., passive perception 10 Languages: — Challenge: 1 (200 XP)					
Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web. Web Walker. The spider ignores movement restrictions caused by webbing					
Actions					
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. Web (Recharge 5–6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).					
<p>To snare its prey, a giant spider spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.</p>					

UL-GROGTOK (KAN DEMON)

Information about the ul-Grogatok can be found in the *Book 1 - Campaign Guide - Kan Demon*.



AS-3 Muscle, Sinew, and Wood

5E Adventure Module for the Asatania Crashing Chaos™ Campaign

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AS-3 Muscle, Sinew and Wood is a 5e adventure module designed for four to seven level 2-3 characters.

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BOOK 5 : AS-3 MUSCLE, SINEW, AND WOOD

Introduction 95

Plot Overview	95
Setting	95
Kan Demon Goals	96

Scene 1: Finding a Way In..... 96

Random Encounters	96
Invasion Time Frame	97
Kan Demon Encampments	97
Rune Stones	98
Strategies	99

Scene 2: Inside the Palisade..... 100

The Salted Hock	100
Lron of Mancha's.....	100
Harbor Master's Office and Docks	101
Smithy	101
Constable's Office.....	101

Scene 3: Impromptu Council Meeting.. 102

Scene 4: Escape 104

Reinforcements from Eliam	104
Reinforcements from Arcanth	105
Reinforcements from Ostholme	105
<i>Calm Seas</i> Escape.....	105

Adventure Conclusion..... 106

Effects of the Rune Stones	106
----------------------------------	-----

Appendix I: If Things Go Awry 107

Trying Too Hard	107
Not Trying Hard Enough.....	107

Statistic blocks and details for all creatures and non-player characters may be found in Book 1 : Campaign Guide



“Look at all those bodies...”

Elise de Cavaliere

INTRODUCTION

Welcome to the third story adventure in the Asatania campaign.

AS-3 Muscle, Sinew, and Wood picks up where *AS-2 Smoke on the Horizon* left off.

The characters have survived ambushes, witnessed villages pillaged by **Kan Demon**, and made a difficult trek to **Bray's Bay**, hoping to find sanctuary and a place to catch their breath. They have likely used a combination of combat and stealth to reach the coastline, and are likely concerned about the fate of the town by this point.

The adventurers arrive, and are disheartened, to find Bray's Bay under siege. It is a dire situation, though not one without a glimmer of hope. Perhaps there will be some way for them to help?

PLOT OVERVIEW

In this adventure, the party will learn a little bit more about the Kan Demon and their capabilities, and will be faced with the challenge of finding a way to assist Bray's Bay against impossible odds.

In addition to sheer numbers, the Kan Demon have also brought with them a set of magical rune stones which can block **Fala Sanctum's anti-magic field** in a small area.

Once the stones are in place, the Kan Demon will perform a ritual allowing their shaman and wizards to access the forces of raw magic and bring down the palisade around the town.

Players have several choices on how to go about it, but ultimately, they'll enter the city and most likely escape on the Calm Seas before the town falls.

SETTING

At the end of the previous adventure, players were given a description of what their characters saw when the party finally reached Bray's Bay. The **Home Guard Regiment** had been driven back behind a crude palisade and the Kan Demon had the town surrounded. A ring of large granite boulders had been erected around the town, just out of reach of bow shot, with the final boulder unloaded, and being moved from the beach.

Most of the Kan Demon encampments are to the west of the wall, however, there is also a large detachment to the north guarding the road against reinforcements, and there are small groups guarding the narrow entrance to the harbor.

Between the safety of the forest and the palisade is a large swath of open grassland. It is in this grassland that the main encampment of the Kan Demon are located. The land gently slopes down from the forest to the sea, though the slope is not uniform. There are hills and valleys that careful groups may use as cover to keep from being seen by the encampments.

Threading the Needle

The number of Kan Demon besieging Bray's Bay is too large for the players to consider attacking directly. While the Kan Demon may be a touch overconfident, they are also experienced and skilled in warfare.

The Kan Demon have arrayed their forces and their attention to prevent Imperium reinforcements from arriving from the north, and to keep the defenders bottled up in the city until their rune stone ritual is complete.

The idea that small numbers of people might be trying to get into Bray's Bay is not one that the Kan Demon have considered. Keep this in mind as players develop their strategy and plans for the area.

Stealth and attacks of opportunity will be more likely to succeed than direct assaults.

Kan Demon Patrol

A standard patrol is 1d4+2 Kan Demon. The group will always have one Kan Demon Sergeant and the remaining forces will be Kan Demon Troopers.

The sergeant will have 1d10 gp and the troopers will have 1d4 gp each.

Kan Demon Elite Patrol

An elite patrol is also 1d4+2 Kan Demon. However, rather than a Kan Demon Sergeant, the patrol will be lead by a Kan Demon Captain. The rest will be Kan Demon Troopers.

The captain will have 2d10 gp and the troopers will have 1d4 gp each.

If the party engages any of the Kan Demon surrounding Bray's Bay, there is a chance that the fight will attract the attention of other Kan Demon, with the chance increasing the longer combat lasts.

Use audio clues to constantly remind your players that combat is loud, and to foreshadow the inevitable arrival of new enemies, such as:

- your opponent yells something unintelligible, at the top of their lungs
- the clash of you and your opponent's weapons echoes through the defile
- your blade hit your opponent's shield with the sound of an ax felling a tree
- the Kan Demon screams in pain as your weapon rends his flesh
- a new Kan Demon arrives, screaming a battle cry as he enters the fray
- you hear shouts from behind the palisade of Bray's Bay as soldiers cheer you on

KAN DEMON GOALS

Last summer's raids were a prelude to this spring's invasion, and were designed to gather intelligence while gauging the strength of the Imperium military. In addition, the Kan Demon used the raids as cover to insert a handful of infiltrators that could provide information about events on Tere.

Bray's Bay was chosen as the invasion point due to its relatively remote location. The Kan Demon also knew that the Home Guard Regiment was to be the primary defensive force for the eastern coast, and that the invasion would occur before it would reach its full strength. Their intent was to overwhelm and destroy the new army, thereby giving themselves more time to fortify their beachhead on Tere. Their objectives are well on their way to being achieved.

SCENE 1: FINDING A WAY IN

RANDOM ENCOUNTERS

If the characters are watching, they will see Kan Demon patrols heading up the **Old Sea Road** (or returning, as appropriate) every few hours. If an alarm was sounded in the prior adventure, Kan Demon patrols will go up and down the road every couple of hours and there will be one scouting along the edge of the forest around Bray's Bay.

Though you shouldn't let the players know, consider them "safe" and hidden from patrols and encampments so long as they stay in the woods. However, when they are out in the open between the woods and the town, roll on the following random encounter table once for every hour that they spend outside of cover. If they are making no attempts to take advantage of the contours of the land, roll once every 30 minutes.

FIGURE 3 - RANDOM ENCOUNTER TABLE

d20	Encounter
1-10	Nothing
11-18	Kan Demon Patrol
19-20	Kan Demon Elite Patrol

The probability that more Kan Demon arrive starts at 10% on the second round of combat, and increases by an additional 10% for every two further rounds of combat. If additional forces are alerted, roll 1d4 to determine how many Kan Demon Troopers that have been attracted. These rules mean that if open combat with the Kan Demon in this area continues long enough, the chance of additional reinforcements arriving will become 100%. The sounds of combat and shouted alarms of the Kan Demon will continue to draw additional reinforcements until the characters are ultimately overwhelmed.

If the party can get within range of the palisade, archers within will assist in holding off the Kan Demon. Because the Kan Demon do not view the party as a significant threat, they will not be willing to follow into bow shot range.

Note: There is a lot of room for improvisation here. Feel free to ignore the random rules and substitute your own intuition for what will make a challenging set of encounters as the party makes their way to Bray's Bay.

The more care the group takes in trying to avoid a situation where massive numbers of Kan Demon reinforcements would arrive, the more latitude you should feel in deviating from these guidelines.

Imperium Reinforcements

The **Home Guard Regiment** was not at full strength when the Kan Demon attacked. Imperium leadership did not expect Kan Demon raids for several months and they definitely did not expect a full blown invasion to land right on top of them.

A few soldiers escaped the initial assault and the Imperium has been warned about the siege of Bray's Bay. The trickle of additional recruits bound for Bray's Bay has been halted at **Eliam**.

While future adventures will cover the events on Tere in much more detail, for now it is important to realize that the invasion has thrown the Imperium into disarray.

With no known external threats, investments in the military have been declining for quite some time. In addition, what military does exist is primarily stationed far to the west, on the border with the dwarven kingdoms.

INVASION TIME FRAME

When the party arrives on the scene, all but two of the land-based rune stones are erected around Bray's Bay. A dozen Kan Demon from the Meshel Run Encampment will be wrestling the penultimate stone into place. Once set, Kan Demon Shaman will arrive and perform a ritual to activate the stone and bind it to the others.

Approximately twelve hours after the party comes within sight of the besieged city, the ritual is completed. They will hear a loud boom coming from the direction of the final rune stone. Read aloud:

A loud peal of unnatural thunder rings through the air. As you turn your gaze towards its origin, you see the Kan Demon that were working with the final rune stone have backed away from it.

A thin blue line issues forth from the now glowing rune on the top of the stone. The line arcs up into the sky and curves over Bray's Bay as if tracing the path of some giant invisible bowl.

A few seconds later, another thunderous boom and another rune stone activates. Over the next few seconds, the other rune stones do the same. Their blue tendrils of power have met high in the air in a spot above the town. For a brief moment, you see a shimmering curtain of blue energy between each of the arcing blue lines, creating a partial dome over Bray's Bay. Then, as soon as it started, the blue lines and curtain disappears and all is silent once more.

Once the characters are able to see the harbor from their current vantage point, read the following:

You see one last rune stone being wrestled off a longboat and onto shore and you see two oversized longboats moving into the harbor with stones already set in their midsections - completing a circle of stones surrounding Bray's Bay.

Placing the final stone into position and performing the binding ritual will take another 12 hours.

If the group makes no attempts to slow progress on the raising and binding of rune stones, it will take a total of 24 hours from the time the party first arrives at Bray's Bay until the Kan Demon attack the city. Should the group manage to slow the progress on the rune stones, the Kan Demon will attack the city in 36 hours instead. Either way, the assault will occur at either dawn or dusk, following the binding of the final land-based rune stone.

KAN DEMON ENCAMPMENTS

There are 333 Kan Demon in the encampments and several dozen more scattered around the area as patrols (including those along the Old Sea Road).

Meshel Run Encampment

The Kan Demon believe that any reinforcements that the Imperium might send would come from the north, along the Imperium Highway.

The **Meshel Run** is roughly twenty feet wide and three to four foot deep at this point. It isn't a serious obstacle for men to cross, but would be a problem for horses and a supply chain. Kan Demon Engineers are in the process of building defensive fortifications on the far side of the bridge. The engineers have also weakened the wooden bridge across the Meshel Run in strategic locations, so that they can quickly collapse the bridge if needed.

There are 100 Kan Demon at this camp, consisting of:

- 1 Kan Demon Captain
- 9 Kan Demon Sergeants
- 20 Kan Demon Archers
- 56 Kan Demon Troopers
- 5 Kan Demon Engineers
- 5 Kan Demon Half Ogres
- 4 Kan Demon Shaman

Inland Encampments

These six camps each contain 36 Kan Demon, consisting of:

- 1 Kan Demon Captain
- 3 Kan Demon Sergeants
- 2 Kan Demon Half Ogres
- 6 Kan Demon Archers
- 24 Kan Demon Troopers

These encampments are spread out to the west of Bray's Bay, just out of bow shot range. They are tasked with protecting the rune stones and keeping the Imperium forces bottled up inside the palisade. They are not paying close attention to approaches from the west.



North Peninsula Encampment

To reach this encampment, characters will need to cross the Ashanis River. It is twenty feet wide and eight feet deep when it enters Bray's Bay. About two miles north, there is a wide, shallow section that can be easily forded. Characters from Bray's Bay are automatically aware of the ford. Those from outside the area who succeed on a DC15 Intelligence (Nature) check would also be aware of the ford.

This Kan Demon encampment sits on a bluff on the peninsula to the northeast of the town. From its vantage point, the Kan Demon have a clear view of the waters of the Dawn Sea and the land surrounding Bray's Bay. To the east, the characters can see numerous Kan Demon longboats still at sea, some obviously loaded with reinforcements. To the north, two distant longboats sit on picket duty, keeping an eye out for Imperium vessels trying to reach Bray's Bay.

Characters with some connection to the military in their background will be aware that the Imperium has little to no capability to land large amphibious forces, making reinforcements from the sea unlikely. Characters without a military background would realize this with a DC15 Intelligence (History) check as well.

This camp contains 9 Kan Demon, including:

- 1 Kan Demon Captain
- 1 Kan Demon Sergeant
- 7 Kan Demon Troopers

This Kan Demon encampment is primarily a scouting force. The soldiers here keep an eye on the northern sea approach. It is smaller than the camps to the west, and

includes a fire pit and three small tents. Each tent houses two Kan Demon and they are all taking watch shifts.

At any given time, there will be six Kan Demon near the fire and two Kan Demon sleeping.

South Peninsula Encampment

This is another small Kan Demon encampment, similar to the North Peninsula Encampment, but set up to watch the southern sea approach, and keep an eye on the few boats remaining in the harbor.

Kan Demon Engineers blocked most of the entrance to the harbor with large tree trunks and boulders. All that is left is a narrow channel, which is designed to allow boats as large as Kan Demon longships to slowly pass through, while effectively blocking any Imperium relief ships.

The *Calm Seas*, a small merchant ship docked at Bray's Bay, is narrow enough to make it through as well, but the earthen ramp would allow Kan Demon from this camp to board it as it tried to pass.

This camp contains 8 Kan Demon, including:

- 1 Kan Demon Captain
- 1 Kan Demon Sergeant
- 1 Kan Demon Half Ogre
- 5 Kan Demon Troopers

RUNE STONES

The boulders are made of rough hewn granite and rise about four feet from the ground. The tops have been flattened at a slight incline and magical runes have been carved into the inclined surface. The slope of the carved surface faces in towards the town.

The players may attempt to interrupt the upcoming ritual by destroying the stones or the runes. Each stone is about 4 feet in diameter and 4 feet high and weighs 8500 pounds, so that moving them would be a challenge for the party. Defacing the runes will be easier if the characters have stone working tools (their weapons will work in a pinch, but such use also risks damaging them beyond repair). Defacing the runes would require 18 hp of damage on the AC17 stone surface.

Attempting to deface the stones will make a lot of noise and likely attract a lot of unwanted attention.

Detect magic will reveal a faint aura of evocation magic on the stones, which gets stronger around the runes. Characters with the Arcana skill that succeed with a DC15 Intelligence (Arcana) check will feel the purpose of the stones is to erect some sort of barrier. (Only characters that specifically have the Arcana skill may succeed on their check, due to the rarity of magic on Tere.)

Note: at this time, the players are unaware that the entire continent of Tere is covered by Fala Sanctum's anti-magic shell. That knowledge will be revealed later, so be vague as to the purpose of the rune magic. From its effects, clever players may begin to deduce how the world around them works.

Rune Stone Purpose

The **Kan Nephilo** understands the nature of the anti-magic field on **Tere** and that it is designed to prevent scrying the location of **Malasarte's** prison.

His shaman have devised a magical way to block the effects of the field over small areas and restore access to raw magic.

While the Kan Demon invaders could probably capture Bray's Bay without using magic, they prefer to minimize their own losses by deploying shaman against the defenders.

STRATEGIES

There are as many strategies as there are players for trying to deal with the situation at Bray's Bay. This section will outline some of the common approaches that came up during playtesting and give hints on how you may deal with them.

Infiltrate Unseen on Land

Weaving past the Kan Demon encampments and their patrols is the easiest way into Bray's Bay. The Kan Demon have darkvision, but it only extends to 60 feet.

At night, making a dash from the forest to the palisade and avoiding the encampments would be possible, though you should still make a single random encounter check. During daylight, the same approach would be more challenging and you should make two random encounter checks.

The group can either go around the edge of the palisade or even approach the front gate to be allowed into the town. The Kan Demon typically will not follow into the effective range of the defender's bows. The defenders

will readily recognize characters as friendly and allow them into the town.

Infiltrate Unseen by Sea

Traveling north or south along the coastline and using a combination of cover or swimming to approach the bay is another possibility.

If the party tries to enter the harbor through the guarded entrance, they will be spotted from the Southern Peninsula Encampment, unless they take particular care to pass unseen. If they chose to try and sneak past (e.g. swim underwater), set the possibility of being seen between 30 and 70 percent, depending on the quality of their approach - keeping in mind that at least one of the guards at the camp has a good view of the surrounding area. Once inside the harbor, it is an easy swim to the docks, as the waters of the bay are calm.

Fight Their Way In - Direct

Trying to fight through the Inland Encampments would be a very difficult proposition. The camps are all filled with significant numbers of Kan Demon and the ruckus from a direct attack would certainly bring significant reinforcements.

When you set the overall scene, it should be clear to the players that a frontal assault is a bad idea. If they continue down that path, your players clearly have not gotten a clear image, and you should try to repaint the scene to make it more obvious just how bad an idea a direct assault is.

Fight Their Way In - Indirect

The Peninsula Encampments are much easier to fight through than the other Kan Demon encampments. Not only do they have fewer Kan Demon in them, but they are also isolated from the other camps. Due to the remoteness of the peninsula encampments, rolls for combat reinforcement occur less often here (however, 1d4 Troopers are still attracted). Start at 10% on the fourth round rather than the second, and increase by 10% every four rounds thereafter, instead of the usual 2 round increments.

Bring Help

Players may decide that the best approach is to find reinforcements to help Bray's Bay. The most likely possibilities for aid are **Arcanth**, **Eliam** or **Ostholme**. Arcanth is a town to the west along the Old Sea Road. Eliam is to the north along the Imperium Highway, and Ostholme is a dwarven mining outpost in the **Pecalin Range**.

Examine the Rune Stones

The groups may be curious about the rune stones surrounding the town and attempt to get a closer look at them. By going around the inland encampments, the southern-most stone is the easiest to approach.

The rune stones are unguarded, though generally in sight of Kan Demon in the various encampments. The rune stones are an intriguing presence in the area and players will often be curious about them. Give wide latitude for character actions that allow them to get a close look at one - especially at night.

SCENE 2: INSIDE THE PALISADE

Once the characters find their way into Bray's Bay, they'll find a grim scene, in a town cut off from the rest of Tere and already feeling the effects of the short siege. The place is overflowing with exhausted soldiers (100 in all), which mill about in the town. Tempers are running short and there is a general feeling of desperation in the air.

The town has a provisioner, a blacksmith, docks (including a customs warehouse and harbor master's office), two taverns (one with an inn) and the constable's office.

Within reason, you may add any other standard buildings and inhabitants that might normally exist in a small town of a couple hundred people.

Food is in short supply, as is fresh water. Characters will find it difficult to buy or sell anything of value. However, a modest black market has sprung up, where roguish individuals around town offer standard goods for 150-200% of regular value. Goods can be sold at 50% of standard value anywhere (though there is virtually no market for luxury items, such as gemstones, jewelry, etc.)

THE SALTED HOCK

The *Salted Hock* is an inn and tavern by the docks in Bray's Bay. It's a small affair, overcrowded now with soldiers and others fleeing the Kan Demon outside.

The air is always thick with smoke and sweat, and the place is busy from early in the morning until late in the evening. Alcohol and food are sold out, so it now serves as a place where increasingly desperate inhabitants come to complain.

The proprietor is **Wohan Gert**, a large, stout, man with a Franz Joseph beard and a hearty bellow of a laugh. He can offer no food or drink but will happily talk to the party about the situation in town.

He's especially curious about the party, as they came in from outside the walls after the Kan Demon attacked. He'll query them closely on their encounters if they seem willing to share.

Wohan is a supporter and spy of the Kan Nephilo. Ten years ago, he was a member of a secret expedition to the Kan Demon homeland (see *Gleos' Expedition*). He was separated and captured by the Kan Demon. After some time, he began to admire and sympathize with their cause.

Upon his arrival on Kan, Wohan began to exhibit the latent wild magic sensitivity that had been blocked by the anti-magic shell on Tere, learning (more or less) how to

channel these abilities. Once he returned to Tere, they faded.

The Kan Nephilo sent him back to Tere five years ago, where he was tasked with setting up a network of spies and infiltrators. Soon after his arrival, he bought the *Salted Hock* from its previous owner and has used it as a base of operations since.

Role Playing Wohan

For game masters, Wohan can be tricky to role play. It's unnecessary for players to suspect him as being anything more than the typical fantasy trope of the jovial bartender. However, if the party was able to question **Roman Vidic** (from *AS-1 Face Down in a Muddy Road*) they may suspect that the invading Kan Demon have spies or sympathizers on Tere.

If players suspect sympathizers, perform a passive Wisdom (Insight) check versus Wohan's Charisma (Deception) to see if characters note that all is not as it seems with Wohan. If they do not suspect sympathizers, only allow them an opportunity to expose Wohan if they explicitly view him with suspicion.

If the PCs do begin to suspect Wohan is more than he seems, refer to his entry in *Book 1 - Campaign Guide - Major Non-Player Characters* for more information and guidance on how to role play his character.



LRON OF MANCHA'S

Lron's is a step down from the *Salted Hock*. Rogues, complainers, and black marketeers frequent this small, dark, and smoky pub. While there is no thieves' guild in Bray's Bay, if the party is looking for the services of disreputable persons, this is most likely where they would find them.

Lron arrived in Bray's Bay around the same time as the first soldiers of the nascent Home Guard Regiment. He rented a dilapidated fishmongers shack and turned it into a pub for soldiers. He had hoped to get a gambling house started to take advantage of the bored soldiers, but the constable put an end to that plan.

Lron is generally aware of the goings on in Bray's Bay and will part with information for a sufficient amount of coin (5-25 gp depending on what's needed).

Lron doesn't believe **Duifu Shen's** assurances that reinforcements are on the way and is assuming that the Kan Demon will attack the town whenever they have finished constructing their rune stones around the town (he doesn't have any idea what they are for though.) Therefore, Lron himself has bribed Pilkin Shaf for a ride on the *Calm Seas* should an opportunity to get the ship out of port present itself. Otherwise, Lron plans to wait until the Kan Demon attempt to breach the walls and try to sneak out during the chaos.

Lron does find Wohan Gert suspicious. He can't put his finger quite on it, but he doesn't feel like Gert's heart is in the innkeeping business and that he asks way too many questions. If pressed, he'll tell the characters that he suspects that Wohan might be an Imperium spy.

HARBOR MASTER'S OFFICE AND DOCKS

The harbor master is a middle-aged fisherman that goes by the name Demos. There's not much for him to do now that the Kan Demon have blocked the harbor.

If questioned, he'll explain to the characters that one of the first things that the invaders did was close the harbor with tree trunks and boulders. A narrow channel remains, but passing through it would mean sailing slowly, and passing by a newly constructed earthen ramp. (The ramp is designed to allow the Kan Demon at the Southern Peninsula Encampment to easily board any passing ship.)

The party could attempt to escape by sea on the only ships that remain in the small harbor, the *Calm Seas* and a few fishing boats, but would need to pass the ramp, and would most likely be attacked. The *Calm Seas* is a cargo vessel, while the fishing boats are open net fishers with a single sail, only capable of sailing in good weather and within sight of shore.

Pilkin Shaf's *Calm Seas* is tied up on one of the docks and ready to sail. It's just over 60 feet long with a single mast, a four sided mainsail and a triangular jib. Crewed by four, it's a light, shallow-hulled cargo vessel that's quicker than it looks. At full speed, Kan Demon longboats cannot keep up, but it takes time for the sloop to catch the wind, during which times it's vulnerable to the rowing power of the longboats.

The crew stays on the ship both because there are beds for them to sleep on and because they still have provisions from their journey from Harborhume.

Pilkin Shaf, the captain of the *Calm Seas*, can usually be found in the Constable's Office, trying to convince Duifu Shen to clear the Kan Demon guarding the exit so that the *Calm Seas* can escape. If he's not there, he'll be with his ship.

SMITHY

The blacksmith is a dour old dwarf by the name of Graun Kettlebottom. She's been put to work repairing the arms and armor of the Imperium forces inside Bray's Bay.

Most of her work prior to the arrival of the Home Guard Regiment was for mundane goods needed by area farmers and fishermen. What little armor and weapons she had in stock were quickly bought and/or confiscated by the military.

Graun has talked with some of the Dwarven tribute forces that fought with the Home Guard Regiment and they've convinced her that the town is doomed.

She is originally from the dwarven mining outpost of Ostholme, part of the kingdom of Khultorm, and would very much like to escape and return home. Upon learning that the party has found a way into town, she'll ask them to help her find a way out, offering them up to 100 gp (all she has) so that she can return to Ostholme. She's already tried to convince Pilkin Shaf to take her on the *Calm Seas*, but he was noncommittal.

Word travels fast in Bray's Bay, so if the players don't visit her shop, she may track them down.

CONSTABLE'S OFFICE

The Constable was outside the palisade when the Kan Demon invaded and was an early casualty. His office has been commandeered by Duifu Shen as the command post of the remnants of the Home Guard Regiment.

When the players arrive, Duifu Shen, Pilkin Shaf, Bartolo Graciatolo, and Styla Anchorstone will be present and holding an impromptu council meeting.

SCENE 3: IMPROMPTU COUNCIL MEETING

Duifu Shen, the ranking Imperium military official in Bray's Bay, has gathered various officials to discuss strategy. The participants are Duifu Shen, Bartolo Graciatolo, Styla Anchorstone, and Pilkin Shaf. If Elise and or Argenta are not with the players, they will already be here as well.

When the party enters, Pilkin Shaf, merchant captain of the *Calm Seas*, is asking Duifu to help him get his ship out of port and to the safety of open water. Duifu is reluctant, preferring to preserve their resources until reinforcements from Eliam arrive. Bartolo will acknowledge the party, and make introductions all around.

Each character in the meeting has their own viewpoint, outlined below, which you should use to guide the conversation from the non-player character point of view.

Once the meeting adjourns, the players should have come up with a plan of action that is agreed to by Duifu Shen and any other necessary participants.

Duifu Shen

Duifu is a Zent Legionnaire (low ranking officer - typically leads a squad of up to 15 men) and is the highest ranking officer remaining in the Home Guard Regiment.

The original commander, Legatus Aeolus Dutentius survived the initial assault but led a counterattack attempting to re-open the Imperium Highway. Dutentius failed and roughly one hundred men were lost in the assault.

The Legatus' death left Duifu in charge. He is a capable leader, both brave and smart, but lacks experience and has never faced an enemy as capable as the Kan Demon. In fact, prior to this battle, he had never seen combat at all.

He is overwhelmed with the responsibilities of such a large command in such dire straits. He believes that more senior officers and soldiers must be coming down the Imperial Road as the Home Guard Regiment had not fully assembled.

He also knows that the Kan Demon have placed much of their force near the bridge over the Meshel Run to block any reinforcements.

He finds it strange that only a token force is keeping an eye on the road that the party arrived on. (The Kan Demon know from Roman Vidic that nothing more threatening than farmers and traders are likely to arrive from that direction.)

Duifu believes that the Kan Demon will attack within a day or two - as soon as they finish erecting their rune stones, though he doesn't know what they are for and doesn't much care. In his mind, the Kan Demon are the

threat, not the stones. He doesn't want to risk men on additional sallies.

Assuming that Bartolo has seen the characters use magic, he will have already told Duifu of this. Duifu may be skeptical and may even ask for some sort of magical demonstration. Once he believes that the characters have magical power, he will be briefly encouraged.

Duifu will query the characters who showed magical ability closely about their powers. At first, he assumes them to be mighty wizards like in the fairy tales. He'll be noticeably disappointed when he realizes that the party cannot simply annihilate the opposition.

If the players have shown Duifu the map from the Kan Demon Sergeant encountered in **Siver's Mill**, he'll express surprise given the seemingly low importance and remoteness of the mine.

Duifu's plan is to hold Bray's Bay until a relief column arrives down the Imperial Highway. When the column attacks, only then will he sally forth and flank the Kan Demon. Unfortunately for Duifu, any relief will come long after Bray's Bay has fallen.

While Duifu could certainly use the help defending Bray's Bay, he also knows that the survival of the garrison hinges on the arrival of reinforcements, not the addition of a few additional fighters (capable as the group might be). When Bartolo suggests that the characters should attempt an escape to Harborhume, he will agree.

Bartolo Graciatolo

After discovering the ruined town of Siver's Mill in *AS-1 Face Down in a Muddy Road*, Bartolo left the party and made haste for Bray's Bay.

His intent was to coordinate with Legatus Dutentius to dispatch troops to the interior to search for remaining Kan Demon. That plan became moot once he arrived and found Bray's Bay itself under siege.

Bartolo managed to sneak past the Kan Demon and into Bray's Bay. He realizes that the situation is dire and will be surprised to see that the party chose to enter the city. Assuming he has seen one or more of the characters using magic, he'll see them as an important asset.

As one of the few Imperium officials left in Bray's Bay, Duifu Shen has elevated Bartolo to an advisor position (Duifu is unaware that Bartolo is a Shadow Lord.) In this capacity, Bartolo will encourage the party to find a way to escape on Pilkin Shaf's *Calm Seas* and make way to **Harborhume** in the **Windsome Chain**, so that they may get a warning to the Imperium garrison there. He is hoping that some advance warning to Harborhume's garrison will allow them to mount a defense and deny the Kan Demon safe haven and supplies.



Styla Anchorstone

Styla Anchorstone is the leader of the tribute soldiers from the dwarven kingdom of **Khultorm**. She and her small squad of dwarves answered the Imperium call for the Home Guard Regiment and arrived from Ostholme two days before the invasion.

Styla's squad was the first to react to the Kan Demon longboat landings. While most of Imperium troops ran about ineffectively, Styla rallied her warband and immediately charged the invaders as they disembarked. She was able to hold a line against the superior numbers of the Kan Demon long enough for Legatus Dutentius to rally troops into the semblance of a disciplined formation.

Her heroism allowed many to escape behind the palisade, though her actions cost her squad dearly. Eight of her twelve warriors were killed before she was able to withdraw into Bray's Bay. This valor earned the invader's respect and under flag of truce, the Kan Demon carried the bodies of the fallen dwarves to the gate of the city and saluted in respect. (An honor they didn't convey on the other casualties, many who remain rotting where they fell.)

Styla has no illusions regarding the situation that they find themselves in. She believes that the Kan Demon could take the town whenever they would like. She is not certain why they delay, but she suspects that the rune stones have something to do with it. Without significant outside intervention, she sees no way for the defenders to hold Bray's Bay.

Styla and her remaining squad have prepared themselves for a final battle, though she holds out some small glimmer of hope that Duifu Shen is correct and that reinforcements will arrive. Failing that, her plan is to fight her way south and try to reach the mountain passes to Ostholme once the Kan Demon attack again. She is courageous and bold, but has no desire to become a martyr.

She hasn't shared this plan with anyone except her dwarves though. She is not willing to take the risk of Kan Demon attacking Ostholme in force. She is only willing to attempt the passes if she can get past the Kan Demon without pursuit.

Styla has a strong sense of duty to those who fight alongside her as well as a desire for glory. A cunning and persuasive player could appeal to these traits to convince her to aid them in any number of alternate plans.

Styla wears a dusty dwarven chain shirt and carries a well-worn greataxe. Like most of the inhabitants of Bray's Bay, she is covered in sweat and grime from stress and battle.

Dwarven Tribute Soldiers

The dwarven kingdoms are seated in the mountains on the western side of Tere, and though nominally independent of the Imperium, those closest to the border are de facto protectorates. The Imperium is not willing to expend the resources and manpower to conquer the bordering kingdoms, but has instead negotiated arrangements that make them vassal states in all but name.

As such, when the Imperium calls for troops, many dwarven kingdoms are treaty bound to provide them. The further one travels to the west, the more independent the kingdoms, and therefore the less likely the kingdom is to be required to provide tribute troops to the Imperium.

The Kan Demon invasion is already causing headaches for the dwarven kingdoms subject to tribute. They are concerned that the loss of veterans will make them more susceptible to attack from their neighbors, or further intrusion from the Imperium..

When the scope of the invasion becomes more clear, this concern will magnify into a crisis and the Imperium will find it increasingly difficult to bend the dwarves to their will.

Elise de Cavaliere

Assuming that she hasn't been killed or incapacitated before arriving in Bray's Bay, Elise will seek to rejoin the cavalry.



Duifu Shen has only five cavalry riders remaining and they are without effective leadership. Elise will request reinstatement into the **Imperium Cavalry Corps**. The combination of her **VI Cavalry Corps** tattoo and the good word put in by Bartolo will be enough to convince Duifu to put her in command of the remaining riders.

Like Styla, Elise believes that the situation in Bray's Bay is dire. She'll look for opportunities to use the cavalry to good effect.

She is motivated by her sense of duty to the Imperium and her guilt over not being able to do more to protect innocents during last summer's Kan Demon raids.

Elise's Sacrifice

It isn't critical for Elise to die at Bray's Bay, however, she isn't designed to be a long-term group member, and she has no further role in the campaign. The party can certainly find a way to keep her alive, but if she survives, she will seek to return to active status with a cavalry unit on Tere. Elise is a soldier and sees the defense of Tere as her duty. Running around the world with the characters doesn't fit her vision.

Elise was designed from the start to be a character that the players would get to know and respect. She is straightforward, loyal, and good with a blade.

Her death for their benefit should increase the attachment and immersion of the players into the campaign. Players don't like it when their friends are killed. They may feel angry at the Kan Demon or even a little bit guilty about their inability to save her.

Whatever they feel, it should tie them more closely to the game world and the story. After all, role playing games are about more than just rolling dice and collecting treasure. They are about immersing one-self in a fantastic world that's real enough. That for a few brief hours at a time, you feel like you are actually there.

Pilkin Shaf

The first time the characters visit the Constable's Office, Pilkin Shaf will be here. He is the captain of the *Calm Seas*, the only seaworthy ship left at Bray's Bay.



The *Calm Seas* is small and fast, designed to carry high value cargo quickly and efficiently between various small ports of the Windsome Chain and the Farasene Imperium. Its small size and shallow draft mean that it can easily get into minor ports within its trading range.

Pilkin is a roguish sort and has been known to occasionally dabble in cargoes that are perhaps slightly less than legal. His home is in the **Windsome Chain** and the authorities there tend to look the other way, given his close relationship to the ruling Thixx family. **King Eligis Thixx** occasionally asks Pilkin to deal with matters that the Imperium may have objected to.

Pilkin has no love for the Imperium and is willing to ignore their laws when it suits him, but his livelihood depends on not becoming *persona non grata* in Imperium ports. He is a fierce loyalist to his Windsome Chain homeland and the Thixx family.

Unfortunately, the *Calm Seas* has been trapped in by the Kan Demon blocking the exit at the Southern Peninsula Encampment. Pilkin is trying to convince Duifu to send troops to attack that encampment so that he can get his ship out.

Because the *Calm Seas* is such a small ship, it is not suitable for evacuating the trapped citizens and soldiers of Bray's Bay. Duifu Shen has been unwilling to risk his limited resources to clear the Kan Demon encampment which is preventing the *Calm Seas* from escaping.

Pilkin may approach the characters after the meeting and offer to trade them passage out of the city in return for clearing the small Kan Demon encampment.

Note: if the players strongly wish to try and evacuate citizens, Pilkin will agree. Assume that two dozen additional people can ride to safety before the ship sits too low in the water to clear the channel.

Argenta

If Argenta is with the players, she will keep quiet during the council meeting unless called upon. She still wishes to get to the Windsome Chain and will successfully convince Pilkin Shaf to take her, regardless of what plans are made in the council meeting.

If specifically asked, Argenta will lean towards any plan which seems to offer the most hope for the residents of Bray's Bay. She will tend to agree with Duifu Shen that waiting for reinforcements seems preferable to throwing lives away attacking the Kan Demon.

SCENE 4: ESCAPE

The plans outlined by the NPCs at the impromptu council meeting fall into a few broad categories, covered in detail below.

REINFORCEMENTS FROM ELIAM

One option that may come up during the meeting at the Constable's Office would be to try and sneak past the Kan Demon lines and seek assistance from Eliam. Duifu Shen and Bartolo know that the Home Guard Regiment was only at half strength when the Kan Demon invaded and have surmised that the rest of the soldiers destined for Bray's Bay have probably stopped at Eliam.

Duifu Shen may even initially support such a plan, but the more realistic Bartolo will recognize that Imperium military leaders in the region are certainly aware of the invasion and siege of Bray's Bay. While getting extra intelligence to those commanders regarding the strength of forces remaining in the town may be helpful, it is unlikely to hasten any plans they might have.

In addition, both Duifu and Bartolo believe that the Kan Demon will attack soon. If reinforcements aren't already on the way from Eliam, they would arrive too late to be any help.

They are correct, however, that the remainder of the Home Guard Regiment has been stopped at Eliam. The quality of the reinforcement soldiers is low, mostly untrained conscripts. Commanded by **Legatus Calista Caelius**, the reinforcements have sent for Imperium engineers and are fortifying the road south of Eliam. Their orders are to block the advance of Kan Demon along the **Imperium Highway**.

If the characters go to Eliam, Legatus Caelius will ask them to return to Bray's Bay and convince the defenders

to take all actions possible to maintain their hold on the city. She will also tell them that the forces at Eliam will be ready to march south in five days time.

If the defenders can manage to hold out that long, Caelius promises that reinforcements will arrive. This is, of course, a lie. The Imperium has no intention or ability to send reinforcements sufficient to retake Bray's Bay in the immediate future. Imperium intelligence indicates that Bray's Bay will fall and they are unwilling to expend resources to attempt to prevent that.

Particularly observant characters may notice that the fortifications being built at Eliam seem quite permanent in nature. They may also note that the number of troops appears insufficient to break the siege. The DC on explicitly figuring this out should be between 10 and 15 (Wisdom (Insight)) depending on the nature of investigation the players undertake. Characters with military backgrounds should be towards the lower end of this scale.

REINFORCEMENTS FROM ARCANTH

Players may consider heading west along the **Old Sea Road** to seek reinforcements. The advantage of this approach is that the Kan Demon have not focused significant resources on the pathway.

The downside is that they've paid it little attention for good reason. **Arcanth** is further away and smaller than **Eliam**. The entire **Meshel Valley** is remote and it would take longer to get significant reinforcements to Arcanth than Eliam. There is no military presence in the town, only a small constable's force to enforce the law.

Elise and Bartolo will both argue against making the journey to Arcanth if asked.

REINFORCEMENTS FROM OSTHOLME

Ostholme is a mining outpost of the dwarven kingdom of **Khultorm**, which is effectively a vassal state to the Imperium, and duty bound to render aid when requested.

Dwarves are famed for their martial ability, which may lead the players to consider **Ostholme** a likely place to seek aid, however, it is neither a large town nor a military installation. It has also sent what aid it can as soon as the call for the Home Guard Regiment went out, in the form of Styla Anchorstone and her dwarven fighters.

The dwarves remaining in Ostholme are not fighters, and while many are capable of bearing arms, there are not enough to turn the tide against the Kan Demon. Styla is aware of this and will attempt to dissuade the party from traveling to Ostholme. Nor will she leave Bray's Bay prior to the Kan Demon assault.

Styла is hopeful that the Kan Demon are unaware of and uninterested in Ostholme. She is afraid that if the characters try for Ostholme, they will unwittingly lead the Kan Demon there.

(Note: Ostholme features prominently in a future story arc.)

CALM SEAS ESCAPE

There are numerous ways to successfully execute an escape from Bray's Bay on board the *Calm Seas*. The

most obvious is for the party to make their way to the Southern Peninsula Encampment, kill all the Kan Demon there, and then board the *Calm Seas* and escape.

If the players don't bring it up, at least one of the NPCs should suggest the attack on the Southern Peninsula Encampment and the departure of the *Calm Seas* need to happen in a synchronized manner.

It will take the *Calm Seas* time to get undocked, turned into the wind and up to sufficient speed to clear the distance to the exit. In addition, due to the narrowness of the channel, Pilkin Shaf will not be able to run at full speed.

If the *Calm Seas* waits for the characters to clear the Southern Peninsula Encampment and then return to the docks before leaving, the Kan Demon will likely have strongly reinforced the Southern Peninsula Encampment, preventing escape.

The characters will need to clear the camp and be ready to board the *Calm Seas* from the earthen embankment as it passes. *(Note: this is a great time to create a little drama as the battle rages and the ship gets closer.)*

The characters could also ask either Elise or Styla to attack while the *Calm Seas* sails out. Elise will readily agree to any reasonable proposal. Styla will require a DC15 Charisma (Persuasion) check to go along with a thoughtful argument. Either will put a brave face on their attack and act as if they believe they'll succeed and return alive to Bray's Bay.

Once the *Southern Peninsula Encampment* is attacked, Kan Demon from other encampments will quickly move to reinforce it and cut off retreat. They are far enough away that the attack force will have four or five minutes of combat time before they have to worry about additional attackers.

(Note: you don't have to give the players an exact time frame, let them know that they can see reinforcements coming to build a little tension.)

If Elise or Styla attack the camp on their own, they will die in the attempt, but succeed in their mission. *(Allow the players to see the battle raging from a remote vantage point and describe it as vividly as you can. The players should see a dramatic battle ending in an equally dramatic sacrifice.)*

If the party went with either Elise or Styla, once the camp battle is over, have them insist that the party board the *Calm Seas* as it passes and then turn and hold off the reinforcements so that the party can escape, ultimately sacrificing themselves for the group.

Depending on the length and nature of the meeting in the Constable's Office with the council, the "*Calm Seas* Escape" should come to the forefront of the recommendations from the NPCs.

Each of the other potential plans has critical weaknesses which the NPCs will highlight. The general consensus of the council is that their best hope lies in awaiting reinforcements. Ultimately, the players have to make up their own mind and the Bray's Bay military council will do their best to offer support to whatever plan is agreed upon.

ADVENTURE CONCLUSION

The ultimate fate of Bray's Bay is to fall to the Kan Demon. It will become their fortified foothold on Tere and the source of their early incursions. The players might be able to delay the inevitable, but the forces outside are too strong and reinforcements too far away.

There is some flexibility on when the Kan Demon make their final assault, however, the players should have a day or two at most, from the time they arrive at Bray's Bay. The Kan Demon desire to get their circle of rune stones completed (including ships carrying the stones in harbor) before attacking, but it isn't a strict requirement.

The overrunning of Bray's Bay will be followed by a steady stream of longboats carrying more troops and materials. The commanders of the initial invasion need the town and harbor secured before they start arriving.

For dramatic reasons, it is preferable for the players to see the final assault if at all possible. With so many possibilities on how and when the characters may leave Bray's Bay, the description of the final scene will likely need to be improvised. Here is a sample that you can modify to suit the specifics of the scene, read aloud:

As the final rune stone is brought into position, a dark robed Kan Demon begins to chant. His booming voice can be heard even here from across the battlefield, though the language is unintelligible.

Those amongst you that practice magic feel the power it portends, but also recognize that it isn't a language at all, but words of power perhaps never before heard on Tere.

After a few moments, the chanting stops and a blue sigil on the rune stone flares to life. From that first stone, the sigils on each of the other stones also flare—one at a time, a few seconds apart from one another. As each stone activates, a thunderous boom peals through the air as Kan Demon soldiers raise their weapons into the air, and let out a roaring cheer.

Around you, the defenders of Bray's Bay look about nervously, fear flashing in their eyes. As the eighth and final rune stone sigil flares to life, you see a blazing blue line, like lightning, arc from each stone to a point directly overhead. Where they meet in the sky is a maelstrom of energy with barely visible tendrils of blue running down to the sigils. A wispy aura creeps down from the maelstrom to the rune stones, surrounding the town like a great overturned bowl.

On a small hill to the west and inside the blue aura, two robed figures stand on a small hill. As you watch in growing horror, they raise their hands and each summon a ball of flame the size of a small rock, hurling it towards the town. The flaming rocks grow in size as they travel until they are as large as boulders. The seething balls of flame smash into the wooden palisade and explode. The howling Kan Demon warriors begin to run towards the town as the robed figures continue with their incantations.

Assuming that the players are escaping with **Pilkin Shaf** on the *Calm Seas*, he will set sail for **Harborhume**, the capital city of the Windsome Chain.

The *Crashing Chaos* campaign will continue in *AS4 - The Rebel Prince*, though this is also an excellent time to take the players through the side adventure *ASX-2 The Ghost of Jarvis Island*.

EFFECTS OF THE RUNE STONES

The rune stones prevent **Fala Sanctum's anti-magic field** from blocking raw magic within a limited area. Elves (including half-elves) as well as magic using characters are all connected to raw magic at a fundamental level. When the rune stones activate, these characters will feel a rush of raw magic power unlike any they have felt before.

For a brief time, the intensity will be so great that such characters may even be knocked unconscious (DC13 Wisdom save) for 1d6 minutes. Those that remain on their feet will stagger and be incapable of coherent action for the same amount of time.

Magic using characters (including divine and natural) will recognize the surge of energy as a stronger version of the power they channel through their spells. Elves will briefly feel something more primal, almost as if they were waking up from a long and fitful dream. Half-elves will feel the same, to a lesser extent.

Argenta will feel the effects more than others and her eyes will open wide and her knees buckle slightly. If asked, she will suggest that she's never seen anything quite so terrifyingly beautiful and awful in her years of travel through the Imperium.

Note: the effects are for flavor only. If being knocked unconscious would put the PCs at risk, then substitute an effect where their mind and body are briefly overcome with a feeling of power as energy surges through them. This feeling has no ill-effects.

APPENDIX I: IF THINGS GO AWRY

During playtesting, several issues came up which caused the players trouble. These are detailed below.

TRYING TOO HARD

The first was the basic assumption that many players have, which is that they can and should solve every problem. When faced with the overwhelming force arrayed against the meager defenses of Bray's Bay, players often still assumed that their task was to *save* the town. This mind set often occurs because the players are not seeing the world sufficiently clearly through the eyes of their characters. The overwhelming odds facing Bray's Bay *should* dismay even the most optimistic hero.

Inside the town are a small number of beleaguered, poorly equipped, and semi-trained soldiers, led by the equivalent of a junior lieutenant. While they are behind a modest defensive palisade, they also face nearly four to one odds against a veteran force of frightening enemies, which they know little about.

The adventurers themselves are stronger than your average soldier, but hardly heroes for the ages yet. They can't stand against an army and hope to win. Their best hope lies in seeking aid to thwart the Kan Demon.

As game master, you should not simply tell the players to stop trying to save the city. You shouldn't tell them that mission is futile, however much you may wish to, rather than have them throw their characters lives away.

It is up to you, as game master, to vividly describe the air of desperation inside the walls of Bray's Bay. You must get the point across to the players that the odds arrayed against the city seem insurmountable. Everyone within the city, despite whatever brave face they put on, knows in their hearts that the city will fall soon, and believes they will die there.

If you need additional help getting the point across to the players, perhaps have Duifu Shen lament that his forces are under equipped and poorly trained. Or Styla Anchorstone may take the characters aside and tell them that Bray's Bay is doomed, while asking them to carry a letter to her family in Ostholme. You may find it necessary to use the cavalry and/or Styla's small band to save the party should they make an ill-advised attack.

Ultimately though, so long as you've painted an accurate depiction of the scene, the party has to be responsible for the wisdom or folly of their own actions.

NOT TRYING HARD ENOUGH

Another issue that came up during playtesting was players who didn't care to try and save the city at all. When confronted with the scene at Bray's Bay, some players immediately concluded that it was a lost cause and wanted to bypass the town altogether.

It may be so apparent that the town is doomed that the players believe that their best course of action is to flee. You may use Argenta to try and appeal to their sense of duty to the people of Bray's Bay and their morality. Or you may even choose to have her offer to pay them well to get her into the town. If Elise is still with the party, she may also add weight (and coin) to Argenta's cause.

Failing that, Pilkin Shaf's character can be moved to a town just up or down the coast where the characters might run into him. From there, the characters could catch wind of the strange occurrences on Jarvis Island, leading to *ASX-2 The Ghost of Jarvis Island* and then following up with *AS-4 The Rebel Prince* to get back to the *Crashing Chaos* story arc.

ASX-2 The Ghost of Jarvis Island

5E Adventure Module for the Asatania Crashing Chaos™ Campaign

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ASX-2 The Ghost of Jarvis Island is a 5e adventure module designed for four to seven level 3-4 characters

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BOOK 6 : ASX-2 THE GHOST OF JARVIS ISLAND

Introduction 110

- Plot Overview 110
- Side Adventure versus Story Adventure 110
- Adventure Hooks 110

Scene 1: Attack at Sea 111

- Approach of the *Sea Foam* 111
- Boarding 112
- Capturing a Kan Demon 113

Scene 2: Arriving at Jarvis Island..... 113

- Setting..... 113
- Lagoon 114
- Sea Foam..... 114
- Forest 114

Scene 3: The Ruins..... 114

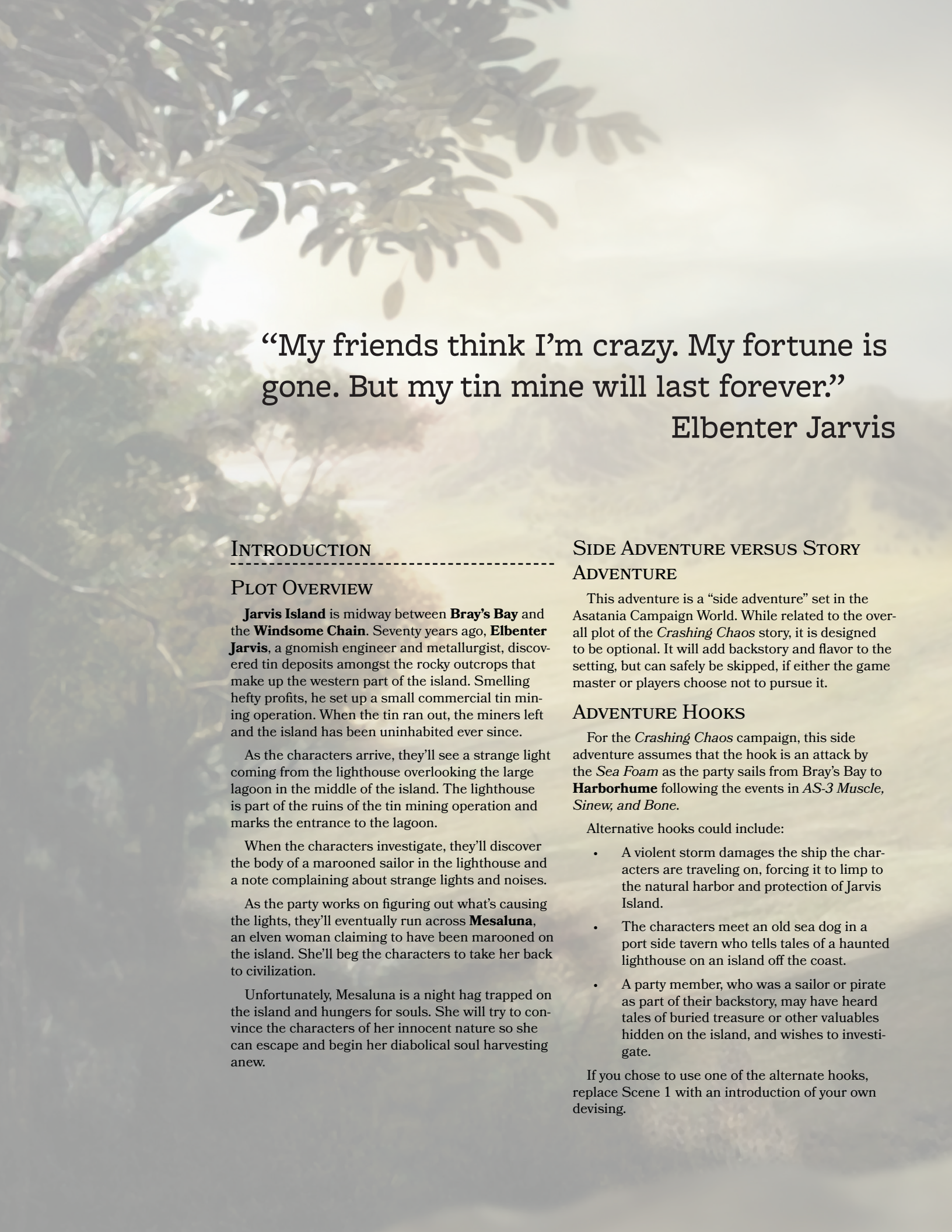
- Ore Smelter 114
- The Lighthouse Site..... 115
- Cottage..... 116
- Lighthouse..... 116
- Mesaluna 116
- NPC Opinions of Mesaluna..... 118

Adventure Conclusion..... 118

- Kan Demon / *Sea Foam* 118
- Mesaluna 118

Appendix I – NPCs..... 119

Statistic blocks and details for all creatures and non-player characters may be found in Appendix I - NPCs or Book 1 : Campaign Guide.



“My friends think I’m crazy. My fortune is gone. But my tin mine will last forever.”

Elbenter Jarvis

INTRODUCTION

PLOT OVERVIEW

Jarvis Island is midway between **Bray’s Bay** and the **Windsome Chain**. Seventy years ago, **Elbenter Jarvis**, a gnomish engineer and metallurgist, discovered tin deposits amongst the rocky outcrops that make up the western part of the island. Smelling hefty profits, he set up a small commercial tin mining operation. When the tin ran out, the miners left and the island has been uninhabited ever since.

As the characters arrive, they’ll see a strange light coming from the lighthouse overlooking the large lagoon in the middle of the island. The lighthouse is part of the ruins of the tin mining operation and marks the entrance to the lagoon.

When the characters investigate, they’ll discover the body of a marooned sailor in the lighthouse and a note complaining about strange lights and noises.

As the party works on figuring out what’s causing the lights, they’ll eventually run across **Mesaluna**, an elven woman claiming to have been marooned on the island. She’ll beg the characters to take her back to civilization.

Unfortunately, Mesaluna is a night hag trapped on the island and hungers for souls. She will try to convince the characters of her innocent nature so she can escape and begin her diabolical soul harvesting anew.

SIDE ADVENTURE VERSUS STORY ADVENTURE

This adventure is a “side adventure” set in the Asatania Campaign World. While related to the overall plot of the *Crashing Chaos* story, it is designed to be optional. It will add backstory and flavor to the setting, but can safely be skipped, if either the game master or players choose not to pursue it.

ADVENTURE HOOKS

For the *Crashing Chaos* campaign, this side adventure assumes that the hook is an attack by the *Sea Foam* as the party sails from Bray’s Bay to **Harborhume** following the events in *AS-3 Muscle, Sinew, and Bone*.

Alternative hooks could include:

- A violent storm damages the ship the characters are traveling on, forcing it to limp to the natural harbor and protection of Jarvis Island.
- The characters meet an old sea dog in a port side tavern who tells tales of a haunted lighthouse on an island off the coast.
- A party member, who was a sailor or pirate as part of their backstory, may have heard tales of buried treasure or other valuables hidden on the island, and wishes to investigate.

If you chose to use one of the alternate hooks, replace Scene 1 with an introduction of your own devising.



SCENE 1: ATTACK AT SEA

APPROACH OF THE *SEA FOAM*

The *Calm Seas* is a small sailing ship, with a single mast and two sails – a four sided mainsail and triangular front sail. It carries four crewmen plus the captain, **Pilkin Shaf**. It is designed to carry up to 25 tons quickly and efficiently between the Windsome Chain and the mainland.

Below decks is the cargo hold and two cabins. One is a shared cabin for the crew and the other is for any passengers the ship might have. Both cabins will hold four in reasonable comfort. Above decks is the wheelhouse, which doubles as the captain's quarters.

As dawn breaks, about 24 hours from Harborhume, a lookout will spot another sailing vessel on the horizon ahead. It will soon be evident that the ship is on an intercept course with the *Calm Seas*. The incoming ship is a larger (100 foot versus the 60 foot *Calm Seas*) twin-mast sailing vessel. Pilkin will recognize it as the *Sea Foam*, which is owned by his friend and colleague, **Captain Angus Lambert**. Read the following to your players:

Shortly after dawn, you awake to shouting coming from the deck above. Shaking off your slumber, you climb up to the deck where you see a sailor, high on the mainmast, pointing toward the horizon and shouting down to Captain Shaf.

*Peering into the distance, you can make out a large twin-mast merchant vessel heading towards you. Though it is still a few miles out, even your untrained eye can tell that it is on an intercept course with the *Calm Seas*.*

From the direct course taken by the *Sea Foam*, Captain Shaf will assume that Lambert has news of some importance to relay. From a distance, things seem normal on the *Sea Foam*. Its crew is on deck going about their business. If the characters have a spyglass (or ask to borrow Pilkin's), a successful DC15 Wisdom (Perception) check will reveal that the crew of the *Sea Foam* seem strained and nervous on deck.

Making a Run for It

If the party is nervous, a successful DC10 Charisma (Persuasion) check will convince Pilkin Shaf that something is amiss and he will turn tail and run. (The players may also use Intimidation or Deception, but Pilkin's opinion of their characters will lower dramatically as a result.)

The *Calm Seas* has a shallower draft and is more nimble, but with a good wind on the open seas, the larger ship has a higher top speed. Pilkin will relay his concern that the conditions aren't favorable for outrunning the *Sea Foam*, and will struggle a bit before announcing a new heading. He will run to Jarvis Island, which is a small island, but has a large enough lagoon that the *Calm Seas* will be able to enter, but the *Sea Foam* likely can't. Unfortunately, there is no other land close, and it's the only hope of not being overrun by the *Sea Foam*.

If the party manages to convince Captain Shaf to run for any destination other than Jarvis (DC15 Charisma (Persuasion or Intimidation) check), the chase will last for approximately 2 hours before the *Sea Foam* catches up (it will be obvious that it will beforehand).

*Note: Unless the players can somehow manage to stop it, the *Calm Seas* will be boarded as described below.*

BOARDING

If it catches the *Calm Seas* on the open water, the *Sea Foam* will come along side, a group of **Kan Demon** will burst out from hiding below decks, and the ships will be lashed together with grappling cables. A party of Kan Demon will board and attack. Read the following to your players:

To your horror, Kan Demon pour out from the hold of the Sea Foam and rush across the deck, leaping onto the Calm Seas. One unusually large Kan Demon stays behind, vicious whip in hand. He gestures to frightened sailors on the Sea Foam and they jump into action, lashing the two ships together.

The two ships collide with great force and you hear the sound of a spar exploding from the jarring energy of the impact. Shards of wood litter the deck and the canvas of the front sail slumps in ripped tatters. Many of the sailors, including Captain Shaf, have fallen to the deck and writhe in pain from twisted ankles and bruised bodies.

You can't see the hull from here, but the sound of the impact gives you scant hope that your ship remains seaworthy.

The boarding party consists of 2 Kan Demon Overseers, 1 Kan Demon Sergeant, and 4 Kan Demon Troopers. One of the Kan Demon Overseers will stay on the *Sea Foam* and force the crew (10 sailors) to secure the lashings between the ships while the others attack the *Calm Seas*.

As the two ships collide, the front sail spar of the *Calm Seas* will give way from the stress of the sudden jolt. Any characters who are not holding onto something must make a DC12 Dexterity (Acrobatics) check or take 1d6 damage and be knocked prone.

The Kan Demon will focus fire on any opponent attempting to break the lashings. To cut through a lashing, a character must make a DC10 Strength or Dexterity check and it will consume their action. There are a total of five lash points that need to be severed in order to break the ships free.

If it looks as if the Kan Demon boarding party is losing the fight, the overseer who remained on the *Sea Foam* will go below decks and attempt to scuttle the ship. It will take him one minute to chop through the hull with his great axe and allow the sea in. From there, the ship will begin to sink and be completely submerged within 5 minutes. Once his task is complete, he'll attack the nearest enemy creature.

If the party fails to cut the lashings in that period of time, the *Calm Seas* will capsize under the strain and the characters will be forced to take the dinghy (after which they will drift for several days before landing near Harborhume on **Longhigh Island** in the Windsome Chain). They may have to fight with the survivors of the *Calm Seas* and *Sea Foam* for a spot on the dinghy.

The Kan Demon are carrying 12 gp, 51 sp, and 43 cp. The *Sea Foam* is heading for Bray's Bay with the following cargo:

- weapons and armor looted from Harborhume consisting of long swords (24), chain mail (18), light crossbows (12), and crossbow bolts (1000).
- 250 pounds of salt
- 25 tons of flour
- 5 tons of vegetables
- 1 ton of beer

There is a heavy (150 lbs) wooden sea chest in the *Sea Foam* Captain's quarters containing 10 bars of silver (1 lbs each) and 125 gp. The chest is locked (DC13 Dexterity (Sleight of Hand)) but not trapped. The overseer who scuttled the *Sea Foam* carries the key.

The collision at sea damages both ships. The front spar on the *Calm Seas* is broken and the hull has been breached. The front mast on the *Sea Foam* shattered and it is taking on water as well. Pilkin will note that the loss of the front sail will reduce their speed and cripple their maneuverability. He'll order a heading for Jarvis Island, about a couple of hours away, for emergency repairs.

If the *Sea Foam* survives the encounter, the players may be tempted to claim it as their own. Under the law, taking the ship would be considered piracy as it was stolen from its owners by the Kan Demon. The owners in Harborhume may be willing to pay a reward for its return (200 gp), however.

If the players insist on stealing the ship, they will be pirates under the eyes of the law. Pilkin Shaf and **Argenta** will both refuse to work with them any longer, and the players will be hunted by both Imperium and Windsome Chain authorities. This may lead to an entertaining set of adventures, but is outside the scope of the *Asatania Crashing Chaos* campaign.

If the characters question the *Sea Foam* sailors, they can learn the following:

- The Kan Demon invasion force arrived in Harborhume a couple of weeks earlier and quickly dispatched the Imperium garrison. If the players attempt to work out the time frame, they will realize that the Kan Demon arrived in Harborhume several days before the ambush in *AS-1 Face Down in a Muddy Road*.
- The Royal Palace was burned to the ground and the ruling Thixx family murdered. **King Elegius Thixx** is dead.
- There are rumors in Harborhume that **Prince Christianos Thixx** may have escaped, though no one knows if this is true or where he might have fled.
- Many of the Kan Demon left after securing the Windsome Chain, but a strong garrison remains.
- The Kan Demon appeared especially keen on looting the Imperium garrison and were forcing craftsmen to create additional war materials.
- Any ships in the harbor were commandeered.



- Captain Angus Lambert was murdered by the Kan Demon.
- Many civilians died during the invasion and many more were killed during the occupation. The Kan Demon appear to be less interested in killing residents now and things have calmed down a bit.

CAPTURING A KAN DEMON

Trained in combat and honor from birth, Kan Demon are difficult to capture alive. However, if the party is able to successfully capture one, communication becomes the next problem. The Kan Demon Overseers are semi-fluent in Common, with enough knowledge to get their wishes across to the crew of the *Sea Foam*. The other Kan Demon are not fluent at all.

Assuming the characters are able to overcome the communications issues, the Kan Demon know the following:

- They were sent to **Tere** for glory and to punish those who imprisoned their god, **Malasarte**.
- The *Sea Foam* was heading to Bray's Bay with a load of materials for the war effort, and then would return to Harborhume.
- The attack on the *Calm Seas* was one of opportunity, rather than something that had been planned.

The Kan Demon do not know specific strategic information about the invasion nor the reasons for it.

SCENE 2: ARRIVING AT JARVIS ISLAND

SETTING

Jarvis Island sits midway between Bray's Bay and Harborhume. A former tin mining colony, the island is now uninhabited and rarely visited. Its virgin hardwood forests offer timber that desperate captains occasionally make use of for emergency repairs, but otherwise there's little to draw travelers to this out of the way place.

The island itself is just over one square mile and has a fair bit of wildlife, including snakes, deer, water fowl, and a few feral cats left over from the mining days. The rocky western half contains the open pits of the old surface mines, as well as a small quarry that was used to gather construction material. The heavily wooded eastern half has a couple of spring fed creeks, providing fresh water.

Seventy-five years ago, a small mining settlement exploited the ample and easily accessible tin deposits on the island. Tin is a key ingredient in bronze and its rarity has made it a precious commodity on Tere for thousands of years. Though Tere is well past the Bronze Age, the metal is still used and has value. For a couple dozen years or so, Jarvis Island was one of the leading tin producing sites.

Today the mine is exhausted and the miners' encampment lies in ruins. The lighthouse which once guided vessels into the sheltering lagoon still stands and is a visible reminder of the old settlement.

As the characters approach the island from the sea, read:

In the distance, you see the silhouette of Jarvis Island rising above the waves of the Dawn Sea. The western half of the island consists of rocky outcrops rising as much as 25 feet above the water. The eastern half is heavily forested and rises just above the high tide level.

You can see the entrance of a lagoon guarded by a rocky outcrop on one side and a cliff on the other. Overlooking the entrance to the lagoon are the crumbling stone ruins of an old lighthouse.

As you survey the scene, your peripheral vision catches sight of a flash of light from atop the lighthouse.

LAGOON

The lagoon is sheltered from the elements and is occasionally used by ships plying the route between Harborhume and Bray's Bay. The lagoon itself is not deep and can't be used by larger vessels (such as the *Sea Foam*) though the *Calm Seas* runs shallow enough to shelter there.

SEA FOAM

If the *Calm Seas* has reached Jarvis Island after escaping the *Sea Foam*, then the larger ship will take a position outside the lagoon, effectively blocking the exit. Optionally, the Kan Demon (minus one Overseer who will stay behind) may choose to attempt to sneak to shore later to attack either the *Calm Seas* or any landing parties.

There is no predetermined method of attack, and the game master will need to adapt the assault based on what the party does. If they choose to stay on the ship, the Kan Demon could attempt to sneak on board at night. If the group goes to the island to investigate, the Kan Demon may try to attack them there. Game masters could even have the Kan Demon attack the repair party or the ship when the characters are elsewhere on Jarvis Island. Because Captain Shaf and his sailors are aware of the threat, they would be difficult for the Kan Demon to surprise. They would also likely make a great deal of noise hoping to bring the party to their aid.

The Kan Demon threat will keep pressure on the party and there are several interesting ways to deal with this situation. The motivation of the Kan Demon is to capture the *Calm Seas* quickly and easily. If they lose more than half their total or if they are forced to wait more than a couple of days, they would flee to Bray's Bay and dispatch another ship with greater forces to Jarvis Island.

FOREST

Captain Shaf will take a work crew into the forested eastern half of the island seeking timber to make repairs to the broken spar and damaged hull. At night, the woods can seem a bit ominous, with the cries of wild animals and other strange noises. Though, unless the Kan Demon attack, there is nothing within the forests that will offer a threat to the workers.

There is good hunting and food is plentiful on the island. Characters exploring the island will find evidence of past activity, such as the occasional cleanly cut tree stump, old and rusting tools, and perhaps even the burned down and overgrown remains of a modest home.

Mesaluna (see *Scene 3 - The Ruins*) occasionally hunts in this area and characters may find remains of some of her meals. She has stalked and viciously killed a number of game animals, including deer and boar. A DC15 Wisdom (Survival) or DC15 Intelligence (Nature) check may reveal one of her recent kills – a boar that appears to have been ripped to shreds and eaten uncooked. There are no distinguishing characteristics to the carcass that would indicate a hag specifically, but players may note that they've seen no evidence of large predators on the island.

In addition, characters searching for evidence of humanoids on the island will find Mesaluna's (elven-form) tracks in various places in the forest with a successful DC15 Wisdom (Survival) check. The tracks will lead nowhere in particular and cannot be traced back to her camp near the lighthouse.

SCENE 3: THE RUINS

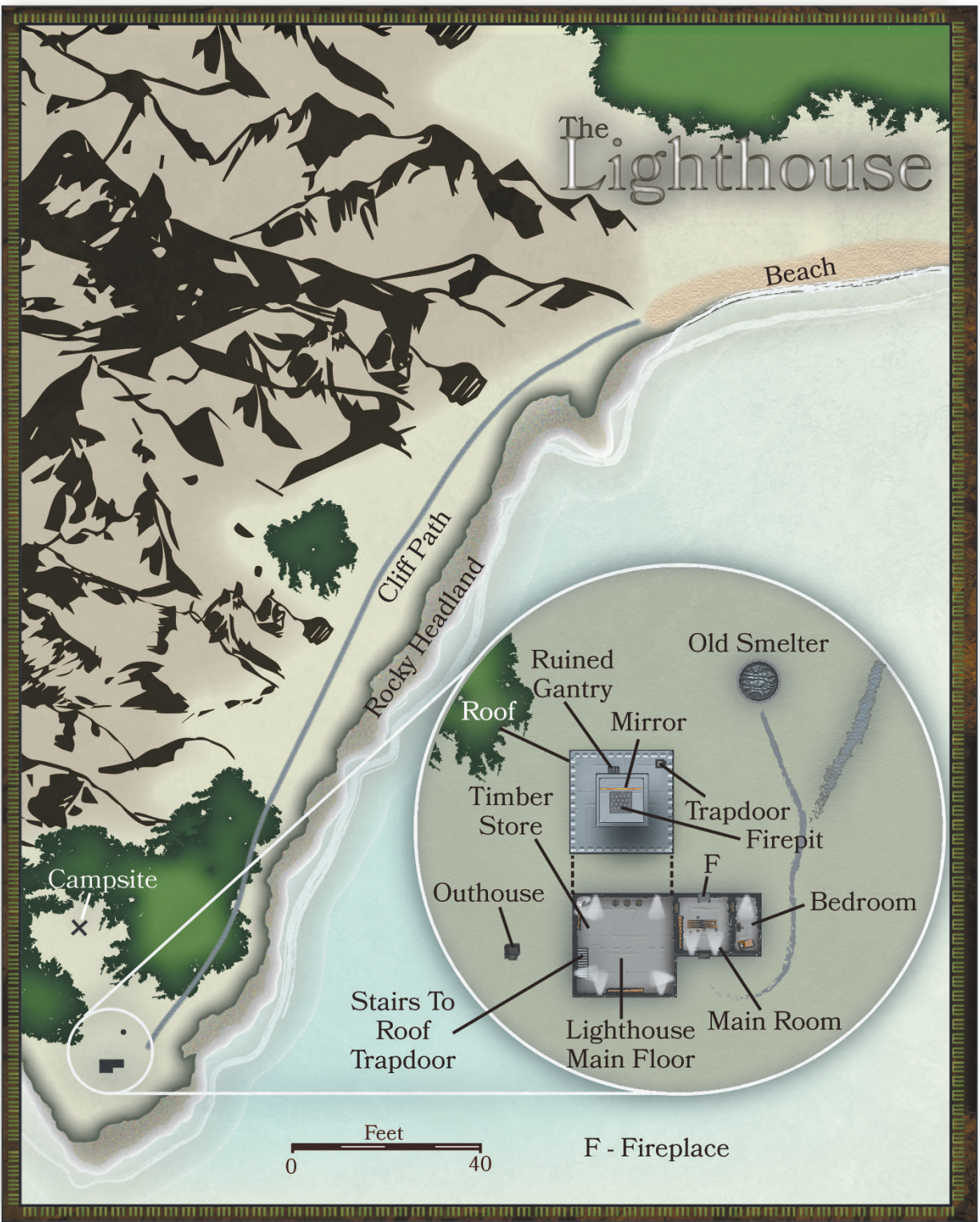
The remains of an old stone path lead from the beach up to the ruins of the mining encampment. The path is broken and rocky, and should be considered difficult terrain for movement. The ruins are overgrown with weeds and tall grasses, though the remains of an old smelter and a lighthouse with an attached cottage are still visible. The lighthouse and cottage are in good shape, for their age and lack of maintenance, though the wood and thatch roof of the cottage has rotted away in many places.

ORE SMELTER

There's not much left of the old smelter, which consisted of a furnace and a blast furnace. The cassiterite ore mined on the island would be placed into the hot furnace to burn off sulfur and the result then further smelted in the blast furnace. The crude tin that resulted was then shipped off to Tere where it was refined and turned into bronze.

After sitting exposed to the elements for decades, the mortar of the stone and brickwork which make up the furnaces has decayed and crumbled. Even if the furnaces were cleaned up and made operational, they would be unable to hold the high temperatures needed to perform their original duties. Skilled craftsmen could no doubt refurbish them, but without significant supplies of ore remaining on the island, there would be little purpose.

Several tons of yellowish mineral (cassiterite) and a few pounds of semi-refined tin (worth about 3 gp) are all that remain in the smelter area. A successful DC15 Intelligence (Investigation) check informs characters that it is curious that whoever owned the smelter chose not to refine the remainder of the ore.



THE LIGHTHOUSE SITE

The lighthouse is the largest building remaining on the island. It stands roughly 40 feet tall and has a small cottage attached (roughly 20 feet long and 10 feet wide). There are no doors or windows on the lighthouse itself, only on the cottage, which features the only entrance. Both structures are made of stone that is native to the island, and which was quarried from a rocky area north of here.

At the base of the lighthouse a few bleached logs are piled up, likely meant to be hauled up by a gantry to the top. In fact, when the characters reach the top, they will find a pile of stacked logs - fuel for what was once a nightly fire to warn sailors of the danger of the rocky shore.

COTTAGE

The cottage has two windows (without glass) and a single doorway on the front, however, whatever door once stood here is long gone. It consists of a main room (containing a cooking hearth at the back) and a bedroom. The door to the bedroom is slightly ajar and at the end attached to the lighthouse tower, there is a closed door.

Observant characters will notice that the hearth has been used sometime within the last year (DC10 Wisdom (Survival)). Deer bones are scattered inside the hearth – the remains of the last meal eaten here.

The wilderness has started to encroach into this building and it is home to many small critters. The roof is collapsed in many places, which has allowed water and the elements in. The shelter of the cottage is better than nothing, but only just.

In the bedroom, a battered old chest sits in the corner. It isn't locked, and contains the moldy remains of clothing. Sitting on top of the clothing is a small package wrapped in oilskin.

The oilskin contains the logbook of the lighthouse keeper. It shows the comings and goings of various ships, tin yields, profits, etc. All of the entries are fifty years old or more. The final notations of the keeper end abruptly, with no evidence of an orderly closure to the settlement. It appears that the miners just stopped mining and left one day. The last page of the logbook contains a scrawled message dated about three months ago, it reads:

Damn Gleos!

We arrived a few days ago, having been battered by a fierce winter blow. The mainmast broke and we came here for repairs. To my eye, there's no way to make the ship whole again and we should stop at Harborhume for full repairs.

That fool Gleos won't have it. Nothing will slow his expedition – even if it means the ship is too damaged to make it across the Dawn Sea. To hell with Gleos and to hell with Lucinda.

I got some of the boys together and demanded we put in at Harborhume for full repairs. Gleos called me a mutineer and stuck me in the belly with that long knife of his. The boys didn't back me up and the lot of them marooned me.

I patched up the hole as best I could and crawled up here for shelter. Thought I might make it too, but the wound has festered and I've got a raging fever. The howling from the lighthouse gets louder every night and it's driving me mad.

Damn Gleos, may he rot in hell.

Artur the Carpenter

On a makeshift bed in the corner is the corpse of Artur. He's dressed in the clothes of a sailor and has a small pouch with him. It contains 7 sp and a tinderbox. Tucked into his leather belt is a worn dagger.

Huntsman Gleos

The hand-scrawled note is meant to provide a little backstory and flavor for the *Asatania Campaign World*. **Huntsman Gleos** has led secret expeditions from Tere to the Kan Demon homeland on behalf of the Emperor's aunt, **Lucinda Marchel**. The players may not yet have caught wind of the expeditions, so this letter may generate a fair bit of speculation and interest. The note is intended to foreshadow and set the table for future adventures.

LIGHTHOUSE

There's a closed door leading from the cottage to the lighthouse itself. Inside, the characters will see a winding wooden staircase which rises about 30 feet to a hatch. The staircase is rickety, but will hold the weight of the characters as long as they don't aggressively test it.

When they open the trapdoor, they'll climb out onto the top of the lighthouse, which is roughly 25 feet across, and features a raised stone platform that the signal fire was built upon. Behind the platform is a mirrored, but very tarnished, bronze reflector which would enhance the light from the fire, warning ships far out at sea. The reflector can be removed and if cleaned up, the 10 pounds of bronze would be worth 10 gp. There is also a pile of old logs stacked nearby, which was once fuel for the fire.

There are recent humanoid footprints in the dust and ash at the top of the lighthouse. Once the party is up on the roof, a glowing humanoid shape will appear before them and walk to the north across the platform, float to the ground, and then head into the forest. If the party looks into the woods in the direction the figure walked, they may (DC20 Wisdom (Perception)) catch a brief glimpse of a woman entering the woods as well.

MESALUNA

The woman glimpsed by the characters is actually a Night Hag in elven form. She came to the island near the end of the tin mining phase and preyed on the miners. With the mines nearly exhausted and something stalking them, the settlement was abruptly abandoned. Mesaluna found herself trapped and has been seeking a way off the island ever since.

Because Jarvis Island isn't on the main trade route between the Windsome Chain and Tere, it is rarely visited. Mesaluna has spent most of the last fifty years in a sort of hibernation. She awoke three months ago when Huntsman Gleos arrived, and after devouring the soul of the hapless Artur, she's been looking for a way off the island since.

The glowing figure from the top of the lighthouse is a manifestation of Mesaluna's *dancing lights* spell. If they follow the figure, it will lead the party to her nearby camp, where they discover a "sleeping" elf woman.

Read the following description to your players:

You make your way through the overgrowth of the forest, following as closely as you can behind the ghostly figure. After a few dozen yards, you break free into a small clearing containing a campsite. A dilapidated wooden shack stands on the far end of the clearing, while the slightly glowing embers of a fire lies in the middle, giving off a pale yellow light within the clearing.

Between the fire and the shack, an elven woman is lying on a bed made of animal skins. Hovering over her is the glowing figure you first spotted at the top of the lighthouse. The elf thrashes and whimpers in horror as the figure presses close.

Any movement towards Mesaluna or action against the glowing figure will cause it to disappear and Mesaluna to “awaken” in a fright. It will take her a moment to calm down and regain her senses, after which she will thank the party for saving her from the tormenting ghost.

The elf appears to be middle-aged (about 350 years old). She's wearing buckskin leather clothing and boots. She will introduce herself as Mesaluna and will try to convince the characters that she's no threat. She's clever and wily and will cunningly mirror whatever suggestion characters make as to why she's here.

If asked about the nature of the “ghost”, she will suggest that it must have been one of the miners from the old settlement, seeking vengeance for some unknown and unknowable reason.

Note: Mesaluna is a canny liar. Players wishing to use Insight checks to determine if she is being untruthful will need to be specific regarding what they are looking for. The base difficulty for Insight checks on Mesaluna is DC20. Mesaluna often attempts to use half-truths to avoid being caught in outright lies, so successful Insight checks will often seem ambiguous. However, players who engage Mesaluna in conversation will often find her evasive because she cannot tell them the truth about who she is and what she is doing on the island. Rather than relying on rolling for results, engage the players in roleplay and allow them to draw their own conclusions.

Mesaluna is hungry, and desperately hoping to get off the island. She will attempt to gain the pity of the party and appeal to their sense of honor and decency. She will tell them that she was a passenger on a ship bound for the elven settlement of **Synsari** in the Windsome Chain. She'll tell a story about the ship sinking during the night and her awaking in the frigid waters of the Dawn Sea. The ship's dinghy floated nearby and she was able to climb in. The currents took her to Jarvis Island where she has been ever since.

If the group refuses to take her off the island, Mesaluna will attempt to kill them and commandeer the ship for herself. She intuitively senses that the party is far from defenseless. She will use violence only as a last resort. She prefers to use her wits and guile to get off the island and into the wider world.

Mesaluna has not fed on a soul since she devoured Artur the Carpenter three months ago. Her plan is to wait until she reaches civilization and can feed via her nightly visitation without detection. Hunger will overtake her though and she will start visiting either PCs or NPCs once the ship leaves the area. She will maintain her guise as a harmless elf while this is occurring.

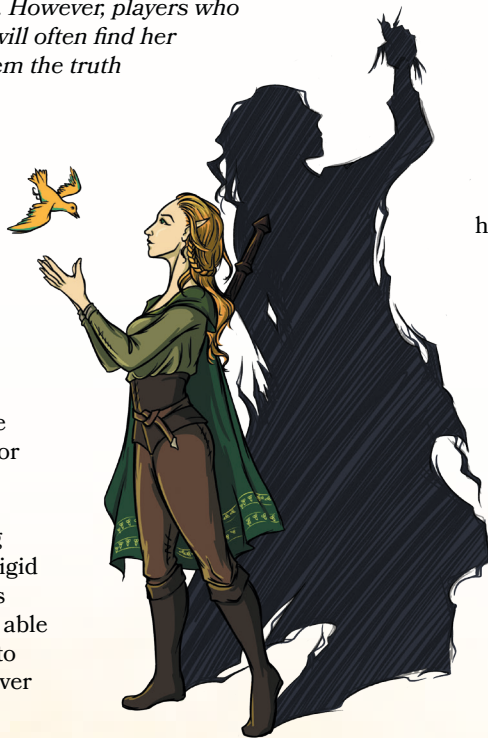
Mesaluna's soul bag can only devour evil souls, so she'll visit the most evil of the available characters first – giving priority to evil PCs. If all characters are good or neutral, assume that at least one member of Pilkin Shaf's crew is evil enough for her needs.

She greatly enjoys tormenting prey, so if absolutely no evil souls are available, she'll choose one of the PCs at random for her nightly visitations. She can torment good characters, but if they die, she cannot claim their soul.

The wooden shack in the clearing is Mesaluna's lair. She carries her empty soul bag with her, but her lair contains a small wooden chest, which contains her heartstone (cures any disease), 60 gp, 170 sp, and 2 turquoise worth 10 gp each. Next to the chest is a silver plated sword and silver plated dagger. She will take the chest with her if the party agrees to rescue her.

Mesaluna can cast *plane shift (self-only)* twice per day or *etherealness* at will, but there is a catch. Mesaluna's heartstone is bound to the Material Plane and she is bound to it. When she casts either spell, her heartstone anchors to the spot where she left the Material Plane, and when she attempts to return to it, she must return at the anchor spot.

Fala Sanctum's anti-magic field has affected Mesaluna and her magic started to fade soon after she arrived on the island fifty years ago. Over the past few months, the anti-magic field has weakened enough for Mesaluna to regain the full use of her powers.



NPC OPINIONS OF MESALUNA

If present and asked, Argenta will indicate a vague distrust for Mesaluna. She cannot quite put her finger on it, but she will suggest that something about the story does not ring true, and she will recommend that the party exhibit caution around the woman.

Pilkin Shaf will be more charitable. Every seaman fears becoming marooned and his natural instinct is to help those who are. Mesaluna seems no stranger to him than any other elf and he will happily take her aboard if the characters bring her to him.

No other NPCs present have particularly strong opinions of Mesaluna.

ADVENTURE CONCLUSION

KAN DEMON / *SEA FOAM*

It will take Pilkin Shaf and his crew two days to forage the necessary materials and make repairs to the *Calm Seas*. The players will most likely already have dealt with the Kan Demon threat from the *Sea Foam*, but if not, the players will still need to deal with that before the adventure can conclude.

One option is for Pilkin Shaf to attempt to sail past the Kan Demon, in which case Scene 1: Attack at Sea has relevant information about a chase and boarding scenario. (The chase would be much shorter, but the result the same.)

Once sailing freely, Pilkin Shaf will set sail for Harborhume unless the characters have learned of its fall. In that case, Shaf will recommend sailing to **Rockingham** instead.

MESALUNA

If she survives, Mesaluna will begin to use her Nightmare Haunting ability the first night after the ship leaves Jarvis Island. The *Calm Seas* averages 3 mph (5 kmh) and is approximately 75 miles from Harborhume and 150 miles from Rockingham and so will spend at least one night at sea.

Once she reaches a populated settlement, she will seem to vanish, but continue tormenting townsfolk and/or PCs. Mesaluna should be used to keep adventurers off guard and to spice up their travels. She should typically not be the focus of game play, but an ongoing and chronic problem that they need to be concerned with.

Mesaluna as a Long Term NPC

Mesaluna can be an opportunity to have some fun with the party beyond this side adventure. Some play-test groups killed her, some unwittingly allowed her to escape, and some discovered her nature but failed to kill her before she escaped via *plane shift*.

Over time, Mesaluna turned out to be such an interesting and compelling character that we decided to keep her around. It is **strongly** recommended that she *plane shift* away if it appears that she is any danger of being killed (she will leave the heartstone and soul bag behind for the characters to find). Doing so will allow her to be used in scenes in later adventures and (especially) side adventures.

If she escapes their grasp, Mesaluna will take great pleasure in tormenting the party through their adventures and travels. Player groups often find Mesaluna to be one of the most memorable characters of the entire campaign. (Often the most hated – in a good way.)

APPENDIX I – NPCs

MR. BLACKBURN (FIRST MATE - CALM SEAS) <i>Medium humanoid (human), neutral good</i>					
Armor Class: 11 (unarmored) Hit Points: 11 (2d8+2) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)
Senses: passive perception 10 Languages: Common Challenge: 1/8 (25 XP)					
Actions					
Scimitar: Melee Weapon Attack. +1 to hit, reach 5'. Hit: 1d6+1 slashing Dagger: Melee Weapon Attack. +1 to hit, reach 5'. Hit: 1d4 piercing					

CALM SEAS OR SEA FOAM SAILOR <i>Medium humanoid (human), neutral good</i>					
Armor Class: 11 (unarmored) Hit Points: 4 (1d8) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)
Skills: Acrobatics +2 Senses: passive perception 10 Languages: Common Challenge: 0 (10 XP)					
Actions					
Scimitar: Melee Weapon Attack. +1 to hit, reach 5'. Hit: 1d6+1 slashing					

Additional NPCs and Creatures found in this adventure can be found in *Book 1 - Campaign Guide* under the *Major Non-Player Characters*, *Minor Non-Player Characters*, or *Kan Demon* sections.



AS-4 The Rebel Prince

5E Adventure Module for the Asatania Campaign World™

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AS-4 The Rebel Prince is a 5e adventure module designed for four to seven level 3-4 characters.

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BOOK 7 : AS-4 THE REBEL PRINCE

Introduction 122

Plot Overview	122
Windsome Chain Background.....	123
Kan Demon Invasion of Harborhume .	123
Locations	124

Scene 1: Leaving Tere..... 124

Starting	124
Argenta.....	125
On the <i>Calm Seas</i>	125

Scene 2: First Arrival in Harborhume.. 125

Occupied City	125
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Scene 3: Rockingham..... 126

NPCs from Tere	126
Christianos Thixx	126
Meeting with Thixx.....	126
Roger Blodgett.....	126
Thixx's Request	127

Scene 4: Liberating Harborhume 127

Kan Demon in and Near Harborhume	127
Victory in Harborhume Conditions	128
Harborhume Locations of Interest	129

Scene 5: Victory or Failure 135

Failure in Harborhume.....	135
Victory	135

Adventure Conclusion..... 136

Knighthood.....	136
Thixx's Coronation	136
Next Steps.....	136

Appendix I - Creatures 137

Windsome Chain Commoner	137
ul-Grogtok ("Kan Demon")	137
Subcommander Grak	137
Ushi the Ugly	138

Statistic blocks and details for all creatures and non-player characters may be found in Appendix I - Creatures or Book 1 : Campaign Guide

“The Red Treaty that has guided my family for generations must end.”

Prince Christianos Thixx

INTRODUCTION

PLOT OVERVIEW

By now the adventurers should have left **Tere** and are headed for the **Windsome Chain**. They probably realize that the **Kan Demon** threat is larger than just a few coastal raiding parties. They may realize that **Roman Vidic** is in league with the **Kan Demon** and clever groups will have concluded that there may be additional spies and saboteurs inside the **Imperium**. They have learned about **Argenta's** quest for the **Lost Elves** and may have learned that the demon lord **Malasarte** is a factor in the invasion.

In this adventure, characters will travel to the Windsome Chain and meet with **Prince Christianos Thixx**. The Prince went from second son of the King to the uncoronated ruler when his family were murdered by Kan Demon during their invasion of **Harborhume**. He fled to **Rockingham**, a fishing village in the north of the Windsome Chain. From there he's been struggling to find a way to reassure his people that he can protect them.

Twenty years ago, **Roger Blodgett** led an illegal expedition east across the **Dawn Sea**. Seeking new lands and trading opportunities, he instead stumbled onto a group of islands after several weeks of sailing. After landing on one of them, he was attacked by Kan Demon and forced to flee.

One ship was sunk and the other severely damaged. Drifting at sea in uncharted waters, the few survivors began to die of starvation. Roger's ship eventually limped back into the port of Harborhume.

The expedition was clearly illegal under the terms of the **Red Treaty** and the Imperium wasted no time imprisoning him on **Spur Rock**. Senior Imperium officials hoped that he would be forgotten and for the last twenty years, he has been.

Now Prince Thixx's advisor, **Ralf Yao**, has recalled Blodgett's claims and arranged to have the aging captain brought before the prince.

The characters will meet Thixx, Blodgett and Yao in an upstairs room of a small Rockingham tavern. Thixx will hire them to infiltrate Harborhume and retrieve Blodgett's old logbook, which should indicate the location of the islands Blodgett discovered. Thixx will also suggest an intriguing reward if they are able to free the city from the occupying Kan Demon.

*Note: The optional side adventure **ASX-3 The Prisoner of Spur Rock** can be inserted into this adventure. In ASX-3, players are given the responsibility of rescuing Roger Blodgett from the infamous Spur Rock prison island. Featuring a mix of stealth, diplomacy and combat, the module, whitten by James Desborough, makes for a great way to spend gaming in Asatania for a session or two.*

Wild Magic

The Windsome Chain islands are on the fringes of **Fala Sanctum's anti-magic field**. The field has never been perfectly effective this far from Tere, and is especially weak on the eastern-most islands. "Organized" magic has never taken hold due to fluctuations in the field's power, but rarely an individual is able to connect with and channel wild magic, giving them unusual powers and abilities.

Wild magic storms have happened often enough that most people claim to know someone who has seen one, but are rare enough that few people actually have. There are no common beliefs as to the origin of the storms, however, some the characters may encounter include:

They are the dying essences of old gods

Wild nature spirits, called "land wights," are fighting one another

Angry manifestations brought by **Liri the Seeker**, God of Seas and Storms

Mischief caused by Feral Gnomes from the hidden and wild places of the Windsome Chain

Over the last few years, the storms have picked up in frequency. While the characters are in the Windsome Chain and not in a town or city, there's a 20% chance per day that they will encounter a storm. Once a group has witnessed a wild magic storm, reduce the likelihood

of them seeing another to 5% per day. There's no need to have storms pop up every time they travel overland in the Windsome Chain.

Storm effects are similar to wild magic surge effects for a sorcerer. Feel free to choose a standard sorcerer effect, or create your own, though it should be neither particularly harmful nor helpful.

Magic using characters may recognize (DC10 Intelligence (Arcana)) the wild magic as somehow related to their own powers, but will not be able to say exactly how. A roll of 15 or higher will reveal that the storms are due to wild magic welling up against some sort of barrier and then breaking through, creating a storm as it does so - much like the eruption of a volcano.

Elves and half-elves are especially attuned to the wild magic storms. During and immediately after a storm, they will feel oddly revitalized. They will find it difficult to describe, but they feel more whole, seeing the world in brighter colors, etc. The feeling will subside within an hour or two. (A wild magic surge will briefly reconnect them with the raw magic portion of their essence.)

If Argenta is with the group when a wild magic storm hits, she will be affected more than others. Characters may see the magic dancing across her as if drawn to her, or arcing between her fingertips, or any other manifestation which will foreshadow her uniqueness without making it too obvious that she is as significant as she is.

WINDSOME CHAIN BACKGROUND

The Windsome Chain is a group of islands off the coast of Tere, east-northeast of **Bray's Bay**. They are composed of two main islands and a number of smaller islands. Sailing time from Bray's Bay is a bit over two days with a favorable wind. Harborhume is the capital and largest city.

Politics are dominated by the 300-year-old Red Treaty, which defines the relationship between the Kingdom of the Windsome Chain and the Farasene Imperium. The Red Treaty made the Windsome Chain a protectorate of the Imperium. The kingdom would manage its own internal affairs, but the Imperium would regulate trade, foreign policy, and provide for defense. In addition, Windsome Chain sailors were forbidden to sail east into the unknown of the Dawn Sea.

The Imperium has shown little interest in interfering in the domestic affairs of the Windsome Chain and over time their occupying force has become little more than a token garrison in Harborhume.

KAN DEMON INVASION OF HARBORHUME

The Kan Demon ignored the Windsome Chain during last summer's coastal raids, but the islands were not so lucky this year. Before they landed their invasion force at Bray's Bay, the Kan Demon arrived in force at Harborhume. They closed the harbor, eliminated the small Imperium garrison, and murdered most of the royal family.

Having secured the most important settlement in the Windsome Chain, the Kan Demon left a small force behind and sent the invasion force on to Bray's Bay.

The Kan Demon invaded the islands to gain access to its crops and metal for their armies on Tere. It was also an emergency fallback in case they were unsuccessful at Bray's Bay. With Bray's Bay secured and the armies of the **Kan Nephilo** solidly in control over the entire **Meshel Valley**, Harborhume and the Windsome Chain are no longer of strategic importance.

Unlike their aggressive campaign on Tere, on Harborhume the Kan Demon intend to use a lighter touch – at least until they can spare more troops to solidify their hold. The Kan Demon leadership expects little resistance from the islanders now that the Imperium garrison has been dealt with.

The Kan Demon are unaware that a member of the royal family escaped the capture of Harborhume. If they knew, they would expend considerable resources tracking down the last legitimate heir to deny the islanders a rallying point.

Superstition in the Windsome Chain

Compared to mainlanders, the people of the Windsome Chain are a superstitious lot. They believe in various spirits of the land, which they call hidden folk, including the diabolical land wights and the mischievous Feral Gnomes. Great care is taken to avoid upsetting these spirits and unseen creatures, lest their anger and wrath be visited upon the hapless offender.

Farmers will consult with seers and wise women before cutting down forests for fields. The authorities will try to map out paths for new roads that will least disturb the hidden folk. If the harvest is poor or a horse goes lame, some will blame it on angry land wights. Alternatively, if a farmer has a good harvest, or a dowser finds water, many will give credit to friendly Feral Gnomes.

While these superstitions and stories are an important part of the folklore of the islands, they are not universally believed. However, almost all islanders will profess to some measure of belief (especially to outsiders) and will tell tales about their own personal experiences with the hidden folk. Making subtle fun of mainlanders is part of the national culture of the Windsome Chain.

Partially as a result of these “hidden folk” stories, Imperium citizens often view islanders as rubes and bumpkins.

LOCATIONS

Harborhume

Harborhume is the main port and capital of the Windsome Chain. Located on **Longhigh Island**, Harborhume is a city of roughly 5,000. The inhabitants are mostly human, though there are a few halfling merchants and gnomish craftsmen as well. Dwarves don't care much for the sea and there are rarely any in Harborhume. Visiting elves from **Synsari** can occasionally be found trading or passing through.

A sizable Kan Demon landing force arrived at Harborhume, quickly defeating the Imperium garrison. The city constabulary put up a brave fight, but they were soundly defeated as well. As the islands do not have their own militia and the Imperium had no other troops deployed in the region, that was all it took to capture the islands.

The Kan Demon shut down the port and burned the royal residence to the ground. Most of the Thixx family was killed, but with Ralf Yao's aid, Christianos Thixx escaped and has made his way to Rockingham on the island of **Thesta**.

Once the city was secure, the majority of the Kan Demon invaders made for Tere, leaving a garrison of three dozen to hold Harborhume. An additional three dozen were dispatched to the countryside to secure supplies.

It is still springtime, so planting has just begun, but many local farmers who were unable to escape deeper into the countryside decided to slaughter and burn their livestock rather than allow it to fall into Kan Demon hands. While starvation has not yet set in, things are starting to look grim.

Some weeks after it was invaded, life in Harborhume and the Windsome Chain is returning to normal. The Kan Demon have seized merchant ships and ordered citizens to turn over any iron and weapons, but otherwise have made little change to the daily routines of life.

The Kan Demon looted the treasuries of the Windsome Chain and the Imperium garrison, and are using the proceeds to (barely) pay skilled craftsmen to churn out war materials for the invasion forces on Tere. A few craftsmen balked at first, but a couple of public executions in the city square convinced the others to take up the tasks.

Rockingham

Rockingham is a modest fishing village on **Thesta**, an island north of Longhigh Island. It has about six hundred inhabitants, though there are also several small farming communities close by. In addition to farming, it is the main port for Thesta and there is brisk trade in grains and produce from Thesta's interior. The Kan Demon have not ventured this far north in the Windsome Chain and it is the town where Prince Christianos Thixx fled when Harborhume was taken. He's taken the second floor of the *Hook & Bait* inn as his apartments and governmental center.

Should the players need, they will find the standard small town amenities in Rockingham. Basic provisions, the *Hook & Bait*, a smithy, and various other craftsmen appropriate to the setting are available. In the interests of space, these have not been explicitly detailed in this text.

SCENE 1: LEAVING TERE

STARTING

The characters left Bray's Bay on **Pilkin Shaf's** merchant ship, the *Calm Seas*. They may have also played through the optional side adventure *ASX-2 The Ghost of Jarvis Island*. Pilkin Shaf will be sailing them towards Harborhume, unless he has heard of its fall, in which case he will be sailing for Rockingham.

ARGENTA



As the ship sails further from the mainland, the anti-magic field is beginning to lose its hold over **Argenta**. She is feeling a “tickle” at the edges of her mind and while she does not yet remember her true nature, she knows that something is changing. She’s more convinced than ever that **Althas Peridial** was on to something with his thoughts on magic and elves.

At some point during the trip from Bray’s Bay, have someone in the party (preferably an elf) notice **Argenta** standing on the bow of the ship looking forward thoughtfully, and read the following to them:

Argenta stands by a rail at the front of the Calm Seas looking into the distance. She slowly raises her hand before her eyes and you see a very faint wisp of blue flame appear along her fingers before quickly extinguishing.

Argenta looks at her hand with expressions of concentration and confusion, before wrapping her cloak about herself and staring into the distance once more.

If confronted, she’ll shrug it off as either nothing or an optical illusion. If the party member persists, Argenta will admit that for a moment she felt in touch with a force that she was unfamiliar with. With a successful DC10 Charisma (Persuasion) or DC15 Charisma (Intimidation), she’ll also admit to having a sense of déjà vu when she channeled the magic.

At this point, Argenta still has no control over the magical powers. She remembers nothing about **Ariansalax**, though the name is not likely to have come up yet in the adventures.

ON THE CALM SEAS

Pilkin Shaf is very concerned that the Windsome Chain may not be aware of the invasion of Tere and he wants to warn them. While he knows that the Imperium garrison normally stationed at Harborhume would be no match for a Kan Demon invasion, he hopes that he can convince his friend, King Elegius Thixx, to take steps to protect his people.

Secretly, Shaf is also worried that he’s too late.

Constellation Changes

After leaving Bray’s Bay, choose a character to notice some subtle changes to the constellations. It can be a character with the Religion, History or Survival skill, or even one with a backstory involving astronomy or astrology. Read the following aloud:

You stand near the stern of the Calm Seas, staring at the stars. As you begin to lose yourself in troubled thoughts about recent events, you realize that something has changed about the night sky and you snap back to reality.

While the stars and constellations have always moved during the night and seasons, what you see tonight is somehow different. The very orientation of many constellations has changed.

*The dim stars of the **Head of the Dragon** shine bright in the night sky when previously they were dull and faint. In the **Demon**, the stars also burn more vividly than ever before. The **Wizard** and the **Lawbringer**, both previously brilliant in the night sky, fade and some of their stars are no longer visible at all. Strangest of all, a new constellation has appeared in between the Dragon and the Demon, interrupting their eternal struggle in the night sky. It is very faint, but you are certain that it was never there before.*

Only the constellations of the Gods, which encircle the others remains unchanged.

There is detailed information about the pantheon of Asatania and the constellations in *Book 1 - Campaign Guide (Religion and Cosmology sections)*.

For players that inquire, a DC10 Intelligence (History or Religion) check will indicate that there are stories of constellations changing in the past, but other than the occasional shooting star or comet, no significant changes have been reported in recent memory. Scholarly opinion is that the stories of changes are just that... stories.

SCENE 2: FIRST ARRIVAL IN HARBORHUME

OCCUPIED CITY

Note: it is possible that the party is already aware that Harborhume has fallen (especially if they finished the optional side adventure ASX-2 The Ghost of Jarvis Island. If that is the case, skip to Scene 3: Rockingham.)

As the *Calm Seas* approaches Harborhume, it will become increasingly obvious that the city is under Kan Demon occupation. There are a few sunken merchant ships similar to the *Calm Seas* in and around the harbor, and there are a handful of Kan Demon longboats tied up at the docks. If the party attempts to bring the *Calm Seas* into port, the guards at the post near the docks will rush towards whichever dock they head for.

Pilkin Shaf will strongly protest any attempt to dock the *Calm Seas* in Harborhume (DC20 Charisma (Intimidation) or DC20 Charisma (Persuasion)). He does know of a couple of inlets nearby where he would be willing to drop the characters, if they wish to scout the city more closely. He’ll agree to wait a reasonable amount of time for them to return.

Pilkin will order the crew to set course for Rockingham, a town on the northern island of Thesta.

Scene 4: Liberating Harborhume contains details of the city and the area surrounding it. If the players decide to explore now rather than heading for Rockingham, just move to that scene. Some inhabitants of the city and nearby countryside will have heard rumors that the Prince survived and fled. They will tell the party this, should the inhabitants come to trust the characters.

SCENE 3: ROCKINGHAM

NPCs FROM TERE

NPCs that accompanied the group on the *Calm Seas* will each depart upon reaching Rockingham, Captain Shaf excepted. Shaf will introduce the party to Thixx, if needed, or he will arrange for replenishment of supplies and maintenance work on the *Calm Seas*.

Argenta

Upon arriving in Rockingham, Argenta will express a desire to travel to the elven village of **Synsari** on nearby **Thylara Island**. She is hoping someone there will be able to help her pick up the scent of the **Lost Elves**.

She will agree to accompany the characters to Harborhume on a successful DC15 Charisma (Persuasion) check but will require the group to agree to help her reach the library there. Otherwise, she will thank the party and remark that she hopes to see them again in the future. (If she accompanies them to Harborhume, she will leave for Synsari once it is liberated.)

Note: Argenta will appear in future adventures.

Mesaluna

If she is with them, Mesaluna will leave the group in Rockingham. If the characters inquire as to her whereabouts, the staff at the *Hook & Bait*, will claim she left through the front door after a meal and hasn't been seen since.

Others

Any other NPCs (e.g Lron or Graun) or civilians that the group may have rescued from Tere will depart in Rockingham and have no further role in the campaign.

CHRISTIANOS THIXX

When Harborhume fell to the Kan Demon, most of the royal family was murdered. However, Christianos Thixx, second son of King Elegius Thixx, survived and fled to Rockingham on Thesta.

Christianos is 28 and was expected to become a diplomat to Tere - one of the traditional roles for late-born children of the Thixx family. Instead, he's found himself thrust into a desperate struggle to hold his kingdom together. He has come to feel a very strong sense of duty to his subjects and the people of Rockingham have rallied around him. He wants to free his kingdom from the scourge of the Kan Demon, as well as exact some measure of revenge.



Thixx has commandeered the largest suite in Rockingham's inn, *The Hook & Bait*, as his royal quarters and office. If the characters explain who they are and make it known that they've faced the Kan Demon, they'll have no trouble receiving an audience with Thixx.

Though he does not share the same close relationship with Christianos as he did with Elegius,

Pilkin Shaf knows him well enough to make introductions if needed.

Addition information, as well as advice on role playing Thixx is available in *Book 1 - Campaign Guide - Major Non-Player Characters*.

MEETING WITH THIXX

Once introduced, Thixx will tell the group that great numbers of Kan Demon invaded Harborhume a few weeks ago. They quickly overwhelmed the Imperium garrison and city guard. The Kan Demon murdered most of Thixx's family and burned the royal palace to the ground.

Thixx disguised himself as a peasant and escaped with Ralf Yeo, martial tutor to the family. Thixx knows that after Harborhume fell, most of the Kan Demon fleet left for Tere. He doesn't know exactly how many remain in Harborhume, but his spies (limited) tell him that it's two or three dozen plus a few more who patrol the countryside to keep the local populace under control.

Thixx has desperately been trying to raise a militia to retake Harborhume, but it will be weeks before his motley band of farmers will be even remotely trained well enough for the attempt. He's also loath to attack trained veterans with civilians. He's sent an emissary, Raymond Maak, to the Imperium capital of **Regalia** to beg for aid, but based on what he's heard about Bray's Bay, doesn't expect relief anytime soon.

ROGER BLODGETT

When the Farasene scuttled their deepwater ships and forbade exploration to the east, the islands of the Windsome Chain followed suit (belatedly and under the duress of the Red Treaty). However, Blodgett was convinced that the Dawn Sea wasn't a vast unending ocean and believed that there must be lands somewhere over the horizon.

Twenty years ago, Blodgett loaded up two ships with trade goods and set sail. He led an illegal expedition east, searching for new lands and trading opportunities. While he did not make it all the way to the Kan continent, Blodgett did discover a group of islands in the Dawn Sea.

After making landfall on one of the larger islands, he encountered Kan Demon who destroyed one of his ships and nearly sunk the other. The crew that survived the encounter began to starve to death on the voyage home as the ship was battered by harsh winter storms. Eventually, Blodgett's ship limped back into the port at Harborhume. Blodgett was arrested shortly after by Imperium authorities. After a perfunctory trial, he was sentenced to life in prison and shipped off to **Spur Rock Prison**.

Amidst the chaos of the Kan Demon invasion of Tere, Ralf Yao was able to call in several favors and arrange for the release of Roger Blodgett. He will be present in the Prince's suites above the inn in Rockingham when the characters arrive.

Blodgett will confirm that the descriptions of the Kan Demon and their ships match what he found on his voyage. He's become quite old and addlebrained, and can no longer go to sea. Through his dementia, he'll tell Thixx and the group that everything they need to retrace his voyage can be found in his logbook, which he left with a friend at the customs house before he was captured.

Having the Players Free Blodgett

ASX-3 The Prisoner of Spur Rock is an optional side adventure which allows the characters to be the agents responsible for freeing Roger Blodgett. Instead of having Ralf Yao use his connections to get Blodgett freed, Prince Thixx will ask the characters to take on a prison break mission.

It is a wonderful, self-contained adventure that should take no more than a session or two to play. Written by James 'Grim' Desborough, it will take the party into the notorious Spur Rock Prison, where they need to break Roger Blodgett out from right under the nose of the Imperium.

If you choose to run that adventure, insert it at the start of Scene 3. Once the characters have brought Blodgett back to Rockingham, pick up this adventure where you left off.

THIXX'S REQUEST

Knowing that the group has shown themselves capable against the Kan Demon so far, Thixx will ask them to infiltrate Harborhume. He has three objectives:

1. Appraise the current situation. Thixx would like to know how his people are faring and, in particular, how many Kan Demon remain in the city and what defenses they may have set up.
2. Find and return Blodgett's logbook. According to Blodgett, he left it with a friend (Cecil Locet) at the Customs House before he was arrested. That is probably a good place to start.
3. If practical, drive the Kan Demon out of Harborhume altogether. Thixx suggests that the brave citizens of the city will rise up against the invaders if the party is able to rally them.

The Kan Demon looted the treasury when they invaded Harborhume and Thixx escaped with little more than the clothes on his back. If the party is able to meet the first two objectives, he will offer them a diamond ring that belonged to **King Harold Thixx**, worth 250 gp to any jeweler, and up to 500 gp to someone interested in historical artifacts.

If they succeed in freeing Harborhume of the Kan Demon, Thixx will offer each character a knighthood. With the knighthood comes a small land grant along the eastern coast of Longhigh Island. (An adventure related to this grant of land is available in *ASX-4 Rock Point Keep*).

What Roger Blodgett Found

Roger Blodgett did not find the homeland of the Kan Demon, but rather, he stumbled across a modest-sized outpost on Big Domond island, about two thirds of the way between Tere and Kan

If pressed, Blodgett will recall passing three smaller islands before landing on Big Domond island. They were Sansalo, Iralea, and Little Domond, though Blodgett does not know their names.

On one of the islands (Sansalo), Blodgett will recall seeing ruins through the forested overgrowth. He will also recall that those ruins appeared elven to him, though he will admit he's no architect. If Argenta is present when this is brought up, she will become quite excited, pressing him for additional information he does not have.

Sansalo, Iralea and the Domond Islands will play an important role in a future Asatania campaign arc.

SCENE 4: LIBERATING HARBORHUME

KAN DEMON IN AND NEAR HARBORHUME

The Kan Demon have garrisoned a few dozen troops in Harborhume. Landing the *Calm Seas* or other ships undetected in the harbor will be near impossible. However, it would be straightforward for Pilkin Shaf to drop the characters off outside the city.

The Kan Demon have instituted a dusk-to-dawn curfew and have banned groups of adults larger than four people from congregating. They will immediately attack anyone caught breaking these rules. They will also immediately attack anyone that acts in a suspicious manner. By and large, the townspeople have adapted to these new rules – discovering that the Kan Demon are ruthless when enforcing their edicts, but otherwise tend to leave them alone.

Harborhume is filled with mostly small groups of Kan Demon which the party should be able to dispatch easily, but they should encounter several of them in short succession – forcing them into a battle of endurance. Careful management of their limited resources will be required to win the day. Taking rests, especially long rests, will be challenging. A well-played Harborhume scene should feature multiple encounters that drain the reserves of the party before they are able to successfully clear the city.

Once the group has their first engagement with any Kan Demon in Harborhume, the Kan Demon will lockdown the city and forbid anyone from being out on the streets. They will then commence a house-to-house search, looking for the party.

Below are a series of encounter tables to help you keep the pressure up, without overwhelming the party. Use your judgement as game master to modify the results – making the encounter more or less difficult, as needed, to achieve the goal of a sustained and challenging, but winnable, fight.

Prolonged Combat Encounter

When the party is actively engaged with Kan Demon, there is a chance that additional forces will respond to the sounds of battle or shouts of alarm.

Note: the Kan Demon in Harborhume are not taking prisoners. When the group encounters the Kan Demon, it will be a fight to the death or until the characters manage to escape.

Roll a D10 at the end of each round. For the first 5 rounds, use the following table:

d10	Alarm?	Result	When?
1	Yes	1 Kan Demon Trooper	4 rounds
2	Yes	2 Kan Demon Troopers	4 rounds
3	Yes	1 Kan Demon Guard Patrol	4 rounds
4	Yes	No responses	N/A
5-10	No	N/A	N/A

After the 5th round, use the following table:

d10	Alarm?	Result	When?
1-2	Yes	1 Kan Demon Trooper	4 rounds
3-4	Yes	2 Kan Demon Troopers	4 rounds
5-6	Yes	1 Kan Demon Guard Patrol	4 rounds
7-8	Yes	No responses	N/A
9-10	No	N/A	N/A

Once an alarm has been sounded (whether or not reinforcements respond), don't roll again for 5 rounds.

Kan Demon Guard Patrol – 1d4+2 Kan Demon. One will be a Kan Demon Sergeant and the rest will be Kan Demon Troopers.

Kan Demon Half-Ogre Party – 1d4+2 Kan Demon (one Sergeant and the rest Troopers) + 1 Kan Demon Half-Ogre

Kan Demon Ogre Party – 1d4 Kan Demon Troopers + Ushi the Ugly

If the characters are inside a building, there is a 25% chance every four hours that they'll be discovered by a Kan Demon half-ogre party.

While the group is inside the Harborhume walls, but not hidden in a building, roll a d20 once per hour and use the following table to determine random encounters:

d20	Result
1-10	No encounter
11-15	Kan Demon Guard Patrol
16-18	Kan Demon Half-ogre Party
19-20	Kan Demon Ogre Party

Players may attempt to use deception to move about the city without raising suspicions. So long as they take steps to remove or hide their weapons and armor and they do not congregate together, roll a DC10 Charisma (Deception) check each hour to avoid all Kan Demon encounters.

News travels fast in Harborhume and the party will find it difficult to stay in any one location for long before their presence is noted. Many of the townsfolk have fled, but many others have decided to stay. Most will be sympathetic to the party, though there will always be some who hope to use the party's presence to their advantage by turning them over to the Kan Demon.

If the party has been having too easy a time of sneaking around the city and avoiding patrols or reinforcements, consider having them stumble upon a Kan Demon Guard Patrol harrassing citizens. A possibility could be seeing Kan Demon haul a family out of their home for the crime of withholding iron from the Smithy (see *Location 9*). From the body language of all involved, it should be clear to the characters that the Kan Demon intend violent summary justice.

VICTORY IN HARBORHUME CONDITIONS

The players can win the battle for Harborhume without actually defeating each and every Kan Demon in the city and surrounding countryside. Use your judgement as game master, but the following might be useful guidance.

The townspeople of Harborhume are highly demoralized, but the more Kan Demon the party defeats, the more likely citizens are to intervene. If the characters contact people in the city and convince them to assist, their morale will rise even higher. Kan Demon morale, on the other hand, will decrease as the party defeats more of them. Losing Subcommander Grak will be an especially hard blow.

At some point, the morale of the Kan Demon will fall low enough that the townspeople will let go of their fear, leave their homes and attack the Kan Demon en masse. If twenty-four Kan Demon plus Commander Grak are killed, the townspeople will find the courage to rise up and kill the rest (the townspeople will take losses equal to three times the number of Kan Demon still alive.)

When the townspeople attack, read the following and then jump to *Scene 5: Victory or Failure in Harborhume*:

You hear the loud pealing of a bell ringing from somewhere nearby. Slowly, doors on the houses and shops of Harborhume begin to open and the citizens of this occupied sea port begin to tentatively fill the streets, as they look towards the sound of the bells.

Here someone is passing out knives and hammers, there someone wields an old rusty axe. The crowd begins to file towards the courtyard and you hear the pitched sounds of battle.

Your bravery and skill in defeating Kan Demon around Harborhume has inspired the townsfolk to come out and finish what you started.

HARBORHUME LOCATIONS OF INTEREST

Note: The amount of Kan Demon given below assume the characters have not thinned their numbers. If they have, use your judgment as to how to reduce numbers at each location.

1 – Guard Posts

Kan Demon guard posts have been set up at various intersections and public squares in Harborhume. Things have quieted down enough in the city that soldiers are no longer in a state of high alert.

The party may attempt to pass the guard posts "in plain sight" using Deception, so long as they pass in groups of four or smaller and hide their weapons, otherwise the Kan Demon automatically notice them and attack. Alternatively, the group may attempt to pass totally unseen using Stealth. Either of the opposed rolls will be made at +2 due to the low state of Kan Demon alertness, unless the alarms have already been raised, in which case the rolls are made at -2.

The Kan Demon at the guard posts do not speak common, aside from a few basic commands, such as: "halt", "wait", "go", "show", etc.

Each guard post holds 1 Kan Demon Sergeant and 4 Kan Demon Troopers. Total treasure at each of the guard posts is 1d10 gp, 1d20 sp, and 2d20 cp.

2 – Customs House

The Customs House is a two story building that overlooks the docks. Outside, two Kan Demon Troopers stand by the door, waiting for those inside to finish their task. Inside, 2 Kan Demon Engineers and 2 Kan Demon Troopers are rifling through an office upstairs. They are specifically looking for any charts or maps related to expeditions sailing east from Harborhume across the Dawn Sea.

The Kan Nephilo was disturbed by the arrival of the **Gleos Expedition** (see *Asatania Crashing Chaos Campaign Guide*) and wants to learn what, if anything, the westerners have learned about Kan.

Groups that played through *ASX-2 The Ghost of Jarvis Island* and remember the cryptic letter on the dead sailor may search the Customs House for information regarding Gleos. There are two notations about Gleos in the logs of the Customs House. One from ten years ago is an arrival log of two ships with a cargo of provisions, arms, and armor, but no apparent trade goods to declare. The ship's captain claimed that they had arrived from Regalia and the ships left two days later, bound back to Regalia. A note from a customs official indicates suspicion that the ships are attempting to smuggle goods into Harborhume and they are put under surveillance. However, no attempt to off load cargo was seen, though additional cargo was unloaded. The second entry is from a little over three months ago and is similar to the older entry. Two ships, inbound from Regalia, stopped in Harborhume and took on supplies before departing once again for Regalia.

Prior to the Kan Demon invasion, Harborhume was a busy port and there are many thousands of log entries in the records of the Customs House. Finding the Gleos records will require a DC25 Intelligence (Investigation) check. Subtract 5 from the DC if the characters are searching for anything unusual and 10 if they are searching specifically for information about Gleos.

Other interesting documents include Roger Blodgett's logbook from his ill-fated attempt to cross the Dawn Sea twenty years ago. Once Blodgett was arrested, his friend, Cecil Locet, no longer wanted anything to do with the log and stored it away in the files at the Customs House. The logs include a description of the long days of travel and the crew's increasing calls to return home before they ran out of food and fresh water. More importantly, all of the navigational information needed to reach the Domond Islands is included.

Players looking for the Blodgett documents will find them.

Kan Demon Intelligence Gathering

The **Nephilo** has ordered his commanders to gather intelligence which might prove useful for the war effort. Most of that involves relatively mundane reports on troops strengths and locations, supply levels and the like.

He is particularly interested in information regarding the expeditions from Tere to Kan that have occurred in recent years. Though he learned a great deal about Tere from **Wohan Gert** (see *AS-3 Muscle, Sinew, and Wood*), he wants to know if there were additional expeditions and what their purpose was.

Wohan claimed that the **Gleos' Expedition** was purely exploratory in nature, but the Nephilo believes there was a larger purpose. The first residents of Tere landing on Kan in hundreds of years occurring just as the fog over Tere began to lift was too much of a coincidence.

If left alone, the Kan Demon in the Customs House will eventually find Blodgett's logbook as well as the Gleos entries. They will box these records up and have them shipped back to Agracot on the next longboat making the journey home.



3 – Headquarters

The Kan Demon have cleared out the city square and set up a series of tents which serve as their headquarters and barracks. For security, the Kan Demon have boarded up the homes and shops that directly face the town square and have forced the prior owners to abandon them.



There is a fountain dedicated to **Liri the Seeker**, God of Seas and Storms, in the center of the courtyard. It is made from polished marble mined from the hills to the north of Harborhume. It depicts Liri as an old man with wild seaweed for hair, wrestling with a giant sea serpent above the surface of the sea. The marble is brightly painted (almost garishly so) but the Kan Demon have painted the Black Sun symbol on Liri's chest. Characters will recognize it as an ancient cult symbol for the demon lord **Malasarte** with a successful DC15 Intelligence (Religion or History) check. (If Argenta is with the group, she will recognize it.)

Arrayed around the fountain are four tents, three of which are being used as barracks (shared by off duty Kan Demon and capable of holding six each), and one oversized tent which is used as the headquarters.

At night, there will be $1d4+2$ Kan Demon Troopers resting in each of the barracks tents. In the headquarters tent, Subcommander Grak will be conferring with Ushi the Ugly (unless he's already been killed) and 2 Kan Demon Sergeants. Unless alerted, they will be sitting on floor pillows surrounding a low wooden table.

The Kan Demon leadership will typically not respond to alarms throughout the city, unless it is sounded in or near the city square.

On the desk is a map of Harborhume and the immediate area, with notations where they have set up guard posts as well as various missives written in the ul-Grog-tok language. If the characters have a way of translating them (e.g. Comprehend Languages spell), they contain lists of supplies on hand, a response from Bray's Bay refusing a request for more troops, and a list of various Harborhume citizens who are collaborating with Subcommander Grak.

The paymaster's chest (locked, DC13) is located in the main tent and contains 125 gp, 1200 sp and 2000 cp. It is made from wood, bound with iron, and can be smashed open (AC17, 10 HP), though the characters would then need to find another way to carry the large number of coins.

4 – Royal Palace

The Royal Palace, previous residence of King Elegius Thixx and his family, sits atop a small hill in the north-eastern section of Harborhume. The highest point in the city, it offered a picturesque view of the harbor and sea beyond, prior to the invasion. It is surrounded by a wall, more decorative than defensive, of white painted brick interspersed with square brick columns. Atop the columns sit whale oil lanterns which were lit year round.

Now the walls are covered in soot from the great fire which engulfed the royal manor and the intricate wrought iron gate lies on its side, rusting. The Kan Demon invaders made the palace and royals an early priority during their attack. King Elegius stayed until the end, hoping to negotiate a surrender with the invaders.

Subcommander Grak recently ordered the palace grounds closed on account of civilians turning it into a shrine with flowers or brightly colored strips of fabric. Two Kan Demon Troopers now stand at the ruined gate to prevent anyone from entering.

The survivors of the invasion have removed and buried the bodies in a plot at the back of the compound, but the bloodstains of the servants, guards, and members of the royal family are still evident on the paved walkways of the grounds.

The palace itself was modest by Imperium standards, though still luxurious by Windsome Chain norms. A few timber columns and charred bits of wood are all that remain of the original structure. Since it was burned to the ground, rains have turned the ash into a thick muddy mess.

Most of the space inside the palace walls consisted of highly manicured gardens and pathways. The royal family often opened the grounds to the residents of Harborhume for picnics and celebrations. The gardens were especially popular for weddings, and most of Harborhume's couples were married in them. The royal palace was a national treasure and its destruction was highly demoralizing.

Should the party search the burned structure, they may find a silver dragon statue of the mythical Ariansalax (DC15 Wisom (Perception)). It was a family heirloom of the Thixx's and Elegius kept it on the desk in his private office. It is worth 50 gp in silver and perhaps as much as 100 gp to a buyer aware of its royal provenance.

The statue was a gift of the **Synsari** elves to Harold Thixx three hundred years ago. The hallmark and handcraft are recognizable by a DC15 Intelligence (History) check or by any character with a background involving silversmithing or fine arts.

5 – City Gate

Prior to the invasion, the small gatehouse set within the city wall was manned by guards who took note of arrivals and departures, and ensured that everyone entering was familiar with the rules and regulations. A tax collector (Evelyn Goss) inspected cargo arriving and would issue stamps for and collect payments due on arriving goods.

After the invasion, the tax collector remains, but she collects a substantially larger tax on behalf of the occupiers. (The tax collector is a *commoner* but with intelligence of 12). She is present only during daylight hours. Wagons and other shipments are not allowed into the city at night and must wait outside the walls until dawn.

The post is manned by 1 Kan Demon Sergeant, 2 Kan Demon Archers, and 2 Kan Demon Troopers. Between them, they have 25 gp and the sergeant has festooned a tiger's eye into the hilt of his axe worth 10 gp.

Note: should the alarm be raised inside the city, there may be additional forces here at the discretion of the game master.

The guard shift changes twice a day, at roughly 6am and 6pm.

Just outside the city gates, a dozen city inhabitants hang from newly constructed gallows. Most are civilians who defied Kan Demon orders in one way or another. The pace of executions has slowed dramatically as the remaining population has been cowed into submission.

6 – The Common

The Harborhume Common is an open park at the south edge of the city. The paved road of the city turns into an unpaved path through a couple of small wooded areas with a clearing in between. In the past, the common area could be used for grazing animals, but the city fathers eventually banned that in favor of making it a park.

Since the invasion, a few of the remaining Harborhume citizens have set up small vegetable gardens in the commons to supplement their shrinking food supply. During daylight, residents may also be seen fishing from the sea wall on the eastern side of the commons.



If the characters search through the woods, they may find (DC5 Wisdom (Survival) or DC10 Intelligence (Investigation)) Anderea Giles. Giles was the wife of Larus Giles, who is currently hanging from the gallows outside the Harborhume gate. Larus and Anderea ran a bakery and were accused by the invaders of hoarding flour and bread rather than handing it over to the Kan Demon for distribution.

Larus was turned in by the collaborator Inala Maak (see *Location 11 – Blue Water Inn*). Anderea suspects it was a collaborator who informed on them, but does not know who it might have been.

She is hiding in the woods, living on scraps provided by sympathetic former neighbors. She will beg the characters to help her escape the city, offering 25 gp if they can get her to the safety of a small farm a few miles outside the walls. (Neither she, nor her son and daughter-in-law who live at the farm, have the 25 gp though - which may lead to an awkward situation.)

7 – Reservoir

Before the city was constructed, the Eyyer River flowed directly into the natural harbor. Decades ago, the small river was dammed to form the reservoir on the western side of the city. The reservoir ensures that the city always has a sufficient supply of fresh water, even in periods of extended drought. All that remains of the original riverbed is a narrow canal that runs to the harbor and which can be used to lower the reservoir's water level if needed.

Before the invasion, the reservoir also held an abundance of fish. However, hungry citizens have virtually eliminated all the fish since the occupation of Harborhume.

8 – Library

Harborhume's small library was the private obsession of Linret Hoptender, an elderly halfling and longtime resident of Harborhume. For most of his adult life, Linret was a scribe to the Thixx family and a tutor to their children. Upon his retirement, the Thixx's awarded him a modest grant to start a library for the good of all the citizens of the Windsome Chain. He has been pursuing that task with single minded focus for the last twenty years.

Shortly after the invasion, the Kan Demon carried off Linret's meager collection of royal geneologies and ancient history books. They also seemed unusually interested in children's stories, especially those about dragons or demons. His books of a more practical nature, on the subjects of engineering, agriculture, or warfare, were of surprisingly little interest to them.

Linret isn't certain what they did with the books, but he has seen some of the pages being reused by the Kan Demon in the city square (*Location 3 - Headquarters*) for various records and documents.

Linret lives in a small apartment above his now-defunct library. He was able to save a few tomes of particular value or personal significance. He is dejected by the loss of his life's work and especially saddened that children no longer fill the library with their wonder and excitement.

He can, however, serve as a resource for the characters and proxy for the *Asatania Crashing Chaos Campaign Guide*. He is not all-knowing, but he can answer general questions they may have on the history of Asatania, especially the Windsome Chain. (He knows nothing about the events of two thousand years ago, including information about Malasarte or Fala Sanctum.)

If players are looking for a particular sort of informational tome, it is possible that it was among those that he was able to hide from the Kan Demon (use your discretion).

Linret was able to save *The Tome of Wild Magicks*, which describes the wild magic storms that have been reported over the years in the Windsome Chain. It offers conjecture on the origin of the storms and how they are seen only on the islands, never on the continent.

One passage claims that the storms have become more powerful and more common in recent years, and have risen to levels not seen since "Fala Sanctum's time." A character making a successful DC15 Intelligence (History) check will recognize the name as that of a great sorcerer from elven tales of good versus evil (the DC is 10 for elves and half-elves).

The book was written a decade ago by an elven scholar from Synsari, a settlement on one of the northern Windsome Chain islands. If she sees it, Argenta may express interest in the book and ask Linret what he knows about wild magic storms. (Refer to the *Wild Magic* section earlier in this adventure or in the *Asatania Crashing Chaos Campaign Guide* for examples of the things that Linret may know.)

Like most halflings, especially the older generation, Linret is exceedingly polite and will insist on inviting visitors to sit and have tea and make a bit of small talk. His tea is the best in the city, and he's one of the few residents with any left, so it is not uncommon for other city-folk to visit him. One or two may even drop in while the characters are there.

The Kan Demon have stored the books from the library in one of the boarded up buildings facing the city square. Paper is valuable and they brought little of it with them across the sea (their own is also exceeding crude by local standards). They are slowly using up Linret's books for their own paper needs.

He will be overjoyed if the characters find the books and return them to the library after the Kan Demon are defeated.

9 – Smithy

The blacksmith (Decker Black) in Harborhume is a generalist, making everything from common weapons to ship components to farming implements. One of the first buildings secured by the Kan Demon, the blacksmith's operation has been converted to providing weapons and armor for them. Unfortunately for the Kan Demon, the blacksmith's stores of raw materials are dwindling quickly and no restocks from Tere are coming.

The Kan Demon have been resorting to recycling iron implements of all sorts from the populace (an edict was issued that all iron must be brought to the blacksmith). There are piles of junk in the yard behind the shop and the blacksmith is turning out weapons as fast as he can. Guarding the shop are two Kan Demon Troopers and a Kan Demon Engineer. One of the troopers is an armorer himself and Decker Black has been ordered to teach him smithing according to the local custom.

Decker periodically hitches a wagon to the old mule and delivers a load of weapons and armor to the city square headquarters (*Location 3 - Headquarters*). At any given time, the blacksmith will have a dozen great axes, two dozen javelins, and a couple of chainmail shirts.

The blacksmith is equivalent to a level 2 fighter and his apprentice (his son, Shamus Black) is a commoner.

Decker and Shamus both feel a great deal of guilt about their forced aid to the Kan Demon. Should the characters reveal their own link to Christianos Thixx, the father and son can be convinced to provide any reasonable assistance (DC10 Charisma (Persuasion)) that the characters might need. If such assistance would put the smiths in direct peril, a DC20 Charisma (Persuasion) check is required.

10 – Amphitheater

During the warm summer months, Harborhume's amphitheater was often used for locally produced and traveling productions. Especially beloved was the annual summer gymnastics of the *Flyin' Flynn's Fabulous Fantastics*, a halfling circus featuring slight-of-hand illusionists and acrobats.

Now the amphitheater is used mostly to gather the remaining citizens of Harborhume to announce various proclamations regarding new rules or regulations that must be obeyed.

Amphitheater Events

Consider having some event occurring in the amphitheatre that may give characters a chance to feel the local despondency.

Some options could include:

A local leader (e.g. the smith, the innkeeper, or even the librarian) is reluctantly giving a speech exhorting his fellow townspeople to work harder for the glory of their new rulers.

A handful of Kan Demon Troopers are engaged in improvised, non-spoken, fabula atellana. Dejected townspeople fill the roles of the various fools and the Kan Demon are playing heroic warriors that either save or vanquish them.

The trash-filled amphitheatre is empty except for one older woman sitting alone and staring sadly towards the stage.

11 – Blue Water Inn

The *Blue Water Inn* serves as the mess hall for the Kan Demon. At any given time, the group will find 1d6 Kan Demon inside and 1d4 milling about outside. At least one of the Kan Demon will be a Sergeant and there is a 50% chance that a Kan Demon Captain will be present.

The Kan Demon executed Ronus Thurgood, the previous innkeeper, and his body still swings from the gallows outside the gate. His business partner, Inala Maak, runs the place now and is a willing collaborator of the Kan Demon occupiers. Always on the lookout for profit, Inala turned her former business partner in for hiding a couple of scared Imperium garrison soldiers in the basement of the inn. The Kan Demon dragged Ronus and the soldiers out and had them executed as an example to the rest of the city.

Townspeople are reluctant to visit the *Blue Water Inn* since it is used so regularly by Kan Demon. However, that association means that Inala always has food in her pantry and when they are hungry enough, civilians will visit and pay the exorbitant prices that Inala demands. She has always had a shady reputation in the city and it has only gotten worse. Many residents of Harborhume cannot admit to themselves that there are collaborators in their midst, but few would be surprised to learn that Inala is one of them.

The Kan Demon do not pay her in coin for her services, but by providing extra food rations at a low price. That allows her to earn outsized profits taking advantage of the increasingly desperate Harborhume residents. (Inala has hidden 250 gp at the bottom of an empty beer barrel in the pantry.)

Characters visiting the inn will need to be cautious. Inala does not know everyone in the city and may not immediately recognize the characters as outsiders. You may consider using an opposed Deception check (at +2 if characters are making attempts to blend in to the populace), with failure indicating that Inala suspects they are outsiders. She will approach them in order to attempt to learn more about them before informing on them.

If she thinks there is something to be gained by helping the characters (and little risk of being caught for her), she may hold back on notifying the Kan Demon about her suspicions.

Inala views herself as a pragmatist and a survivor. She is not a believer in ideals or good versus evil. As long as there is food on her plate and coin in her purse, she doesn't much care who is in charge. She feels a little remorse from time to time about the trouble she's caused for those she has turned in, but she rationalizes that people should see which way the wind is blowing rather than fight it.

She's very smart and with her near constant exposure to the Kan Demon in the *Blue Water Inn*, she has picked up a small measure of fluency in their language. She has learned the following:

- Subcommander Grak is under pressure to increase the shipments of weapons, armor, and grain to support the war effort in Tere.
- If the characters intercepted the *Sea Foam* in *ASX-2 The Ghost of Jarvis Island*, then Grak will be concerned that it has not arrived back from Tere as expected. He was expecting it to carry scrap iron for the smithy as well as casualties in need of recuperation or evacuation to Kan.
- The Kan Demon are starting to relax their guard a bit as the remaining citizens of Harborhume seem disinclined to cause any more trouble.
- The Kan Demon commander outside the walls has reported that many farmers fled their fields rather than produce for them.

12 – Stores

Before the invasion, Harborhume had several stores which surrounded the city square (*Location 3 - Headquarters*). Post-invasion, the Kan Demon have consolidated any shops still open into a single storefront near the city square.

Tarlin Rob has been given responsibility over the new provisioning shop and is doing his best to fairly distribute the limited supplies that aren't confiscated by the Kan Demon. Many of the wealthier members of Harborhume resent that he has resisted their attempts to simply outspend less fortunate residents and purchase all goods for themselves. His cousin, Inala Maak (*Location 11 - Blue Water Inn*) is especially incensed that he will not give her special treatment.

Rob has issued a rudimentary form of ration booklets for each of the surviving residents of Harborhume and will only sell on that basis. A black market has developed in ration coupons and the supplies they represent, but Tarlin sleeps soundly knowing he's being as fair as he can.

The Kan Demon accept his ration booklets as preferable to starvation in the streets. They do believe him foolish for issuing them for those too old or infirm to work though.

Rob's store primarily trades in food and whale oil, though he occasionally has limited access to other mundane items. Tarlin is a keen observer who has lived in Harborhume his entire life. He knows nearly everyone and will immediately recognize characters as strangers in the city. He is no collaborator; however, and will feign ignorance that they are outsiders so long as he feels they aren't there to harm the citizens of the city.

If the characters share their mission (or at least, who sent them) then they may be able to persuade Tarlin to assist (choose a DC commensurate with the nature and risk of the requested aid.) If the characters use intimidation, there is a chance he will turn them in to Subcommander Grak (at least a 30% chance and up to 60% if the party is particularly aggressive).

13 – Necropolis

Near the remains of the royal palace is the Harborhume graveyard. Generations of wealthy residents are buried here in family plots (burials and the associated rites are expensive – most families opt to have their loved ones cremated.) Crypts belonging to the Maak's and Thurgood's and Shaf's as well as other long-established families can be found here. The Kan Demon have left the necropolis alone and the crypts unmolested.

Families do not tend to bury their dead with much of value, though sentimental items and other trinkets are not uncommon. The outsides of the crypts range from simple stone affairs to elaborately carved granite with statues and wrought ironwork.

The dead rest soundly in Harborhume and though fathers and mothers enjoy telling ghost stories about the crypts to entertain young children, there are no actual undead here.

Chela Grayen is one of the few half-elves in Harborhume and she has been the caretaker here for decades. She lives alone in a small shack in the northeastern corner of the graveyard, by the seawall, but can often be found doing chores among the crypts.

The arrival of the Kan Demon has made flowers both rare and expensive and the children that used to come and keep the grounds well-groomed for a bit of coin no longer do so. She doesn't have any money to pay them anyhow, as the donation urns at the entrance to the necropolis sit empty. (Characters who drop a bit of coin into one will earn Chela's gratitude.)

She does her best, but weeds and refuse are beginning to mar the serene beauty of this place. She knows little that would be of interest to the characters, but may be convinced (DC10) to open one of the crypts and allow them to hide inside. She'll ask them not to disturb the remains and may even ask them for a small favor or two (helping her right a fallen statue, bring her something to eat, etc.) in return.

Chela is an older woman, with unkempt gray hair and rough-spun clothing that has been repaired and patched many times. She has a son who left many decades before to join the Imperium military. He used to write her and in his final letter he wrote that his unit was being sent to the borderlands. She often asks visitors to Harborhume if they've met him in their travels, though in her heart, she knows he is dead.

14 – Culvert

Decades ago, the Harborhume city elders decided to change the course of the Eyer River to flow into a purpose-built reservoir. As part of that engineering effort, the riverbed near the walls was replaced by a stone canal that led through a narrow opening in the wall. The opening is protected by a strong iron gate (AC15, 50HP) that blocks most humanoids from passing. Halflings or gnomes may be able to wriggle through the bars (DC10 Dexterity (Acrobatics)) but other races will need to remove the bars to enter the city through the culvert entrance.

Though the iron of the gates is strong, the brick of the wall which holds it in place is damaged and in disrepair. If the characters remove the bricks, it will take an hour to take away enough to dismantle the gate.

If no alarm has been raised, the culvert will be unguarded. Otherwise, there will be a Kan Demon atop the wall above it.

15 – Docks

The harbor was the first place that the Kan Demon secured during the invasion of Harborhume. Surprised, the small Imperium garrison was unable to prevent the Kan Demon longboats from simply sailing into the harbor and unloading their troops. Though it was more symbolic than martial, the Imperium commander did his duty and rallied his troops to attack. Along with most of the city constabulary, they were cut down quickly by the more experienced invaders, leaving the city open and undefended.

During the invasion, the harbor was filled to overflowing with longboats – three of which remain. The civilian merchant and fishing vessels were mostly commandeered by the Kan Demon and many of the smaller vessels were simply scuttled. The merchant ships are being used to ferry supplies from the Windsome Chain to the beachhead at Bray's Bay. They are still manned by their original crews, but Kan Demon are sent along to ensure their compliance. Aside from those, no vessels are allowed to leave the harbor. The loss of the catches from the fishing boats is contributing to the increasing scarcity of food in Harborhume.

The Kan Demon do not expect Harborhume to be attacked by sea and make no regular patrols outside the harbor. If characters need to escape by sea and can make it out of the harbor in a boat, the Kan Demon will not follow (unless they have an unusually strong motivation for doing so).

SCENE 5: VICTORY OR FAILURE

FAILURE IN HARBORHUME

If the characters fail one or both of their missions to Harborhume and return to Thixx, he will exhort them to return and try again.

If the PCs failed through lack of imagination or initiative, Thixx and Yao will advise them to try and rally the local populace. They may even suggest likely NPCs in Harborhume who may be able to help (Decker Black, the blacksmith, is a good choice).

However, if they failed because they lack strength, Thixx has access to a few herbal concoctions and will offer them to the party.

- (2) *Tincture of Inaz* - increases strength to 20 for 2 hours.
- (2) *Evul's Balm* - equivalent to a *potion of healing*

If you feel that the potions will not be enough to allow the characters to succeed in liberating Harborhume, then Ralf Yao may suggest coming along himself. He is quite capable in combat and he knows Harborhume and its people. Thixx will be lukewarm to this plan as Yao is a trusted and valued adviser.

If Yao does come along, take that into account when the accolades are given upon success. Thixx will publicly recognize and thank Yao and give him the credit for the daring mission to retake Harborhume. He will acknowledge the role that the PCs played, but to a lesser extent. He will also hold off on offering royal commissions and suggest that the characters need to succeed in the side adventure *ASX-4 Rock Point Keep* first.

VICTORY

If the characters succeed in driving the Kan Demon out of Harborhume, Pilkin Shaf will bring the *Calm Seas* into harbor the following day, and Christianos Thixx will arrive from Rockingham a few days later.

By and large, the population of Harborhume will be relieved to see the Prince's homecoming and hope things will return to normal. However, many will be bitter that he fled and concerned about his reputation for enjoying nightlife more than statesmanship.

Thixx knows that the victory over the Kan Demon in Harborhume may very well be temporary. He has already started making plans to create a redoubt in the **Cragway Mountains**. He will dispatch scouts and stonemasons to find suitable locations. As soon as one is ready, he will be moving his seat of government and much of the population of Harborhume there.

Staying behind will be a small contingent of citizens and militia to keep the city safe from looters and to keep watch for any Kan Demon incursions.

There's a pass running through the Cragway Mountains from the eastern shore of Longhigh Island to the interior. This pass is guarded on the far side by an abandoned keep. *ASX-4 Rock Point Keep* is a side adventure that the characters can undertake at the behest of Prince Thixx.

Mesaluna in Harborhume

If the group played *ASX-2 The Ghost of Jarvis Island* and allowed **Mesaluna** to escape, she may resurface here among the population of Harborhume.

She is seeking souls to sate her hunger and refill her soul bag. Consider having characters hear rumors of nightmares and unexplained deaths among those with an unsavory reputation in the city. You may even have Mesaluna make a night visitation or two on a character – offering up taunting visions of failure and despair while they sleep.

At first, players may not realize that Mesaluna is behind all of this. You can leave clues about a mysterious woman frequenting the *Blue Water Inn* or seen skulking about the necropolis. Eventually someone will describe the person that the characters know as Mesaluna.

She likes to taunt and torment the characters, so use your imagination. At this point in the story, attempts to locate or stop her should lead to dead ends for players – her story will resolve in future adventures.

For now, it is enough for players to realize that Mesaluna is still out there.

ADVENTURE CONCLUSION

After returning to Harborhume, Prince Thixx will grant the characters the temporary use of one of the large homes on the reservoir in Harborhume. They will be able to use it rather than staying at the inn until they leave the city. Thixx will also send Ralf Yao to collect Blodgett's journal and debrief them about what they discovered in Harborhume (and also pay their reward, if applicable).

If the characters share evidence of collaborators with Yao, Thixx will quickly have them arrested, tried, and publicly executed. This move will please most of the population, though there will be some (e.g. Linret Hoptender) who view it as too harsh a punishment given the circumstances.

Like most politicians, Thixx will take the lion's share of credit for saving Harborhume, but he will give a nod to his "agents" (the characters) and the role that they played in rallying the brave townsfolk of the Windsome Chain to overthrow the invaders. He is, however, commissioning a tapestry commemorating the recent events which will prominently feature the characters.

KNIGHTHOOD

A couple of days after things settle down, Thixx will send Ralf Yao to feel the characters out regarding the knighthoods promised earlier. Yao wants to make certain that the characters will accept them before Prince Thixx formally offers them in public.

Yao will want to make sure that they understand that royal commissions come with strings attached – it is not a merely ceremonial title. It would represent the return of the aristocracy for the first time since the imposition of the Red Treaty.

Based on what he's seen of the Kan Demon, he believes that the Imperium won't be able to do anything about Prince Thixx's repudiation of the treaty. However, Yao will tell characters that accepting the knighthoods may cause them political difficulties on Tere.

In addition, in return for the commissions, the characters will need to swear fealty to Prince Thixx and the Windsome Chain. They will be duty-bound to protect the realm and to do the bidding of their new liege-lord.

Thixx's immediate request is that the party secure Rock Point Keep (*ASX-4 Rock Point Keep*). In addition, he has ordered his shipwrights to build an oceangoing exploration vessel capable of reaching the islands documented in Roger Blodgett's journal. He would like the characters to lead that expedition. Thixx may have other requests of them during the time it takes to build the new ship.

If they accept the commissions, they will be granted holdings along the eastern shore of Longhigh Island. Their lands will be bordered by Rock Point Keep, Ridgeway Creek, the Rock Wash and the Dawn Sea. It is good, fertile, unsettled land with access to both the sea and the interior.

Each player must make up their own mind and there is no penalty for refusing. (Indeed, in some cases, refusing may mean that doing work on Thixx's behalf may come with remuneration.)

In either case, Thixx will hold a banquet honoring the characters one evening shortly after his return to Harborhume. Various city dignitaries will be in attendance and Thixx will thank the group for their efforts. He will take them and Ralf Yao aside after the meal and discuss any questions that they might have.

If any players have agreed to swear fealty and receive knighthoods, there will be a ceremony the following day after Thixx's coronation in the amphitheater.

THIXX'S CORONATION

Prince Thixx technically became King Thixx the moment his father and older brother were murdered by the Kan Demon. However, rather than adopt the title, Thixx decided to delay the coronation until Harborhume had been retaken, despite and against his advisor's insistence.

Almost immediately upon their arrival in Harborhume, Ralf Yao will begin to make arrangements for a coronation ceremony to be held at the amphitheatre. The characters will be invited and seated in positions of honor in the front row as various dignitaries give brief speeches extolling the virtues of the Thixx rule and giving thanks for the defeat of the Kan Demon.

NEXT STEPS

AS-4 The Rebel Prince is the final story adventure in the Asatania *Crashing Chaos* storyline. While players may continue with *ASX-4 Rock Point Keep*, the main plot will continue in the second arc of the Asatania storyline, *Darkness Surges*, where the characters will return to Tere seeking allies against the invading Kan Demon.

Their victory in Harborhume marked the characters' first notable impact in the battle between the Kan Demon and their homelands. They will continue to grow in power and prestige and though they are still small compared to the vastness of the forces at work, their impact will be felt by the individuals whose lives they change.

APPENDIX I - CREATURES

WINDSOME CHAIN COMMONER

COMMONER <i>Medium humanoid (human), various alignments</i>					
Armor Class: 10					
Hit Points: 4 (1d8)					
Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)
Senses: passive perception 10					
Languages: common					
Challenge: 0 (10 XP)					
Actions					
Club: Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage..					

UL-GROGTOK (“KAN DEMON”)

More information about the ul-Grogtok can be found in *Book 1 - Campaign Guide - Kan Demon*.

SUBCOMMANDER GRAK

Grak is the senior officer in charge of the ul-Grogtok forces at Harborhume. His specific mission is to ensure a steady stream of supplies from the Windsome Chain reaches the invasion force headquartered at Bray's Bay. He has been left with a mish-mash of forces from several ul-Grogtok tribes and has deployed them in and around Harborhume.

The Subcommander was also given the mission to gather whatever materials he could find about the Kan Demon homeland that these westerners have.

Grak is unusually permissive for an ul-Grogtok occupier - the typical modus operandi is to round up civilians and execute them. His superiors have told him that humans are especially sentimental and will offer little resistance to a stern hand.

As he needs the craftsmen of Harborhume for his supply mission, he has accepted the wisdom of allowing the cityfolk to live. An unexpected benefit for Grak is that the rest of the Windsome Chain has been loath to rebel or resist with the entire city of Harborhume essentially held hostage.

While the mission is an important one, Grak is angry that he was chosen to lead it. Pacifying Harborhume should have been left to one of the old warriors. Grak is in his prime and pines for the glory of combat. He takes his frustration out on both his troops and the ogre, Ushi.

Morale among the troops is low, as they don't enjoy this posting any more than Grak does - and his weak leadership isn't helping. If it weren't for Ushi keeping them in line, a mutiny would be a real possibility.

Subcommander Grak carries a *longsword of rapid strikes*, a *horn of wolfkind*, and a *fur cloak of deftness* with him. **Fala Sanctum's anti-magic field** is no longer strong enough to prevent magical items from operating normally on Tere and the Windsome Chain.

Longsword of Rapid Strikes.

Weapon (longsword), uncommon (requires attunement)
Grants an additional swing on any natural 20 rolled.

Horn of Wolfkind

Wondrous item, rare (requires attunement)

As an action, you may blow the horn. With a successful DC10 Charisma (Performance) check, summon 1d4 wolves. The wolves will follow the summoner as well as attack any creature which attacks their master. The wolves will disappear after 1 hour and the horn may be blown once per day.

Fur Cloak of Deftness

Wondrous item, uncommon (requires attunement)
Provides the wearer with +2 on their initiative rolls.

SUBCOMMANDER GRAK <i>Medium humanoid (ul-Grogtok), lawful evil</i>					
Armor Class: 18 (chainmail, shield)					
Hit Points: 39 (6d8+12)					
Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	13 (+1)
Senses: Darkvision 60 ft., passive Perception 12					
Skills: Athletics +5, Intimidation +3, Perception +2					
Languages: ul-Grogtok (Kan Demon), common					
Challenge: 3 (700 XP)					
Fur Cloak of Deftness. +2 initiative.					
Martial Advantage. Do 5 extra damage on a single hit when an active ally is within 10 feet..					
Actions					
Inspire. As a bonus action, fill an ul-Grogtok within 60 ft. with renewed fighting spirit, adding 1d6 temporary hit points. 2/day.					
Horn of Wolfkind. As an action, summon 1d4 wolves on a successful DC10 Charisma (Performance) check. The wolves will attack any creature attacking their summoner. The wolves will disappear after an hour and the horn may be blown 1/day.					
Multiattack. Can make 2 attacks per turn with a melee weapon.					
Longsword of Rapid Strikes. Melee Weapon Attack: +5 to hit, reach 5ft. Hit: 1d8+3 slashing damage. Grants an additional attack on any natural 20 rolled.					

USHI THE UGLY

Originally from the southern hills of Kan, Ushi's clan and family were killed during a combined elven and dwarven raid. Ushi was a child, barely old enough to fight, but still managed to crack the skull of one of the hated dwarves. A hammer to the face from another sent him crashing to the ground, bleeding from a horrible wound.

The raiders left him for dead and he would have been if not for the ul-Grogtok ascetic who found him. He nursed Ushi back to health, taught him a bit of the ul-Grogtok tongue and counseled him to head for Agracot and pledge himself to the forces of the Nephilo.

Seeing the opportunity to repay his debt to the ascetic, Ushi did as he was asked. That was five years ago and now he finds himself in Harborhume, bound to Subcommander Grak. He maintains order among both human and ul-Grogtok alike.

Ushi carries a set of oversized carved ivory dice, in a pouch, worth 25 gp.

USHI THE UGLY <i>Large giant (ogre), chaotic neutral</i>					
Armor Class: 11 (hide armor) Hit Points: 59 (7d10+21) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	8 (-1)	7 (-2)	7 (-2)
Senses: Darkvision 60 ft., passive Perception 8 Languages: ul-Grogtok (Kan Demon), giant Challenge: 2 (450 XP)					
Actions					
Greatclub. Melee Weapon Attack: +6 to hit, reach 5ft. Hit: 2d8+4 bludgeoning damage. Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5' or 30/120. Hit: 1d6+3 piercing.					

ASX-3 The Prisoner of Spur Rock

5E Adventure Module for the Asatania Crashing Chaos™ Campaign

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ASX-3 The Prisoner of Spur Rock is a 5e adventure module designed for four to seven level 3-4 characters

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BOOK 8 : ASX-3 THE PRISONER OF SPUR ROCK

Introduction 141

Plot Overview	141
Setting	141
Side versus Story Adventure.....	141

Scene 1: Thixx in Rockingham..... 142

A Favor Traded	142
----------------------	-----

Scene 2: Without a Paddle..... 143

Leaving the Ship	143
Approaching Spur Rock.....	143

Scene 3: Black Sand 145

Smuggler's Caves.....	145
Location A: The Cave Mouth.....	145
Location B: The Tide Line.....	145
Location C: The Old Hidey Hole	145
Location D: The Wall	145

Scene 4: The Prison 145

A Far Flung Outpost.....	145
The Cellar Level.....	145

Location E: The Storage Room	146
Location F: The Armory.....	146
Location G: The Pantry	146
The Ground Floor.....	146
Location H: The Kitchen	146
Location I: The Hall & Steps.....	146
Location J: The Barracks	147
Location K: Sergeant's Chamber	147
Location L: The Captain's Chamber	147
The Upper Floor	147
Location M & N: Prison Chambers	148
Location O: The Hole.....	148
The Tower.....	148
Location P: The Beacon.....	148

Appendix I: Creatures 149

Carriion Crabs	149
----------------------	-----

Appendix II: NPCs 149

Captain Corwen Demar	149
Sergeant Elim Destus.....	149
Spur Rock Guards	150
Roger Blodgett.....	150

Statistic blocks and details for all creatures and non-player characters may be found in Appendix I, Appendix II or Book 1 : Campaign Guide

“My friends, I have a favor to ask of you...”

Prince Christianos Thixx

INTRODUCTION

PLOT OVERVIEW

Following their escape from the destruction of **Bray's Bay**, the party has arrived in **Rockingham** and met **Prince Christianos Thixx**, the exiled leader of the **Windsome Chain**. Thixx is struggling to respond to the **Kan Demon** invasion of his homeland and is in search of allies to help retake the Windsome Chain.

During the meeting, the story of **Roger Blodgett** is retold by Thixx's advisor, **Ralf Yao**. Twenty years ago, Blodgett set sail from the Windsome Chain searching for new lands and trade opportunities across the **Dawn Sea**. The expedition was launched in secrecy as the **Red Treaty** with the **Farasene Imperium** forbade deep water vessels from sailing east.

With tacit approval from **King Elegius Thixx**, Blodgett was able to construct two ships capable of long ocean voyages. After setting sail from the Windsome Chain, he eventually made landfall at a series of islands, and encountered a hostile gray-skinned race of humanoids. Blodgett barely escaped with his life. Eventually limping back to the port at **Harborhume**, he was arrested by Imperium authorities shortly after. Political realities meant that King Thixx could not intercede and after a perfunctory trial, Blodgett was locked up in the notorious **Spur Rock** island prison.

Prince Thixx is convinced that Blodgett must have found the homeland of the Kan Demon. He asks Pilkin Shaf's help in breaking Blodgett from Spur Rock, and returning him to Rockingham. Shaf helped Thixx's father, the former king, from time to time and the two men enjoyed a close relationship. Prison breaks are a little outside of Captain Shaf's expertise though, and he suggests that the adventuring party might be better suited to the task.

If they succeed, they will gain favor with Pilkin Shaf and Prince Thixx, along with a reward from the Prince for the effort they've made. The intelligence that Blodgett has to offer will make an important difference in the campaign over the long term.

SETTING

This scenario takes place on Spur Rock, a tiny spit of land twenty miles off the eastern coast of **Tere**, one hundred fifty miles north of Rockingham. It is one of the most remote outposts of the Imperium, a lonely prison for those too important to kill, but too dangerous to be allowed free. The inmates include a mix of political prisoners, criminals from important families, and a few souls unlucky enough to know something they shouldn't.

The prison is staffed by the dregs of the Imperium army. Often criminals themselves, the Imperium sends its unruliest and foulest-tempered soldiers into exile as guards at Spur Rock. Despite that, or perhaps because of it, they are hardened scrappers and willing to put up a fight.

Spur Rock is battered by storms and the prison itself is an ancient and decrepit building partially carved into the bedrock of the island. It's bleak, cold, wet, and horrible. Those inside survive only by regular supply runs from the mainland.

Supply runs which are currently quite late.

SIDE VERSUS STORY ADVENTURE

This adventure is a “side adventure” set in the *Asatania™ Campaign World*. While related to the overall plot of the *Crashing Chaos* story, it is designed to be optional. It will add backstory and flavor to the campaign world, but can safely be skipped if the game master chooses not to pursue it.

In *Crashing Chaos*, the best place to insert this side adventure is during *AS-4 The Rebel Prince*, when the characters first meet Prince Thixx in Rockingham. Instead of Roger Blodgett already being present, the Prince will summon Pilkin Shaf to ask his aid in freeing Blodgett, at which point Chaptain Shaf will suggest the party may be better suited to the task.

SCENE 1: THIXX IN ROCKINGHAM

A FAVOR TRADED

During the first meeting with Prince Thixx in Rockingham, as the discussion turns to the Kan Demon invasion, Ralf Yao will broach the topic of Roger Blodgett. King Elegius Thixx had given Blodgett tacit approval for an expedition east across the Dawn Sea. However, once captured by the Imperium, Elegius was unable to help



Blodgett. The best he was able to do was send Ralf Yao to speak with him.

Blodgett told Yao that he made landfall on an island after several weeks of sailing east. Once landed, the expedition was set upon almost immediately by a previously unknown race of gray-skinned humanoids. From Blodgett's description, Yao believes that he found the homeland of the Kan Demon.

Prince Thixx will become both agitated and excited by Yao's story, thinking Blodgett's information to be of vital importance. He believes that determining the origin of the Kan Demon may give critical insights into their motivations and capabilities. Unfortunately, Roger Blodgett has been imprisoned at the notorious Spur Rock prison for the last twenty years. Read aloud:

Prince Thixx slams his fist on the table in front of him, scattering maps and charts with the impact. Ralf Yao takes a step back towards the wall, unconsciously giving the Prince more space. Captain Shaf sits down with a heavy sigh as a thoughtful expression crosses his face. "My Prince," he says, "I think I may have a solution..." as he gestures towards you.

Realization spreads across the Prince's face and his anger is replaced by a slowly widening grin. Yao breathes a sigh of relief and adds, "If what we've heard about them is true, that may work indeed!"

Prince Thixx clears his throat and says, "My friends, I have a favor to ask of you. Our mutual friend here," he gestures to Shaf, "suggests that you may be of some assistance in securing an early... parole... for Roger Blodgett. The information in his head may be of vital use in the fight against the Kan Demon invaders. It would be appreciated if you, with Captain Shaf's assistance, could liberate him."

He pauses as Ralf Yao leans over and whispers in his ear, then continues, "There is one other thing. According to the best information that we have, the guard captain of the prison is one Corwen Demar. This man fell out of favor with his political masters in the Imperium, which explains his remote and unflattering posting."

Demar's mother hails from Harborhume and so perhaps he can be persuaded to abandon the Imperium that has abandoned him. I'm sure he could be given a position of usefulness in the Windsome Chain."

Shaf waits for the Prince to finish talking and then adds his own observation. "We won't be able to help you once you're ashore and we can't have the Imperium link you to the Windsome Chain, even given the chaos of the current situation. You'll be on your own and if you can, it might be best to avoid trouble and try and get Blodgett out without too much disturbance. The guards are going to know the place and have control of the situation. It's going to be risky."

Prince Thixx is willing to pay (should it be demanded) 100 gp per person, from his personal funds. Both Thixx and Shaf will be indebted to the characters for their aid, even if favors are not formally exchanged, and will repay them should a call be made or the opportunity arise.

If requested, the Prince is willing to write a letter to **Corwen Demar** offering him a position in the Windsome Chain military. He will request that the characters not allow the letter out of their possession.

Ralf Yao can provide a rough description of what Roger Blodgett looked like twenty years ago. At the time, Blodgett was of average height, salt-and-pepper hair, and a thick beard, with skin lined by years of sun and wind. His face had a ruddy complexion brought on by many years of heavy drink and while he remained stout, middle-age had added significant girth to his waistline. He walked with a slight limp but otherwise had no obvious distinguishing characteristics.

For his part, Shaf knows a little bit about Spur Rock. Most usefully he knows that there is an old smuggler's cave accessible from one of its tiny beaches during low tide, but hidden during high tide. He believes that cave would allow the characters to get into the prison and, from there, hopefully through to Blodgett.

The plan, if the players agree, is as follows:

Shaf will take them on board the *Calm Seas*, and sail, at night, as close as he dares to the prison and will have one of his men get them ashore using the ship's dinghy. After that they're on their own, but with every passing moment the tide will be rising – so they had best hurry. This is presumed to be the main extent of the plan for the adventure below, but the players may well come up with adjustments or different plans of their own. If so, you'll have to quickly adapt but the prison will remain the same.

Convincing Players to Take the Job

Some players may balk at performing such a large and risky favor for a Prince that they have just met. If the players do not simply accept the mission or if the reward offer alone isn't enough, there are other arguments that the Prince may use to sway them.

The Prince will suggest that the Imperium has lost the fight for Tere before it has really even begun. **Bray's Bay** is lost, **Emperor Marchel** is weak, and it will take months for the Imperium to mount a serious response. Prince Thixx cannot strike back militarily yet, but he also does not want to stand idle. He wants to send an expedition to locate the Kan Demon homeland in the hopes of learning more about them. He recognizes the exceptionality of the characters and wants their help. Roger Blodgett's knowledge is the key to that and he has no way to obtain it except for help from the PCs.

The Prince may also play up the value of trading favors. He may be in exile and in a tough position at the moment, but he is going to regain his throne or die trying. Being owed a favor from a monarch could be a very useful thing in the future.

SCENE 2: WITHOUT A PADDLE

LEAVING THE SHIP

Assuming the characters accept the task, they will return to Pilkin's ship, the *Calm Seas* and set sail for Spur Rock.

When the characters are ready to leave the ship they will have to hop down into the ship's dinghy from the stern. This requires an Acrobatics or Dexterity Check against a DC of 11 to hit the mark. Failure means a dip in the water (and the potential ruining of some equipment) but they'll be close enough to get back into the dinghy with help from the first mate (who will be sailing it).

When everyone is aboard, Mr. Blackburn, the first mate, will set sail to avoid making too much noise. Read the following to your players:

Blackburn raises his voice over the sound of the waves and the creak of the wood as the dinghy lurches up and down upon the surface of the sea.

"I'll get you as close as I can, but we'll have to do it by sail. They might hear paddles. You be quiet until you get ashore and you signal me when you want me to get you back.

Tide's going to be rising the whole time, so you get in there and get out with the Cap'n as fast as you can. Got it? And don't be bringing no strays with you. There's barely room for us and the Cap'n as it is."

The mate has a small lantern used for signalling, open only on one side with a hinged cover so it can be flashed. It's somewhat protected from water, but will still be put out if submerged. It's already filled with oil and has a flint and striker in a little space underneath the lantern itself. The party will be expected to take that ashore to signal when they need aid.

This is the last chance for the characters to rearrange their gear, prepare anything or to take any precautions. So give them the opportunity and make sure they understand that is the case.

APPROACHING SPUR ROCK

It will take some time to reach Spur Rock, with the first mate steering the dinghy by a scrap of sail. At one point they'll be out of sight of both the ship and the island, but then the rock comes into view. Read the following:

Just barely, out of the night and the spray, you begin to make out what must be Spur Rock. It's a big black shadow against the midnight blue of the sky, barely discernible. Your eyes strain to make it out, aching with the effort of tracking it as the dinghy lurches up and down.

The mate seems to have a sixth sense for the rocks, silently gliding between them until, abruptly, Spur Rock looms over you. The dinghy stops, a few yards short of the black sand of the beach, with the little anchor dropped, the mate uses the paddle to keep it off the rocks.

"No lights until you're in the caves. Signal me when you're ready to leave. I'm moving off until then - just in case. Go! Go!"

The water here is only waist deep and getting ashore is not really risky, despite the waves and the wind. Icy sea water hits the rocks and sprays the area in fine, cold, mist. Driftwood and masses of rotting sea weed churn around in the froth and a foul stench assaults the senses.

From this point, the characters will have about six hours before dawn illuminates the *Calm Seas* and the guards raise an alarm. If they have not successfully retrieved Blodgett and signalled by then, Pilkin Shaf will be forced to set sail for home and the characters will need to find some other way off the island. (At the games master's discretion, Pilkin Shaf may just sail out of visual range and then back again the next evening.)



SCENE 3: BLACK SAND

SMUGGLER'S CAVES

The way into Spur Rock is an old smuggler's cave that predates the building of the prison and is now little more than a rumor amongst old sailors. Fortunately for the adventurers, the rumors have turned out to be true. Out of the way and hard to reach, the caves long fell into disfavor and the guards working in the prison don't even know they are there.

LOCATION A: THE CAVE MOUTH

The tiny beach is almost entirely clogged by rotting mounds of bladderwrack. As you haul yourself onto the tiny black sand beach through the water and the seaweed, clouds of sand fleas leap up out of the rotting masses and spring in all directions.

The cave mouth ahead of you is barely visible in the dark of the night, requiring a severe stoop to get in. The rock is covered in mussels, limpets and barnacles. Above the tide line the craggy black stone is marked with patches of lichen, catching the limited moonlight.

The cave mouth is low, but beyond there is standing room. The first chamber is large and craggy and littered with debris brought by the tide. There is a single side cave, accessible via a tunnel.

LOCATION B: THE TIDE LINE

The interior of the cave is dark, the air damp, and the whole place reeks of rot and fish. Halfway up the sloping, sandy floor is a thick line of debris deposited by the tide. Unworried by your presence, tiny crabs sift through the muck with their claws and jaws.

More piles of rotting weeds, alive with sand fleas, are draped over smooth-worn driftwood, putrefying fish carcasses, and two large barrels. A putrid mess of sand, pebbles, flotsam, and jetsam assault your senses with their stench.

At the far end of the cave is what appears to be a flat wall, but there's also another low tunnel, leading off to one side.

Those two barrels are carrion crabs (detailed in Appendix I). They live inside the barrels like giant hermit crabs, and will attack when investigated or when the tide line (their home and feeding spot) is disturbed. One of them has a giant sea anemone attached to its barrel.

LOCATION C: THE OLD HIDEY HOLE

Once you duck into the side passage you find a smaller cave, much of it occupied by a deep pool. On the far side is a rock shelf, on the top of which, seemingly dry, are some old pieces of netting, some debris, the remains of a camp fire and an old, battered chest.

There are no threats in here, though the dark rock pool may seem threatening. It contains nothing more sinister than crabs, seaweed, a few anemones, and a dogfish. The chest on the other side contains a rusty, useless old sword, a handful of rather old gold coins (4 gp) and a couple of bottles of a clear, vodka-like distilled spirit. It's barely drinkable, but you could use it to set fire to things if you were so inclined.

The camp fire remains are well above the high tide line and are quite old. A DC10 Wisdom (Survival) check will suggest that it has been years since that fire went out.

LOCATION D: THE WALL

The back of the cave is blocked off by an old stone wall. It's damp and cool. Sea snails and limpets cling to it waiting for the tide to come back in. The bricks look quite large and heavy, and the mortar seems mostly intact. This must be the way through to the prison above, but it's blocked.

The wall has an AC of 16 and making a hole large enough for someone to pass through requires that 18 hit points of damage be done (only bludgeoning or other appropriate forms of damage will do the trick).

Smashing through will create a lot of noise, however, and if that is the way the adventurers decide to get through the wall, the guards will be on the alert with weapons drawn. The game master may have all the guards, the guard captain and the sergeant waiting for them in ambush if they do decide to go about it this way, but this will reduce the enjoyment of the rest of the adventure.

Carefully cutting through the mortar to remove stones will take an hour of work, but will not raise the alarm in the way that smashing through the wall would.

SCENE 4: THE PRISON

A FAR FLUNG OUTPOST

Spur Rock prison is just over three hundred years old. Originally a smuggler's way station, it was repurposed by the Imperium as a resupply station. With long distance sailing falling out of favor and less sea traffic in this direction, it no longer stood to that purpose. Left vacant for decades, it was eventually refurbished as a prison, at the minimum expense possible. This is the purpose it serves to this day, as a dumping ground for the willfully forgotten and the dregs of the Imperium army who aren't trusted or wanted anywhere else.

THE CELLAR LEVEL

The cellar of the prison was carved into the rock, using some of the old cave system. The rock is hard and for much of the cellars, little was done save making the chambers regular and bricking up parts of it. The cellar has a somewhat patchwork appearance because of this.

LOCATION E: THE STORAGE ROOM

Beyond the bricks a cellar room is revealed. It's spacious and high ceilinged, stinks of vinegar and fermentation, pickles and sauerkraut.

Barrels are stacked against the sides with a space between them through which you can move. Several of the barrels sit on the floor in a disorganised huddle. It seems people don't come down here that often and they don't care too much about it when they do. The air is stale and hard to breathe, and not just because of the smell.

The barrels stored away here contain dried and salted meat, pickled and fermented fruit and vegetables, as well as small beer (a very low alcohol beer, as fresh water wouldn't keep long enough). There's nothing really of value here but this is the source of the smell. A character who pauses to take stock will realise that the prison supplies are quite low and that they've broken into some of the older barrels. There are also several, much depleted, sacks of coal and a lot of empty ones.

LOCATION F: THE ARMORY

Behind a locked, rust-pitted, iron gate you can just make out a few racks of gear and mannequins, draped with sackcloth. Casks are stacked on the far wall and a dusty, pedal powered grindstone sits next to them, somewhat cobwebbed and clearly barely used.

The lock is crude, but sturdy looking, a great block of iron on the far side of the hinges.

The lock is DC20 to pick, though both the sergeant and the guard captain have keys for it on their key chains. Breaking the gate means attacking it at AC 19 and it has 15 hit points. Smashing it down will, however, raise enough of a racket to rouse and prepare the guards.

The racks are mostly empty, save for five short swords and a single hand crossbow. There is a stack of two hundred hand crossbow sized bolts, kept dry and clean in straw. The guards are supplied with such small crossbows to prevent prisoners from posing a threat to ships and Imperium marines should they take over the prison. The oil is nonflammable and is used for cleaning and polishing swords and armor. The mannequins have nothing on them once the sack-cloth is removed.

LOCATION G: THE PANTRY

This appears to be another food storage room, but it is mostly empty.

A couple of dead gulls, freshly killed from the looks of it, hang forlornly by their feet from a beam across the roof. They're kept company only by a couple of sad, shrivelled strings of onions and garlic.

The whole room smells faintly of fish and the shelves are almost bare, save for a few clay pots. A narrow flight of stairs climbs the wall and terminates in a short ladder and a trapdoor.

This is where guards keep their fresher food, the fish they catch, the birds they shoot with their crossbows, and the things they more frequently use. Having not been re-supplied in some time there's little here. The pots contain a scant amount of sugar, a little table salt and a few dried herbs. A fish-gutting knife and a cleaver also sit on a high shelf.

THE GROUND FLOOR

The ground floor of Spur Rock is where the guards live. Unlike a conventional dungeon, the prisoners are kept at the top level, meaning that any attempt to break out would necessitate escaping through the area that the guards live in – making it more difficult. The adventurers are breaking in at night, meaning most of the guards will start off asleep.

The stairs up from the cellar level emerge into the kitchen.

LOCATION H: THE KITCHEN

This is the kitchen, and it isn't very large or very well appointed.

There is a large stove with its chimney sticking out of a small, barred window. It casts little light and its embers are nearly out. A mostly empty sack of coal sits by the stove and otherwise the room is dominated by a big, crude, heavily pitted and scarred table. The top of the table is littered with the detritus of food-making – onion skins and bones.

A barely bubbling pot sits atop the stove and a few boxes are filled, willy-nilly, with wooden plates and pieces of cutlery. A trapdoor leads down into the basement and a small wooden door leads out, further into the prison.

A few of the larger kitchen knives and other implements (like rolling pins) could be used as clubs or daggers if someone were desperate. The bubbling pot contains a rather bland looking porridge which is cooking up for the morning.

LOCATION I: THE HALL & STEPS

The central room of this level, which houses the steps to the first level and the doors to the other chambers on this level, as well as an alarm bell hanging from the wall which guards will attempt to reach in order to rouse their fellows.

This square chamber appears to sit at the very center of the prison. Four doors stand at each of the cardinal directions, each of them made from iron-bound wood. The door on the western wall is wider than the others.

A bright brass bell is attached to the wall, a faded red rope hanging from its knocker. At the very center a set of stone stairs lead up to the next level in a square spiral, worn smooth from years of patrolling and duty changes.

LOCATION J: THE BARRACKS

This is where the guards sleep when they are off duty. At night two guards guard the prisoners and the rest, rest. In the day three guards guard the prisoners, two sleep and two are on general duty (cooking, cleaning, fishing and lookout). The sergeant and captain keep their own, regular, daylight hours. The door to the barracks is unlocked.

The room smells distinctly of body odor and worse. It is a long chamber with wooden shuttered windows along one side. There is a door leading out onto a balcony of some sort.

Seven beds are evenly spaced around the room, with another three stacked on top of one another in the corner, seemingly not in use. A piece of twine crosses the room, hanging from hooks on either wall, damp socks and linens hanging from it to dry.

Five of the beds are occupied by sleeping men, their armor and weapons presumably stashed in the boxes at the foot of their beds, out of the way – for now.

Five guards are asleep in their beds at this hour but they have a chance of waking that is up to the game master (perhaps a Perception roll if the characters do anything noisy or near to the sleeping guards).

Their boxes contain a handful of coins each and their personal effects – mostly dice, letters and cards. There's the equivalent of 2d6 gp in loose change, trinkets and so on in each of the seven boxes. There are also seven chamber pots. There's no privy, they just sling waste into the sea when they need to. Currently several of the chamber pots need emptying, which doesn't help the smell.

The door does lead to a balcony. There's a couple of crude fishing poles there, stashed in a half-opened box. There's also a hand operated winch used to bring supplies and prisoners up into the prison, the only way of getting in or out, and one at a time, in normal circumstances. There's no dock and no way for larger ships to get this close to the island. Driven into the rock below the balcony, near the water line, are a couple of iron eye bolts that sailors can lash small boats to in order to secure them for loading and unloading.

LOCATION K: SERGEANT'S CHAMBER

Sergeant Elim Destus rests in this room. The door is unlocked and lamplight spills out from the crack under the door.

The door opens to reveal a small, somewhat cosy room. A bed takes up most of the space, along with a big wooden sea chest. A slat covered window allows in a little of the cool, briny sea air and a writing desk sits close to the door. When you open the door a man hunched over the small desk in the dim lamplight twists towards you, narrowing his eyes.

"You don't belong here?! GUARDS!" and he reaches for his sword.

He has insomnia and is ready for trouble. His sea chest contains a few changes of clothes, an old blanket, 3d6 gp and a small box containing his medals and awards, which are worth about another 25 gp.

In a fight he'll try to use the terrain to his advantage, occupying the door frame so that only two or three people can attack him at once, and he'll keep trying to raise the alarm. The sergeant has keys to the armory and to the prisoner's chambers.

The papers on his desk are all strictly business, primarily the guard rotation of duty, and meticulous and complicated notations on punishment duties for the guardsmen.

LOCATION L: THE CAPTAIN'S CHAMBER

The captain's chamber is luxurious by the standards of the prison, and the captain sleeps relatively soundly. He does, however, lock his door. The lock is DC15 and the door itself is AC 16 with 18 hit points.

Characters examining the door will see no light and hear no sounds.

This room must be the guard captain's chamber. It's a somewhat spacious room, at least compared to the others, with a large glass window, leaded into diamonds. There's a faint smell of herbs and flowers, lavender perhaps, which takes the edge off the smell of the sea, at least in here.

He sleeps in the bed, seemingly soundly, weighed down under a feather-filled duvet.

A mannequin stands in one corner with his armor and cloak upon it. There is a large box at the foot of his bed and there is also a writing desk in the opposite corner to the mannequin, laden with ledgers and letters.

If the alarm has already been raised, it is possible that the captain (Corwin Demar) will already be awake and equipped. The characters may even have encountered him earlier.

The captain's box contains several changes of clothing, a brooch with his regimental insignia worth 25 gp and his personal (rather boring) diary.

The ledgers on the writing desk show his resupply is a week late. The letters on and in the desk are written to his political contacts, begging for them to intervene and get him off this rock.

THE UPPER FLOOR

The upper floor has another square hall and steps, only they lead both up and down. This is the prison level and two guards are stationed, alert and sitting on chairs in this hallway. They are playing cards with each other over a small table while they stand watch. The stairs up lead to the tower.

One of the guards has keys which will open the cell gates (only Captain Demar has the key to the Hole).

LOCATION M & N: PRISON CHAMBERS

The prisoners are kept in shared prison chambers. One entire wall is open, protected by bars. The gates have locks with a DC of 15. The gate and sections of bars have AC 19 and 20 hit points for each medium-sized section.

This is the prison proper. Behind bars, curled up and huddled together on filthy, flattened straw and sackcloth, dressed in rags, a half dozen prisoners are crammed into this jail chamber in fitful sleep. They look thin, ragged and sick.

This must be one of the worst prisons there is: little or no hope of escape, no privacy, and kept in open cages on filthy straw.

And the smell, the smell is worse than anything you've experienced in this reeking prison so far.

The inmates must envy the dead.

The prisoners are in bad shape. There is a dozen of them in total between the two cells, a mix of political prisoners and sailors. They are starved and feeble from lack of exercise but if freed and armed to fight, they would. Three prisoners will die if they have to fight the guards, five will die if they also have to fight the sergeant and 6 will die if they fight the captain too.

The *Calm Seas'* dinghy can only seat eight, so rescuing the prisoners will require planning.

LOCATION O: THE HOLE

This is a solitary confinement cell behind a proper reinforced door with a DC 20 lock and an AC 15, 18 hit point door. This is where Blodgett is being kept because his recent ravings and his fighting with other prisoners has annoyed the guard captain (the only man who has the key.)

This is a stinking, dark hole. It reeks of sweat, stale air, and worse. The walls are caked with filth, the floor and walls are of bare rock. There's no air circulation in here at all and there is barely room for a man to curl up in the fetal position on the floor to sleep. A skeleton of a man, more white hair and gray beard than flesh, looks to you with mad staring eyes and croaks "You're not the guards..."

This is Blodgett, the object of their search. All they have to do now is to get him out of there intact and safe, get back through the prison to the caves, signal the dinghy and hope that the tide has not risen too much while they've been sneaking around the prison.

THE TOWER

The third level to the prison is little more than a crenellated square block of stone, rising above the upper level. It is used as a lookout point and the site of the prison's emergency beacon.

LOCATION P: THE BEACON

As you emerge out onto this squat, ugly tower you are instantly buffeted by the wind and spray, barely sheltered by the crude-cut crenellations around it.

There's nothing here but a collapsed pile of bone-white driftwood and puddles of salt water. Perhaps the wood is intended to be some sort of beacon, but nobody has been taking care of it. There's also a small coffer, tucked up against the wall.

The coffer contains flint and steel, dry tinder, and a flask of oil to light the beacon, which is to be done in the event of an emergency. A guard may light it as a last resort but no help will come for them. It may make a good alternative way for the characters to signal the dinghy and the *Calm Seas*.

APPENDIX I: CREATURES

CARRION CRABS

Carrion crabs are giant hermit crabs that live along the tide line amongst the detritus, waiting to ambush any creature or person that comes to investigate the washed up material. They are always hungry and even eat their own fallen.

<p>CARRION CRABS <i>Medium beast, unaligned</i></p>					
<p>Armour Class: 14 (natural armour), 16 (in shell or barrel) Hit Points: 13 (3d8) Speed: 30 ft., swim 30 ft.</p>					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	4 (-3)
<p>Senses: Blindsight 30ft., passive Perception 9 Challenge: 1/8 (25 XP)</p>					
<p>Amphibious: The crab can breathe air and water.</p>					
<p>Barrel/Shell: Carrion crabs hide in discarded shells, barrels and similar shoreline waste. While hiding in these things they gain a +2 bonus to Stealth and their AC is considered to be 16. Attacks can be directed against the barrel/shell with a -2 penalty. The barrel/shell has 10 hit points. Once it is broken the crab loses access to these bonuses.</p>					
<p>Anemone: Some carrion crabs cultivate stinging sea anemones on their shell/barrel. The presence of such an anemone increases their challenge level to 1/4 (50xp), boosts the hit points of their barrel/shell by +4, increases their passive Perception by +1, and grants them an extra stinging attack. Destroying the barrel/shell (see above) also kills the anemone.</p>					
<p>Actions</p>					
<p>Claw: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage, and the target is grappled (escape DC11). The crab has two claws, each of which can grapple only one target.</p>					
<p>Sting: Optional Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC10 Constitution saving throw taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.</p>					

APPENDIX II: NPCs

CAPTAIN CORWEN DEMAR

Captain Corwen is a victim of the vicissitudes of Imperium politics. Having fallen out of favor after backing some of the wrong people politically, he found himself exiled to Spur Rock. It's isolated and dull, but he runs things as well as he can with the dregs the army sends him, hoping to buy his way back into favor with a job well done.

Corwen might be persuaded to change sides and join up with Prince Thixx and the Windsome Chain. He's not likely to be swayed by threats or bribery but appeals to his vanity and news of the Kan Demon invasion may have more success. If convinced, he will turn upon his former comrades with little compunction, having little respect for any of them save the sergeant.

<p>CAPTAIN CORWEN DEMAR <i>Medium humanoid (human), neutral</i></p>					
<p>Armour Class: 16 (scale mail) Hit Points: 61 Speed: 30 ft.</p>					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)
<p>Skills: Athletics +4, Intimidation +4 Senses: passive Perception 10 Challenge: 2 (450 XP)</p>					
<p>Actions</p>					
<p>Multiattack: The guard captain makes two melee attacks. Shortsword: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage Hand Crossbow: Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage</p>					
<p>Reactions</p>					
<p>Parry: The guard captain adds 2 to his AC against one melee attack that would hit him. To do so the captain must see the attacker and be wielding a melee weapon.</p>					

SERGEANT ELIM DESTUS

Sergeant Destus is a big, bald, walking scar of a man. He beat a recruit to death during training, resulting in his 'exile' here. Nonetheless he has earned the respect, and fear, of his men, who consider him indestructible. He considers the prison his own personal demesne and will take great umbrage at the characters for their break-in.

Destus is unlikely to be swayed by arguments to join the characters unless he feels like his only alternative is death (DC20 Charisma (Persuasion), DC15 if Captain Demar has joined the characters.)

SERGEANT ELIM DESTUS <i>Medium humanoid (human), lawful evil</i>					
Armour Class: 13 (chain shirt) Hit Points: 40 Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)
Skills: Intimidation +2 Senses: passive Perception 10 Challenge: 1/2 (100 XP)					
Unit Tactics: The sergeant has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and isn't incapacitated.					
Actions					
Multiattack: The sergeant makes two melee attacks. Shortsword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage Hand Crossbow: Ranged Weapon Attack: +2 to hit, range 30/120 ft., one target. Hit: 3 (1d6) piercing damage					

SPUR ROCK GUARDS

The guards at Spur Rock are little better than the prisoners. These are the dregs of the Imperium military, criminals themselves in many cases. They are gamblers, drinkers, chancers and they resent having to live and work in the prison, even though it is relatively easy and safe duty.

If Captain Demar or, especially, Sergeant Destus give up or defect, the guards will quickly lay down their arms.

SPUR ROCK PRISON GUARD <i>Medium humanoid (human), chaotic neutral</i>					
Armour Class: 13 (studded leather) Hit Points: 16 (3d8+3) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)
Skills: Intimidation +2 Senses: passive Perception 10 Challenge: 1/4 (50 XP)					
Actions					
Shortsword: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage Hand Crossbow: Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: 4 (1d6+1) piercing damage					

ROGER BLODGETT

Captain Roger Blodgett has been imprisoned at Spur Rock for some time and is weak from starvation and lack of exercise. He bears little resemblance to the well-fed and hearty man who was originally imprisoned here.

When the characters first encounter him, his movement speed will be 10ft rather than 30ft and he will require help with stairs or other strenuous activity. From his extended time in the Hole, he is barely coherent and suffers mild hallucinations. The characters may find it difficult to make a stealthy escape with Roger in his current state.

If no precautions are taken, Blodgett may stumble loudly in the kitchen, bumping pots and pans about. He'll knock the bubbling concoction off the stovetop, burning himself with the splashing liquid. Unless the characters have already dealt with the Sergeant, he will come running to investigate with a curse.

With appropriate heals or nourishment though, Blodgett will regain most of his physical health, though the last twenty years have been hard on his sixty-year-old body. His mental acuity never fully recovers. He will forever be scarred by his time in prison, having night terrors of his time in the hole, and some dementia.

ROGER BLODGETT <i>Medium humanoid (human), neutral good</i>					
Armour Class: 10 (unarmoured) Hit Points: 3 (1d8-1) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	8 (-1)	12 (+1)	12 (+1)	8 (-1)
Senses: passive perception 11 Languages: Common Challenge: 0 (10 XP)					
Actions					
Club: Melee Weapon Attack. -1 to hit, reach 5 ft., one creature. Hit: 1 (1d4-1) bludgeoning damage					



ASX-4 Rock Point Keep

5E Adventure Module for the Asatania Campaign World™

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ASX-4 Rock Point Keep is a 5e adventure module designed for four to seven level 4-5 characters.

With special thanks to my son, Jack, whose idea about a haunted castle and traps were the inspiration for this adventure.

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BOOK 9 : ASX-4 ROCK POINT KEEP

Introduction 153

- Plot Overview 153
- Side Adventure versus Story Adventure 153

Scene 1: A King's Request 154

- Setting up the Adventure 154
- Rock Point Keep 154
- Meeting with King Thixx..... 154

Scene 2: Travel to Rock Point Keep..... 155

- Arriving by Land..... 155
- Arriving by Sea 157

Scene 3: Rock Point Keep..... 158

- Approach from the Pass..... 158
- Approach from the Sea 158
- Rock Point Keep: Exterior 159
- Rock Point Keep: Courtyard..... 160

- Rock Point Keep: Keep..... 160
- Rock Point Keep: Cistern..... 160
- Rock Point Keep: Basement Storeroom 160
- Rock Point Keep: Main Level..... 161
- Rock Point Keep: Second Level 161
- Rock Point Keep: Third Level..... 161
- Red Treaty Origins..... 162
- Adventure Conclusion 163

Appendix I: Creatures 164

- Bugbears..... 164
- Hill Giant 164
- Ogre 165
- Owlbears..... 165
- Specter..... 165

Appendix II: NPCs 166

- Bandits 166
- Big Pinch Clan 167
- Dwarven Wildcatters 168

Statistic blocks and details for all creatures and non-player characters may be found in Appendix I, Appendix II or Book 1 : Campaign Guide

*“My Dearest, we shall be together again
before Emperor’s Day...”.*

Commander Quello

INTRODUCTION

PLOT OVERVIEW

The characters have recently freed the town of **Harborhume** from the **Kan Demon**, allowing **Christianos Thixx**, the recently crowned king of the Windsome Chain to return. After a banquet honoring their accomplishments, Thixx will ask the group to travel to Rock Point Keep and secure it.

The keep once guarded the mountain pass between the eastern coast and the fertile central valleys of **Longhigh Island**, but has been abandoned since the start of the **Red Treaty**, which forbade **The Kingdom of the Windsome Chain** from keeping a standing army. The keep still stands, but its condition has deteriorated and new occupants have claimed it.

While the characters are clearing out these new occupants, they will find alarming evidence of Kan Demon activity. Once they have succeeded, the characters will return to Harborhume and prepare for their next adventures, which continue in the next story arc of the Asatania campaign, *Darkness Surges*.

SIDE ADVENTURE VERSUS STORY ADVENTURE

This adventure is a “side adventure” set in the *Asatania™ Campaign World*. While related to the overall plot of the *Crashing Chaos* story, it is designed to be optional. It will add backstory and flavor to the campaign world, but can safely be skipped if the game master chooses not to pursue it.

In *Crashing Chaos*, the best place to insert this side adventure is after the events of *AS-4 The Rebel Prince*, once the characters have freed Harborhume and allowed Christianos Thixx to return from exile.



SCENE 1: A KING'S REQUEST

SETTING UP THE ADVENTURE

The characters have succeeded in driving the Kan Demon out of Harborhume, allowing King Thixx to reclaim his throne. He has offered them royal commissions as Knights of the Windsome Chain (which players may or may not have accepted) and now has need of the group once more.

Elated that the PCs pushed the Kan Demon out of Harborhume, Thixx is concerned that he has no way to stop them from returning. His fledgling military would be unable to withstand a determined assault and he expects no aid from the embattled Imperium.

King Thixx intends to create a national redoubt, deep in the **Cragway Mountains**, to provide shelter for the most vulnerable population, until the Kan Demon threat is abated. He has already sent mountaineers, stone masons, and a handful of dwarven mercenaries into the mountains to scout locations. He needs the party to reconnoiter and reclaim Rock Point Keep.

ROCK POINT KEEP

Engineers constructed the keep four hundred years ago within the mountain pass leading from the eastern shore to the interior. The land along the coast is fertile and the offshore fishing grounds are outstanding. The pass was an important commercial route between the two regions and the keep guarded the pass and protected the profitable eastern region.

Rock Point Keep was the site of a pitched battle between the militaries of the Windsome Chain and the **Farasene Imperium**, during the subduing of the islands. The small garrison stationed at the keep was cut off and overwhelmed by Imperium forces.

Shortly after the fall of the keep, the Farasene Emperor **Parimus Marchel** deposed King **Uschel** and then imposed the Red Treaty on the islands. Rock Point Keep became an Imperium outpost and the locals along the eastern coast were uprooted and thrown off their land. The Imperium granted the land to settlers from Tere, but they were unsuccessful in establishing a foothold, and the eastern lands were eventually abandoned.

The Imperium supported the garrison for several decades before the cost outweighed its utility and Rock Point Keep was abandoned. Now the roads of the mountain pass are in disrepair and rockfalls have made some sections nearly impassable, cutting the crumbling ruins off from the rest of the Imperium.

MEETING WITH KING THIXX

Shortly after the players make their decisions on whether to accept the offered royal commissions (see *Adventure Conclusion, AS-4 The Rebel Prince*), **Ralf Yao** will summon the PCs to a meeting with Thixx. The King has taken the former home of **Legatus Arielus** as his residence and offices, and requests that the characters meet him there. Arielus was the last Imperium garrison commander in Harborhume and was killed the first night of the Kan Demon invasion.

After offering them a seat, Thixx will tell the party of his plan to create a stronghold in the mountains. He requests their aid in investigating and securing Rock Point Keep to protect the eastern flank of his kingdom. If the PCs have accepted their royal commissions, then he will speak as liege lord to vassals (i.e. he may phrase it as a request, but they are duty bound to accept.) Otherwise, he will offer to pay them for their services (100 gp per character not knighted).

Thixx's mission has three objectives:

- The characters are to travel the length of the pass and ensure it is safe for Imperium engineers to begin clearing and repairing.
- Scout Rock Point Keep, evict any squatters, and assess its condition.
- The coastline near the keep is to be checked for signs of recent Kan Demon or Imperium activity.

Once all objectives have been met, the characters are to return to Harborhume and report their findings directly to Thixx.

In addition to the defensive importance of Rock Point Keep, Thixx also believes that the rocky shore would make large scale landings by Kan Demon longboats impractical. He is hoping to be able to send a number of settlers, as soon as possible, to farm as much of the coastal land beneath the keep as possible, and get the lands planted in time for a late summer harvest.



SCENE 2: TRAVEL TO ROCK POINT KEEP

The players have two choices on how to reach Rock Point Keep. They may travel overland, north from Harborhume, into the Tamberlee Valley, before traveling the mountain pass to Rock Point Keep. Alternatively, if asked, **Pilkin Shaf** will sail the characters along the coast aboard the *Calm Seas* to a point where they can row ashore near the base of the keep.

ARRIVING BY LAND

Rock Point Keep is a three-day journey from Harborhume, with two of those days being in rough mountainous terrain. Characters will take the pass through the mountains from the fertile Tamberlee valley through to Rock Point.

Encounter with Bandits

Since leaving Harborhume, the road has been reduced from well traveled route, to country lane, to little more than a winding dirt path.

You've passed the occasional abandoned farmhouses - some burned to the ground - but no signs of habitation. The faint smell of death alights your senses now and again, but nothing recent. Once, you saw a couple of men in the distance, but they had disappeared quickly.

You spent a few moments investigating a broken farm cart in a ditch this morning. There was no sign of horse or driver other than bloodstains, a day or two old, on the seat. There was a broken arrow of human design lying nearby, but whether it came from the driver or attacker was impossible to know.

You've left the fertile fields of the Tamberlee Valley behind, trudged through the foothills of the Cragway Mountains, and find yourself at the start of the pass into the mountains. Here and there lie cobblestones which once made up the road, but it looks to have been centuries since they were maintained. Ahead of you, there are several huge fallen trees blocking the way.

Shortly after entering the pass, the party will find a group of farmers that have barricaded a narrow section with rocks and downed trees. The farmers have fled the Kan Demon who roamed the countryside near Harborhume, and they have taken up banditry to support themselves and their families. They aren't happy about the desperate straits that they find themselves in, and would rather not fight, but they will ask the PCs for a 50 gp "toll" to allow them to pass, and will attack, should the party attempt to pass without paying.

The bandits are hoping to collect enough money to pay a ship's captain in Harborhume to take them to the mainland. They don't realize that Harborhume fell to the Kan Demon (nor that the PCs have liberated it) and the characters may be able to intimidate the farmers into allowing them to pass (DC15) or may even be able to persuade (DC10) them to return to the valley below, now that the Kan Demon threat has abated.

If the characters can resolve the situation peacefully, they will find the "bandits" eager for news on recent events. They holed up in the pass in the early days of the Kan Demon invasion and have been here since. Most have lost loved ones in the fighting and they know almost nothing of events beyond their local area. They did manage to kill three Kan Demon on patrol a week ago and have been fearful of reprisals ever since.

Bandit Forces

The bandit encampment includes **Brianna Collins**, **Erinnu Locke**, 5 farmer/bandits and 7 elderly and youthful non-combatant family members.

Banditry has not been a particularly lucrative profession for these former farmers and guardsmen, and their total loot amounts to 65 gp plus their gear.

Detailed statistics can be found for each in Appendix II: NPCs.

Brianna Collins

Brianna is a half-elf and no stranger to tragedy. She has spent the past few years looking for her human father, who was arrested and taken away from the family farm by Imperium soldiers. She has been able to learn neither his whereabouts nor the reasons for his arrest. She had all but given up her search and returned to the family farm in the Tamberlee Valley.

The Kan Demon killed her mother as they were fleeing their farm and she's been here with her youngest brother (twelve years old, one of the non-combatants) ever since. Last week, she sent scouts back into the valley and learned that the Kan Demon had burned the farm to the ground. More information on Brianna may be found in *Book 1 - Campaign Guide - Minor Non-Player Characters*.

Though morale is low and food is running out, Brianna isn't foolhardy. She's cunning and will try to convince the party that her group is stronger than they really are to elicit a payment. However, she won't start a fight unless she's certain she can win. She will be diplomatic when needed, which is why the refugees chose her as leader of this band. (That and she killed two of the three patrolling Kan Demon herself.)

Erinnu Locke



Erinnu recently mustered out of the Imperium military and was on his way home to the Tamberlee Valley when the Kan Demon invaded. He had just arrived in Harborhume when the first longboats landed and was trapped in the city for several days, until he was able to make his escape. He travelled to his parent's farm, only to find it occupied by Kan Demon.

With no sign of his parents in sight (they were killed resisting the Kan Demon), he left the farm and made his way here shortly after.

If the characters resolve the situation peacefully, they should be able to convince Erinnu to return to Harborhume and join up with Thixx's newly forming military.

(Note: His parents' farm is five miles from here and occupied by five Kan Demon Troopers and a Kan Demon Sergeant. If they are killed or driven off, the characters will discover a shallow grave holding the bodies of Erinnu's parents.)

Beyond the Bandits

Beyond the bandit barricade, it is a two day walk through the pass to reach Rock Point Keep. The old road leading through the pass is in poor repair and there will be several places where the characters will need to scramble over rockfalls to continue. Horses or pack animals will be a liability and it will take an extra day of travel if brought along.

For each day spent traveling, roll once on the following random encounter table:

FIGURE 4 - RANDOM ENCOUNTER TABLE

d20	Encounter
1-5	Nothing
6-10	Bugbears
11-15	Owlbears
16-20	Dwarven Wildcatters

Bugbears

A group of 5 bugbears (one of which is a subchief) have laid an ambush in an overgrown section of the pass. They have had a successful hunt and are carrying several pounds of bear meat (12 days rations total) and a fine black bear pelt worth 12 gp.

Light reflects sharply from the wicked points of the subchief's morningstar. The weapon is of dwarven make and its spikes are tipped in mithril. There is a single word etched onto the steel shaft, "Wynna" and an unrecognized maker's mark. The morningstar is +1 to hit, +1 to damage, though it is not magical.

The maker's mark and etching on the morningstar is intended to be one of those little unsolved mysteries of a truly living world. There will be no further mention of it in the Asatania campaign, so GMs can feel free to create a backstory for the PCs to follow. It can be chance to put their stamp on the campaign with their own side adventure. However, some GMs may feel that this creates a sort of red herring, and that their players will be distracted from their primary goals because of it. If that's the case, obviously the GM may simply ignore those details of the weapon.

The bugbear statistic blocks are detailed in Appendix I: Creatures.

Owlbears

Two owlbears have dragged a black bear into a small cave near a rock wall and are devouring it. Vegetation and boulders partially obscure the cave entrance, giving the owlbears +5 stealth when considering whether the characters notice the cave or not. The owlbears' keen senses will allow them to automatically notice the party coming, unless the group takes specific steps to be stealthy.

The owlbear statistic blocks are detailed in Appendix I: Creatures.

Mithril in the Cragway Mountains

The Imperium has forbidden dwarves from prospecting and mining in the Windsome Chain islands unless they form a joint-venture with an Imperium-owned mining company. The Imperium does not have the technological know-how to efficiently mine or purify mithril ore and has been unwilling to sell their deposits without gaining those secrets from the dwarves. As much as the dwarves would like to find new sources of the rare metal, they have thus far been unwilling to divulge their secrets.

Christianos Thixx is hoping to find allies among the Dwarven Kingdoms, both to fight the Kan Demon and to support his bid for full independence from the Imperium. Mineral concessions in the Cragway Mountains are one of his most valuable assets to secure that friendship.

Helping to negotiate this friendship with the dwarven Kingdom of **Khultorm** will be one of the characters' primary goals in the next Asatania story arc, *Darkness Surges*.

Dwarven Wildcatters

It has been long rumored that the Cragway Mountains hold rich deposits of mithril ore. However, if such deposits exist, no one knows where to find them. With the Kan Demon invasion, four dwarven miners led by **Sigurd Snowheart**, have taken advantage of the chaos to do a bit of wildcat prospecting in the mountains.

They had arrived in Harborhume shortly before the Kan Demon invasion, posing as mercenaries looking for work, but always intending to strike out into the deep mountains to prospect. The invasion caught them by surprise, but suited their purpose well – though they are concerned about how they will get back to **Hammermuir**. They panned out a few flakes of the mithril from a high mountain stream about a mile off the pass, but have so far been unsuccessful in tracking it back to its source. They are heading out of the mountains hoping to find a way to Hammermuir and convince the dwarven King there to fund a better equipped expedition.

To the party, they will claim to be traders caught in Harborhume when the Kan Demon invaded. Being dwarves, they felt like their best bet was to flee to the mountains, where the Kan Demon would be unlikely to follow. The dwarves are carrying handheld mining tools in their packs (pans, picks) and their story won't stand up to much scrutiny (DC10 Wisdom (Insight) check). Their prospecting is illegal, and they will be nervous when they meet the PCs. If caught in their deception, they will try to bribe the group (50 gp) to let them go.

If they are brought up to date on the news of the Kan Demon defeat in Harborhume, and of the characters' relationship to Christianos Thixx, they will ask for an introduction and offer a finder's fee (250 gp) if a meeting is set up. If one of the party mentions that they are a Knight of the Kingdom, however, the dwarves will appeal to that member's duty to their king, and insist upon introductions, without the finder's fee.

The dwarves are here to make a profit, and as such, will be very reluctant to fight. However, if backed into a corner, they will fight ferociously. Sigurd and his companions statistic blocks are found in Appendix II: NPCs.

ARRIVING BY SEA

If the group chooses to come via the sea, it will take about a day to sail around the island and locate a spot to land. The *Calm Seas* will need to stay in the deeper waters offshore and the group will need to take a dinghy to the coast. The *Calm Seas* will then return to Harborhume and the characters will need to find their way back on land.

Meeting the Feral Gnomes

You find yourself alone on a rocky beach as a crewman of the Calm Seas rows the dinghy back to the ship. Captain Shaf will be returning to Harborhume, and you will need to find your own way back once you've completed your mission for the King.

The waves crash loudly on the rocks as you survey your surroundings. A short scramble across broken stone takes you to the edge of a grassland. Here and there you make out the ruins of a chimney or collapsed wall, but the area appears devoid of civilization.

In the distance, a sheer cliff rises high into the foggy sky and behind it, the granite peaks of the Cragways. A waterfall pours over the cliff down to the land below, and must feed into a river, though you cannot see one from this vantage point. At the top of the cliff, butting right up against the edge, you can make out the indistinct form of ancient worked stone. That must be Rock Point Keep. Christianos and Ralf Yao seemed certain that you could reach the keep by sea, though looking at it from here, you aren't sure how you will accomplish that.

As you ponder your options, two small men appear out of the grass in front of you. You would call them "gnomes" except for the strange clothing they wear. In front is an ancient man, around three feet tall in well-worn animal skin clothing. He's holding a thick walking stick, as tall as he is, as he stares in your direction. Next to him is a younger man, slightly shorter, wearing darkly dyed animal skin pants and nothing else. He leans against a spear with the nonchalant ease of someone who knows how to use it.

These **Feral Gnomes** belong to the Big Pinch clan, led by **Thrillip Dustwander**, an aged and wizened gnome. Thrillip speaks the Common tongue, though he hasn't had occasion to use it for two hundred years – when the last of the human settlers in the region abandoned their farms.

Thrillip will be apprehensive about the party and curious as to their intentions. The Big Pinch have no knowledge of events outside their small demesne, but are worried that their little patch of land is going to turn into a battleground between the Kan Demon and humans.

If they learn of Thixx's plan to reoccupy Rock Point Keep, they will be very concerned about a new influx of settlers. The Feral Gnomes themselves believe that Rock Point Keep is cursed and will not approach it.

Kan Demon raiders spooked the feral gnomes after attempting a landing a few weeks ago (shortly after the invasion of Harborhume). Their longboat smashed on rocks and a half dozen survivors staggered ashore. The Kan Demon attacked and slaughtered several feral gnomes before setting off for Rock Point Keep.

Hiding amongst the grasses are another half dozen Feral Gnome Hunters of the Big Pinch clan. They are armed and ready for combat if it should come to that. The gnomes are well hidden in the grassy terrain and PC Perception checks will be at disadvantage. In combat, the gnomes will scatter and work together in pairs. They will use the grass, and their stealth advantage, to make hit-and-run attacks against the party, hoping to isolate and fell their foes one by one.

Appendix II: NPCs contain the statistic blocks for Thrill Dustwander and the other gnomes.

SCENE 3: ROCK POINT KEEP

Rock Point Keep sits on a narrow ledge, next to the Rock Wash stream, which tumbles several hundred feet down to the coastal grasslands below, and flows out to the **Dawn Sea**. Immediately to the north and to the west are the dark gray granite peaks of the Cragway Mountains.

APPROACH FROM THE PASS

A chill breeze brings a whiff of brine as you descend along the path through the pass. The sea cannot be far.

As the path winds its way around a large boulder that's fallen from a peak above, you see the cut stone walls of a fortress about a quarter mile distant. A fast flowing mountain stream meets the path just ahead and the two follow each other towards the keep. You hear the roar of a waterfall in the distance.

What, at first glance, appeared to be a patch of overgrowth and debris, a few paces in front of you, you now recognize clearly as the dessicated remains of a humanoid, lying facedown.

Feral Gnomes

Feral Gnomes are a sub-race of gnome that have eschewed civilization for the various wildlands of Asatania. Characters may make a DC20 Intelligence (History) check (DC10 for characters from the Wind-some Chain) to recognize and know a bit about them. They are hunter-gatherers who prefer locations far from civilization – generally near the ocean, where they harvest the abundant sea life.

Though they prefer isolation, they have been known to cooperate with humans and other races on occasion. A typical arrangement will include the gnomes keeping the varmint population under control and warning of threats in return for a small percentage of the harvest.

Feral Gnomes are small for gnomes, averaging just over three feet tall and weighing between 35 and 40 pounds. They share most of the characteristics of the Gnome race, except for darkvision. They have a heightened sense of hearing. They automatically receive advantage on any skill checks relying on sound. Most Feral Gnomes speak only Gnomish (an unusual dialect, which other speakers of gnomish would consider archaic) though some may speak other languages common to their locale.

The body is heavily decomposed, but the characters will recognize the armor and equipment as belonging to a Kan Demon (the gear has been rendered useless by exposure to the elements). The corpse is one of the Kan Demon from the party whose longboat wrecked upon the beach, and attacked the feral gnomes, several weeks ago.

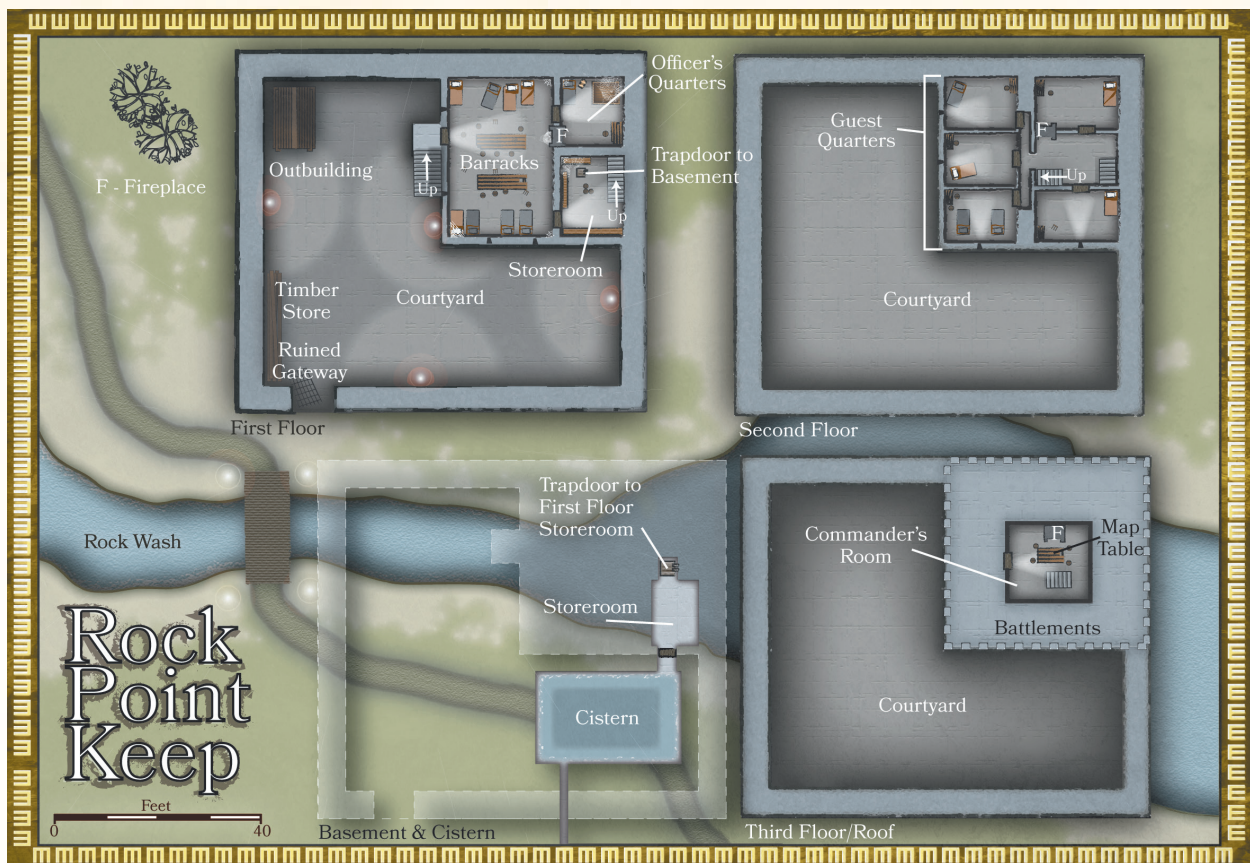
A close inspection (DC15 Wisdom (Medicine)) will reveal that the body has suffered massive trauma, with its spine and pelvis crushed. If the characters search for the cause, a DC15 Intelligence (Investigation) check will reveal a nearby boulder with what appears to be dried bloodstains. Characters without the Medicine skill who choose to investigate the body closely will require a DC15 Constitution check to avoid retching.

APPROACH FROM THE SEA

With a few miles of coastal grasslands between you and the sea, you reach the base of the towering cliff. A switchback path, worked into the natural rock, hugs the cliff face and climbs several hundred feet to the Keep above.

However, reaching it poses a challenge. Swollen with snow melt, water plunges over the edge of the cliff and into a river below. Thirty feet of raging whitewater stand between you and the path to your destination above.

Here and there, you see old pilings in the river - indicating that there was once a bridge here. The bridge is long gone, though you see that someone has strung a rope between them. It may be possible to hold onto the rope and cross the icy wash.



Characters wishing to investigate the rope will note (DC10 Intelligence (Investigation)) that it looks much newer than the ancient oak pilings and hasn't been here more than a few weeks.

The river is about 30 feet wide and four or five feet deep, with a swift current. Characters trying to cross here should make a DC10 Strength (Athletics) check (at disadvantage for small races). Failure means that they are swept away and will take 2d6 hit points of damage from the rocks. In either case, a success or failure, the characters will reach the far shore. About 1/3 of a mile downstream, the water calms and the Rock Wash becomes safely crossable, should characters wish to backtrack.

The path up the cliffside is a combination of natural features and narrow spaces carved into the rock. Here and there stairs have been cut into the stone. About fifty feet up the cliff, directly below the walls of Rock Point Keep, the path widens to fifteen feet.

There are two highly decomposed bodies where the path widens, both Kan Demon – though vultures and other scavengers have made away with everything except for the rotting hide armor and rusting weapons. Characters succeeding at a DC10 Intelligence (Investigation) check will note that the way the armor is crushed indicates a fall from a great height.

ROCK POINT KEEP: EXTERIOR

A wall of cut stone fifteen-feet high, patchy in places with ivy or lichen, surrounds the Keep. The southern side sits precariously close to the edge of a cliff and overlooks coastal plains and sea below. The bubbling river, overflowing from the spring thaws, falls over the edge in a noisome tumult.

There's an opening in the wall on the southern side, fifteen feet from the precipice. An iron portcullis lies rusty, bent and crumpled to the side and an ancient wooden gate stands open - though only just. The view behind is blocked, though you could squeeze through without difficulty.

A body lies a few feet outside the gate.

The body is the heavily decomposed body of a Kan Demon. An observant party (DC10 medicine or investigation) will note that the Kan Demon has been dead for several weeks and appears to have been running away from the Keep when he died.

ROCK POINT KEEP: COURTYARD

If the characters make no effort to conceal their arrival, they will be attacked as soon as someone reaches the portcullis.

The northwest corner of this courtyard is dominated by the main building of the Keep, which rises thirty or forty feet atop a tall stone foundation. A staircase has been cut into the foundation and rises from the ground to a solid-looking door which makes up the entrance to the building.

The ground inside the walls is overgrown with woods and scraggly pines. A poorly-crafted wooden shack, looking like it could fall down at any moment, sits in the northwestern corner of this area. Over its entrance is a rotting bearskin, and a firepit has been dug outside. Charred wood, ash, and glowing embers fill the pit. Scattered bones and filth litter the entire area.

A hill giant and an ogre live in the courtyard (statistics can be found in Appendix I). From outside the gate, their crude wooden shelters are not visible, but if the group peers in they may spot them with a DC10 Wisdom (Perception) check. The pair are stupid but also wickedly cunning. If the party has made no efforts to conceal their arrival, the ogre and hill giant will engage them from hiding as soon as they reach the portcullis.

The thick walls of the keep effectively muffle the sounds of combat and the ogres from inside the Barracks room will not join a courtyard melee (unless the group is exceptionally strong and you wish to challenge them.)

The characters will find 45 gp and a large flawed ruby worth 50 gp in the wooden shelter. They'll also find plenty of bones around the fire pit, many of which are Kan Demon (DC15 Wisdom (Medicine) check to determine).

ROCK POINT KEEP: KEEP

The keep is built atop a fifteen-foot high foundation. A stone staircase, cut into the natural rock, leads to a heavy wooden door, bound with thick rusted iron. Like most of the courtyard, weeds, lichen and bits of crumbling stone litter the area near the staircase.

Well concealed by detritus a few feet from the base of the stairs is a wooden trap door covered in a thin layer of dirt and straw. The rotted trap door will collapse under the weight of anything elf-sized or larger. Any characters falling through will fall twenty-five feet and land in the shallow water of the cistern below, taking 2d6 damage.

The trap door is not something intentionally set – it's merely old. If the characters have a heightened sense of awareness, you may choose to make a DC15 passive Perception check to note the trapdoor. If the players specifically state their characters are looking for something in the filth covering the area, they will have no trouble in finding it.

ROCK POINT KEEP: CISTERN

If a character falls into the cistern, read the following. Otherwise, adapt it if they peer in from above or look in from the storeroom door.

Brackish water fills the bottom two feet of this ancient cistern. Your arrival is undoubtedly the first time it has been disturbed in countless years and the sound of your crashing fall and thrashing rise to your feet echos off the slime covered walls.

Thick stone columns suport the ceiling and the only source of light is the small opening that you plunged through. A grey mist covers the water's surface, briefly pushed back by your swift arrival, but now swirling about your legs.

Thankfully, you see a stone stairway that leads to a doorway cut high into the wall about forty feet from you. The relief of seeing the exit is cut short as something indistinct and malevolent rises out of the mist between you and the stairway.

The cistern is the oldest structure of the Keep, built by the first humans to reach this part of the Windsome Chain, nearly 1800 years ago. Early Farasene explorers from northern Tere set up a silver mining colony here and constructed the fortress to protect the miners from ogres and other threats in the mountains. The miners built a cistern and stone foundation with a wooden barracks that looked out over a palisade.

The colony was eventually abandoned, though whether due to the mines playing out or too much resistance from the locals denizens isn't known. Centuries later, the King of the Windsome Chain decided to build a wall around and a keep atop the original stone foundation.

Observant characters (DC15 Intelligence (Investigation)) will note that the cistern itself is much older than the keep above it and historians (DC15 Intelligence (History)) may be aware of the lore.

The staircase along the far wall leads up to a closed and rotting wooden door (AC11 and 9 hit points). The door leads to the storeroom.

Lurking in the pool is a specter (see Appendix I for statistics). It is the angry remains of one of the defenders of the earlier fortress. He was thrown into the cistern by invaders and died a horrible, agonizing death in the dark. It will attack as soon as someone enters the cistern.

ROCK POINT KEEP: BASEMENT

Dusty wooden furniture is stacked haphazardly in this storeroom and rodents have eaten anything edible which may have been kept here, littering the ground with their droppings.

The cistern and the basement storeroom share a doorway. The decaying door is still stout, with AC11 and 9 hit points. Much like the cistern itself, the basement storeroom is a much older structure than the keep above. Carved into the natural stone, it's little more than a small room in the base of the keep. The room is uninhabited and there is a ladder leading to a trapdoor above, which opens to another storeroom on the first floor.

Unless care is taken to open the door quietly, there is a 20% chance per round that an ogre from the Main Level will come investigate the noise.

ROCK POINT KEEP: MAIN LEVEL

The main level of the keep has three rooms. If the party has taken pains to remain quiet and move stealthily, it is possible that some or all of the three ogres which make the keep their home may be surprised.

The ogres have a total of 75 gp.

Barracks

A large rectangular room, obviously once used as a barracks. Strewn about are the remains of tables, weapon racks, and sleeping mats. The place reeks of sweat and worse and has the look of a place that's very much lived in.

The Barracks is the largest room on the main level. Three ogres make their home here now and will attack any who enter.

Statistics on the ogres can be found in Appendix I.

Storeroom

Dust, rodents, and filth fill this first-floor storeroom. There are a few half-eaten animal carcasses in here and the room smells completely awful. A trapdoor leads below and a stairway climbs to a second floor.

The trapdoor opens to a ladder to the Basement Storeroom and the stairs lead to the Second Level.

Officer's Quarters

A combination office and bedroom, the commander of the keep would have bunked here. There is a bed, footlocker, and desk - all ancient and dusty. The doorway would have been tight for an ogre, and they appear to have left this room alone.

Before the keep fell to the Imperium, the commander hid a letter to his wife and children in the desk, where it has been undisturbed for centuries. The letter expresses optimism that war with the Imperium can be avoided and that he will be home soon.

ROCK POINT KEEP: SECOND LEVEL

Stairs from the storeroom on the main level lead up to the second level to a small foyer hallway. There are five doorways leading to what seem to be apartments.

The stairway continues upward to what must be the top level of the keep. Piles of old furniture - tables, chairs, and bedframes - block these stairs. It isn't clear whether this is intended to be a barricade or just a convenient place to stack debris.

The second floor consists of a landing with stairs leading up and down and five equal sized apartments. The stairs on the landing lead down to the storeroom on the first level and up to the commander's room on the third.

The debris blocking the way up can be completely cleared in five or ten minutes by a determined group - longer if they are attempting stealth. When the ogres first occupied the keep, one of them was foolish enough to wander to the top level where he was attacked and nearly killed by the ghost of **Commander Quello**. The ogres performed a warding ceremony and physically blocked the stairway believing it would keep them safe from Quello. (Quello is bound to the top level and couldn't descend, ceremony or not.)

Guest Quarters

The apartments would have once housed the various craftsmen of the Keep as well as other visitors or dignitaries. Once well appointed, the furnishings have rotted to worthlessness over time. Observant characters (DC10 Wisdom (Perception) or DC10 Intelligence (Investigation)) will realize that the dust in these rooms has been undisturbed for many years or even decades.

ROCK POINT KEEP: THIRD LEVEL

The first thing you notice as you ascend to the top of the stairway is how small this room is compared to the rest of the keep. It fills perhaps a quarter of the space of the other levels with sunlight filtering through narrow vertical openings in each of the four walls.

The second thing you notice are the stains on the floor near the top of the stair. A large pool of something dark coalesced here, surrounded by smaller pools and even droplets. Blood would be your first guess, but it is impossible to tell in this dimly lit space.

There's a old wooden table sitting in the middle of the room and from the contours of its shadow, you guess there's a map of the area sitting on it. There's a wooden door centered on the north wall, which you assume leads outside to the roof of the keep.

The doorway leads out to the roof of the keep and offers a magnificent view of the lands below. One can see all the way to the coast as well as the land between Ridgeway Creek and the Rock Point Wash. The pass through the mountains is also visible for a quarter mile or so before winding its way out of sight.

Atop the ancient wooden table is a terrain map of the area surrounding the keep. Still present are wooden markers representing the forces of the Imperium who would attack and defeat the Keep 300 years ago. The markers have faded with age, but there's no mistaking the red and gold colors of the Imperium. (DC12 Intelligence (History) check to reveal the whole story – see *Red Treaty Origins* section).

The Commander

The ghost of Commander Quello, the last Windsome Chain commander of the keep, haunts the room. The ghost will not appear at once, but rather, after the group has been in the room for a few moments. He will try to possess one of the party in order to tell the story of how the entire garrison was destroyed by the invading Farasene.

Quello is unable to speak in ghostly form and if his Possess ability fails, he will attempt to communicate non-verbally to indicate he needs to possess someone in order to speak. A character may willingly submit to the possession, negating the need for a Charisma save. (Please see *Appendix I: Creatures* for details on Commander Quello and his abilities.)

Quello will tell them that he is cursed to continue defending the keep from all invaders until he is officially relieved. If any character has sworn fealty to Thixx and has cleared the Keep of its inhabitants, Quello can be relieved. If they do this, Quello will thank them for releasing him from his curse. He will leave the body of whoever he possessed and characters will see the form of a well-built middle-aged soldier. He wears leather armor and a plumed helm, has a longsword belted at his waist, and a metal flask at his side. His form will slowly dissipate, but as it does so, his leather armor and his wedding ring will take solid form. Commander Quello's Leather Armor is lightweight and ornate, and it offers +1 to AC of the wearer.

The commander's wife is buried in the Harborhume Necropolis and her grave could be located with a little research (**Linret Hoptender** could help, see *p132 AS-4 The Rebel Prince*). If one of the characters takes the ring to her grave, they will receive Inspiration. Otherwise, it is worth 50 gp if sold.

Whoever Quello possessed will find themselves holding the flask when the ghost disappears. It is a *Flask of Good Health*. As the ghost fades away, he will tell the previously possessed individual that the flask will fill once per week with a healing draught. He will warn the owner not to share it with anyone. The flask fills once per week with a *healing potion* that loses potency once removed from the flask. Anyone other than the owner who drinks from the flask must make a DC15 Constitution save or take 1d8 damage.

If the characters are unable or unwilling to relieve Quello, he will remain bound to the interior of the keep. None of Thixx's forces will agree to occupy the Keep so long as the ghost remains and Thixx will send them back to deal with it (which could entail anything from a royal proclamation from Thixx relieving Quello from duty or even orders to dispatch the ghost.)

Note that if Quello comes to believe that the characters represent a threat to the keep or the Windsome Chain, either through word or action, he will not hesitate to attack. If he has already possessed a character, he will fight in that form until the character is dead before reverting back to his ghostly form.

If the group fights and destroys the ghost, they will receive Commander Quello's Leather Armor, but not the wedding ring or flask.

Commander Quello and Mesaluna

If the characters played through *ASX-2 The Ghost of Jarvis Island* and **Mesaluna** escaped, she will be keeping close tabs on the characters as part of her plan to torment them (as a cat to a mouse.)

If Commander Quello is relieved of his post without violence, he will see Mesaluna close by in the Ethereal Plane (using his ethereal sight). As he fades away at the end of the scene, he will mention how odd it is to see an elf nearby. He will give someone in the group a quizzical glance and suggest that it appears the elf is following that specific character.

The character can belong to any of the players, with first preference to anyone carrying Mesaluna's soul bag, second preference to a character who she has more reason to despise than the others, or otherwise the GM simply chooses randomly.

RED TREATY ORIGINS

Around 300 years ago, the rulers of the Windsome Chain declared their full independence from the Farasene Imperium – which lead to the crisis ultimately resulting in the signing of the Red Treaty. Prior to the crisis, Farasene emperors had considered the Windsome Chain a de-facto province of the Imperium, but had made no military moves to enforce their claim.

When King Theris Uschel attempted to change the ambiguity of the status quo, and after much sabre rattling, **Emperor Parismus Marchel** launched a series of punitive raids. After the invasion, the Imperium forced the Red Treaty upon the islands.

The treaty removed the existing Uschel royal dynasty and replaced them with the Thixx dynasty. The newly crowned King swore “everlasting friendship” with the Farasene Imperium and the status quo was restored. In addition, the Farasene required that the Windsome Chain disband its military and formally accept the “protection” of the Imperium. Keeps such as Rock Point were abandoned or turned over to the Imperium.

Shortly before the Red Treaty was signed, one of the Imperium punitive raids landed along the coast near Rock Point Keep. Imperium soldiers fought their way up the path, and overwhelmed the Keep and killed the defenders. It was only later that anyone realized that these actions occurred after the signing of the Red Treaty, which should have ended all hostilities.

Few people are aware of the events that led to the Red Treaty and most are unaware even of its existence. Christianos Thixx knows that his actions are flouting the spirit of the treaty, but assumes that the Imperium will be far too occupied to do anything about it. Ralf Yao has strongly counseled the young King against his course of action – to no avail.

Players curious about the history of the Red Treaty may make a DC12 Intelligence (History) check.

ADVENTURE CONCLUSION

Once notified that the Keep has been secured, Thixx will garrison it with a dozen soldiers and a commander, within seven days. The troops will be green but led by a veteran (Erinnu Locke, if the encounter with the farmer/ bandits went well.) Shortly after the garrison arrives, displaced farmers and other settlers will begin to arrive through the newly opened pass, in order to begin farming in the relative safety of the coast.

Characters that have sworn fealty to Thixx will be allowed usage of the second-floor apartments, whenever needed, and Thixx will make good on his promise to grant them title to the lands bordered by Rock Point Keep, Ridgeway Keep, the Rock Wash and the Dawn Sea (proportionate the percentage of characters who accepted his commissions).

This is the final adventure in the *Crashing Chaos* story arc. The Asatania campaign and adventures will continue in the next story arc *Darkness Surges*, where characters will return to Tere seeking allies against the invading Kan Demon.

Land-Owning Characters

If the characters accepted Thixx's royal commissions, then they now hold title to modest plots of land near Rock Point Keep. How much emphasis and effort you want to put into this can vary. Some game masters and players may think of these plots as little more than potential retirement locations. Others may wish to get involved with the local politics between the settlers and the Feral Gnomes. Others, still, may wish to find ways to use these plots to earn an income.

The specifics of how you deal with the land plots is up to you, as game master, and the direction you wish your campaign to go. Some ideas that may be helpful:

The Feral Gnomes can be a help or a hindrance, depending on how they are treated. King Thixx may ask the characters to negotiate a treaty with them.

The characters may choose to lease out their land to farmers in return for payments or a percentage of crops. The characters may need to defend them against unexpected threats.

Tension may arise between different factions that pour through the pass to work the land of the eastern coast. The characters may be needed to help sort through a variety of conflicts.

APPENDIX I: CREATURES

BUGBEARS

BUGBEAR <i>Medium humanoid (goblinoid), chaotic evil</i>					
Armor Class: 16 (hide armor, shield) Hit Points: 27 (5d8+5) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)
Skills: Stealth +6, Survival +2 Senses: darkvision 60 ft., passive perception 10 Languages: Common, Goblin Challenge: 1 (200 XP)					
Brute: A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack). Surprise Attack: If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.					
Actions					
Morningstar. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d8+2) piercing damage. Javelin: <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft., or range 30/120 ft., one target. <i>Hit:</i> 9 (2d6+2) piercing damage in melee or 5 (1d6+2) piercing damage at range.					

Bugbear Subchief

Bugbear subchiefs are larger and tougher than others of their kind.

BUGBEAR SUBCHIEF <i>Medium humanoid (goblinoid), chaotic evil</i>					
Armor Class: 16 (hide armor, shield) Hit Points: 36 (7d8+5) Speed: 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	11 (+0)
Skills: Stealth +6, Survival +2 Senses: darkvision 60 ft., passive perception 10 Languages: Common, Goblin Challenge: 2 (450 XP)					
Brute: A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack). Surprise Attack: If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.					
Actions					
Fine Morningstar. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d8+3) piercing damage. Javelin: <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft., or range 30/120 ft., one target. <i>Hit:</i> 9 (2d6+2) piercing damage in melee or 5 (1d6+2) piercing damage at range.					

HILL GIANT

HILL GIANT <i>Huge giant, chaotic evil</i>					
Armor Class: 13 (natural armor) Hit Points: 105 (10d12+40) Speed: 40 ft.					
STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)
Skills: Perception +2 Senses: passive perception 12 Languages: Giant Challenge: 5 (1,800 XP)					
Actions					
Multiattack: The giant makes two greatclub attacks. Greatclub. <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 18 (3d8+5) bludgeoning damage. Rock: <i>Ranged Weapon Attack:</i> +8 to hit, range 60/240 ft., one target. <i>Hit:</i> 21 (3d10+5) bludgeoning damage.					

OGRE

<p>OGRE <i>Large giant, chaotic evil</i></p>						
<p>Armor Class: 11 (hide armor) Hit Points: 59 (7d10+21) Speed: 40 ft.</p>						
STR	DEX	CON	INT	WIS	CHA	
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)	
<p>Senses: darkvision 60 ft., passive perception 8 Languages: Common, Giant Challenge: 2 (450 XP)</p>						
<p>Actions</p> <hr/> <p>Greatclub. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d8+4) bludgeoning damage. Javalin: <i>Melee or Ranged Weapon Attack:</i> +6 to hit, reach 5 ft., or range 30/120 ft., one target. <i>Hit:</i> 11 (2d6+4) piercing damage.</p>						

OWLBEARS

<p>OWLBEAR <i>Large monstrosity, unaligned</i></p>						
<p>Armor Class: 13 (natural armor) Hit Points: 59 (7d10+21) Speed: 40 feet</p>						
STR	DEX	CON	INT	WIS	CHA	
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)	
<p>Skills: Perception +3 Senses: darkvision 60 ft., passive perception 13 Languages: None Challenge: 3 (700 XP)</p>						
<p>Keen Sight and Smell: The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.</p>						
<p>Actions</p> <hr/> <p>Multiattack. The owlbear makes two attacks: one with its beak and one with its claws. Beak. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (1d10+5) piercing damage. Claws: <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8+5) slashing damage</p>						

SPECTER

<p>SPECTER <i>Medium undead, chaotic evil</i></p>						
<p>Armor Class: 12 Hit Points: 22 (5d8) Speed: 0 ft., fly 50 ft. (hover)</p>						
STR	DEX	CON	INT	WIS	CHA	
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)	
<p>Damage Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities: necrotic, poison Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses: darkvision 60 ft., passive Perception 10 Languages understands Common but can't speak Challenge: 1 (200 XP)</p>						
<p>Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom(Perception) checks that rely on sight.</p>						
<p>Actions</p> <hr/> <p>Life Drain. <i>Melee Spell Attack:</i> +4 to hit, reach 5 ft., one creature. <i>Hit:</i> 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.</p>						

APPENDIX II: NPCs

BANDITS

BRIANNA COLLINS <i>Medium humanoid (half-elf), chaotic neutral</i>						
Armor Class: 15 (studded leather) Hit Points: 65 (10d8+20) Speed: 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	
Saving Throws: Str +4, Dex +5, Wis +2 Skills: Athletics +4, Deception +4 Senses: passive perception 10 Languages: Common Challenge: 2 (450 XP)						
Actions						
Multiattack. Brianna makes three melee attacks: two with her scimitar and one with her dagger. Or, she makes two ranged attacks with her daggers. Scimitar. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6+3) slashing damage. Dagger. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft., or range 20/60 ft., one target. <i>Hit:</i> 5 (1d4+3) piercing damage						

ERINNU LOCKE <i>Medium humanoid (human), chaotic good</i>						
Armor Class: 17 (splint) Hit Points: 58 (9d8 +18) Speed: 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)	
Skills: Athletics +5, Perception +2 Senses: passive perception 12 Languages: Common Challenge: 3 (700 XP)						
Actions						
Multiattack. Erinnu makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack. Longsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands. Shortsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6+3) piercing damage Heavy Crossbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 100/400 ft., one target. <i>Hit:</i> 6 (1d10+1) piercing damage						

BANDIT FARMERS <i>Medium humanoid (human), chaotic neutral</i>						
Armor Class: 12 (leather armor) Hit Points: 11 (2d8 +2) Speed: 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	
Senses: passive perception 10 Languages: Common Challenge: 1/8 (25 XP)						
Actions						
Scimitar. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6+1) slashing damage. Light Crossbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 80/320 ft., one target. <i>Hit:</i> 5 (1d8+1) piercing damage						

BIG PINCH CLAN

Thrillip Dustwander

Fala Sanctum's anti-magic field is weak on the far eastern edge of the Windsome Chain where the Big Pinch live. Thrillip's long exposure to **wild magic** has enabled his latent druidic talent. He believes that his magical ability is due to his close attunement with the world.

THRILLIP DUSTWANDER <i>Medium humanoid (gnome), chaotic good</i>					
Armor Class: 11 (16 with barkskin) Hit Points: 27 (5d8+5) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	13 (+1)
Skills: Medicine +4, Nature +3, Perception +4 Senses: extraordinary hearing, passive perception 14 Languages: Gnome (archaic dialect), Common Challenge: 2 (450 XP)					
Spellcasting. Thrillip is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared: Cantrips (at will): <i>druidcraft, produce flame, shillelagh</i> 1st level (4 slots): <i>entangle, longstrider, speak with animals, thunderwave</i> 2nd level (3 slots): <i>animal messenger, barkskin</i>					
Actions					
Quarterstaff. <i>Melee Weapon Attack:</i> +2 to hit (+4 to hit with <i>shillelagh</i>), reach 5 ft., one target. <i>Hit:</i> 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8+2) bludgeoning damage with <i>shillelagh</i> .					

Feral Gnome Hunters

Typically working in pairs, feral gnomes generally hunt with spears and daggers. They prefer to use their size and stealth to surprise their prey and kill before it can fight back.

FERAL GNOME HUNTERS <i>Medium humanoid (gnome), chaotic good</i>					
Armor Class: 12 Hit Points: 16 (3d8+3) Speed: 30 feet					
STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)
Skills: Nature +4, Perception +5, Stealth +6, Survival +5 Senses: extraordinary hearing, passive perception 15 Languages: Gnome (archaic dialect) Challenge: 1/2 (100 XP)					
Keen Hearing and Sight: The feral gnome hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.					
Actions					
Multiattack. The feral gnome hunter makes two melee attacks or two ranged attacks.					
Spear: <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft., or range 20/60 ft., one target. <i>Hit:</i> 6 (1d6+2) piercing damage, 7 (1d8+2) piercing damage if used two handed.					
Dagger: <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft., or range 20/60 ft., one target. <i>Hit:</i> 5 (1d4+2) piercing damage.					

GHOST OF COMMANDER QUELLO

Medium undead, lawful good

Armor Class: 11

Hit Points: 45 (10d8)

Speed: 0 ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: cold, necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 11

Languages Common

Challenge: 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) necrotic damage

Etherealness: The ghost can exist upon the Ethereal Plane or the Material Plane, though it remains visible on the other plane and can't affect or be affected by anything upon that plane.

Horrifying Visage: Each non-undead creature within 60 feet, visible to Quello must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years (this can be reversed with a *greater restoration* spell if cast within 24 hours). A frightened target can repeat the saving throw at the end of each of its turns, ending its frightened condition on a success. A character is immune to Quell's Horrifying Visage for the next 24 hours after it makes its saving throw, or it has already been affected and the effect ends.

Possession (Recharge 6): One visible target within 5 feet of Quello's ghost must succeed on a DC 13 Charisma saving throw or be possessed; Quello then disappears, and the target is incapacitated, losing control of its body, which Quello now controls, but this doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Int, Wis, Cha, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. Possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to Quello's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

DWARVEN WILDCATTERS

SIGURD SNOWHEART

Medium humanoid (dwarf), neutral good

Armor Class: 17 (splint)

Hit Points: 58 (9d8 +18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills: Athletics +5, Perception +2

Senses: darkvision 60 ft., passive perception 12

Languages: Common, Dwarven

Challenge: 3 (700 XP)

Actions

Multiattack. Sigurd makes two attacks with his battleaxe.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

WILDCATTERS

Medium humanoid (dwarf), neutral good

Armor Class: 11 (leather armor)

Hit Points: 32 (5d8+10)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Senses: darkvision 60 ft., passive perception 10

Languages: Dwarven, Common

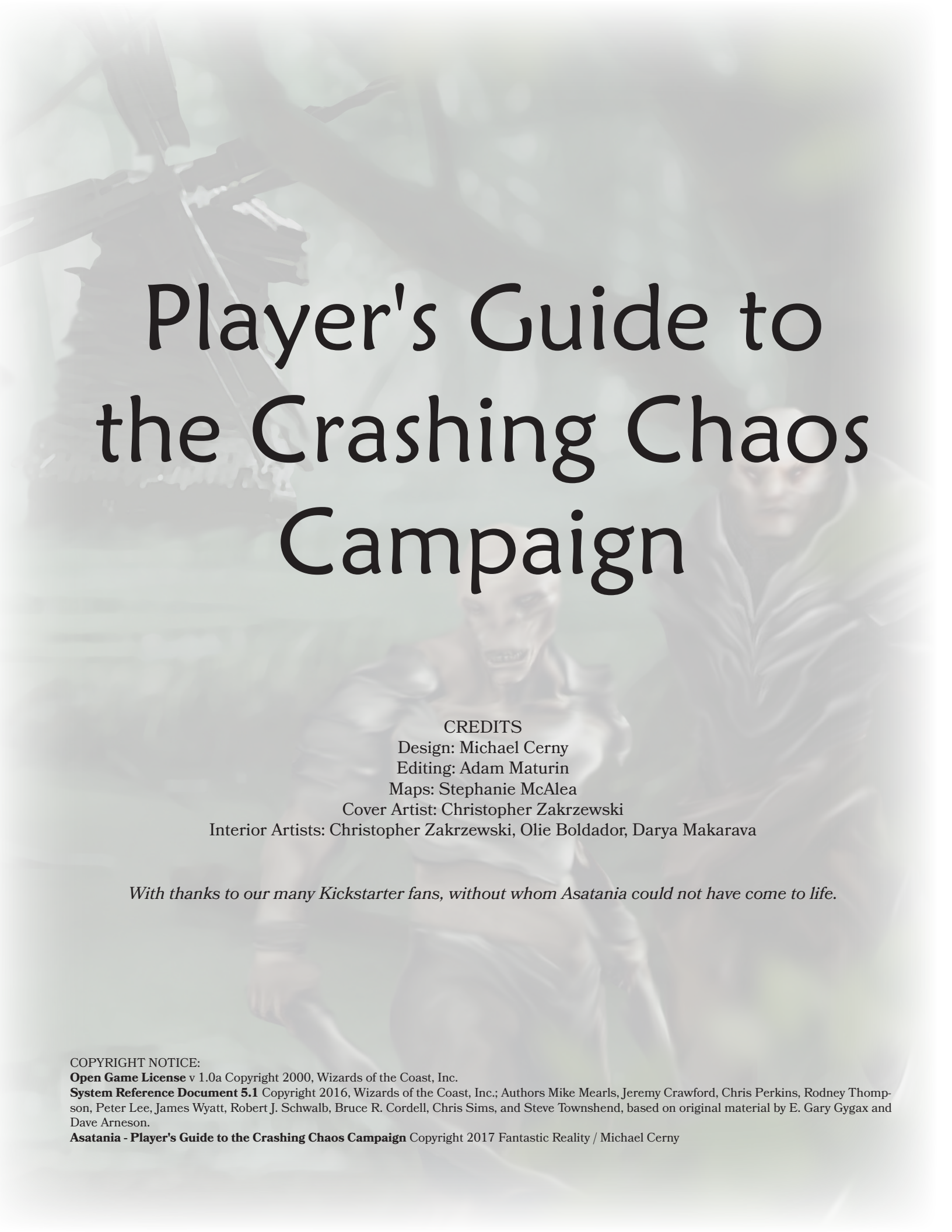
Challenge: 1/2 (100 XP)

Pack Tactics: The wildcatter has advantage on an attack roll against a creature if at least one of the wildcatter's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The wildcatter makes two melee attacks.

Mining Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.



Player's Guide to the Crashing Chaos Campaign

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BOOK 10 : CRASHING CHAOS PLAYERS GUIDE

Overview 171

Crashing Chaos Story Arc	171
Recent Events on Tere	171
Opening Scene	171

Character Creation 171

Magic Users	171
Reasons for Travel	171
Races	172

Asatania Setting..... 174

Climate.....	174
Cosmology.....	174
Geography	174

Farasene Imperium 175

Arts.....	175
Calendar	176
Coinage	176
Commerce.....	176
Customs of Society.....	176
Daily Life	176
Education	177
Foreign Policy.....	177
Government	177
Magic	177
Military.....	177
Places of Note.....	178
Religion	178
Roads.....	179
Settlements.....	179
Waterways	179

The Rest of Tere 180

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OVERVIEW

The Asatania (pronounced ah-seyt-an-yuh) campaign is a series of story arcs, each consisting of multiple adventures, that are meant to be played one after another. Over the course of an arc, player characters (PCs) will set out to overcome obstacles, complete missions, and learn something about the world around them.

The experience of many of the early play-testers is that *Crashing Chaos* is a difficult campaign with particularly challenging encounters. This is both true and false. The encounters have been designed with an element of realism to them. While there is no shortage of frontal assaults possible, the adventures in the campaign reward thoughtful patience and focused aggression. A purely hack and slash approach will be troublesome in some circumstances and downright foolhardy in others.

CRASHING CHAOS STORY ARC

The first arc is called *Crashing Chaos* and is the introduction to the world of Asatania. It covers a series of events which are already in motion and that will ultimately change the world.

This sourcebook was designed to accompany the eight adventures of the *Crashing Chaos* campaign arc and provide players with background information to help explain the world as their characters would see it.

Future arcs will include additional sourcebooks. This guide is not designed to be a comprehensive historical almanac, but rather, an overview of things that would be commonly known to your characters.

RECENT EVENTS ON TERE

Last summer, marauders appeared along the eastern seaboard of Tere, raiding towns and settlements up and down the coast. The gray-skinned raiders were long limbed, unnaturally tall and previously unknown to the people of Tere. The scared inhabitants of the Imperium coined them “Kan Demon,” believing them to have originated from the mythical continent of Kan, far across the sea. As summer turned to fall, the invaders’ longships finally stopped coming and the nervous inhabitants of the Imperium breathed a sigh of relief.

Those raids motivated Emperor Barthol Marchel to form a new army, the Home Guard Regiment, to protect the coastline from future raids.

OPENING SCENE

Crashing Chaos opens during the early spring in the Farasene Imperium, the dominant nation on the continent of Tere. As the curtain rises, Emperor Marchel’s Home Guard Regiment is mustering at the town of Bray’s Bay.

Your character is making their way to the coastal town of Bray’s Bay, riding in Elise de Cavaliere’s traveler wagon along the bumpy and unpleasant Old Sea Road. Normally, most travelers would avoid the Meshel Valley backwater altogether, but the Imperium Highway has been closed to civilian traffic. That road is being used exclusively to send soldiers and supplies to Bray’s Bay, where the emperor’s new army is marshalling. With you are the other PCs, a man named Harv, and a man named Bartolo.

CHARACTER CREATION

Except where otherwise noted, you may choose any valid races or classes from official published sources and create your character in any of the standard prescribed manners. Starting money, equipment and backgrounds should likewise be taken from the official sources (though backgrounds may be adapted to better suit the Asatania setting – work with your GM to do this).

MAGIC USERS

At the start of *Crashing Chaos*, magic is virtually unknown upon the continent of Tere. It is the stuff of bedtime stories and fairytales, or something performed by buskers and sleight-of-hand artists to amuse audiences. While there is a long tradition of magic and demons and dragons in folklore, none of the right-minded people of Tere believe in them.

If you wish to play a class which can cast or channel spells, do not let this concern you. Rest assured that magic-using characters (of all varieties) will have access to their full abilities. You should assume that your character has taken pains to keep their magical abilities hidden from others and will also be unaware of other magic using characters or creatures. (There is some latitude here for players who choose a character backstory involving learning magic use from another non-player character, or for characters with some pre-existing relationship. Work with your GM on details that will fit the Asatania setting.)

REASONS FOR TRAVEL

As part of character creation, create a reason why your character is riding on the traveler wagon headed to Bray’s Bay. It can be almost anything sufficiently compelling to overcome various inconveniences along the road.

Examples that characters have used in the past include:

- Your character is hoping to enlist in the new Home Guard Regiment to defend the homeland.
- Your character is returning home to Bray’s Bay
- Your character is searching for someone who was last seen in, or is believed to be in, Bray’s Bay.
- Your character is looking to book passage at Bray’s Bay, to the Windsome Chain islands, in order to track down an important person or thing, or simply to return home to the Windsome Chain.
- Your character is adventurous and is merely seeking to be “where the action” is.

RACES

You may choose from humans, elves, half-elves, dwarves, gnomes or halflings as your character race. Other races are unknown on Tere.

Dwarves

Dwarves live primarily in the mountainous regions in the west and northwest of Tere. Most live in one of the many dwarven kingdoms, though some of the most remote areas just contain isolated clans.

They have an often-contentious relationship with the other races of Tere, especially with the humans of the Farasene Imperium. This sometimes erupts into border clashes, which are not uncommon, though for the most part dwarves live in peace with the Imperium – trading their minerals and gemstones for food and other goods.

Dwarven politics between clans and kingdoms is complicated. Groups rarely enter armed conflict, but brinkmanship and long, drawn-out negotiations are common. Borders are fluid, especially deeper in the mountains.

Possible Player Origins:

Hammermuir is the capital city of the Kingdom of Khultorm, one of the older and more stable dwarven nations. Khultorm is an ally of the Imperium and treaty bound to provide assistance when asked.

Ostholme is part of Khultorm and is a frontier mining settlement in the Pecalin Range, just south of the Meshel Valley.

The Deep Mountain Regions are home to numerous clans and minor dwarven kingdoms. Scattered bands of humans and other races live in the deep mountains, though most inhabitants are dwarven. Most of the ranges are jagged and rocky granite, but there are plateaus and fertile valleys nestled within the peaks. This can be an especially good home to nature-focused characters, such as barbarians, druids and rangers.

Elves

The elves are the former masters of the flatlands, valleys, and woodlands of Tere. Though never numerous, they built many towns and settlements along the waterways of the continent. Their capital of Arathane was home to knowledge and culture, and was the height of pre-Farasene civilization.

The arrival of humans from the north of Tere two thousand years ago marked the turning point in elven civilization. They were gradually pushed off of their lands, sometimes forcibly so, but more often just by the rapid growth of the human population throughout Tere. The great elven city of Arathane has been abandoned and is now just an overgrown ruin occasionally looted by relic hunters.

Humans, especially the upper classes, idealize ancient elven culture and pureblood elven servants are a sign of wealth and status. The wealthy will also pay large sums for artifacts, which has led to a thriving black market in goods pilfered from the ruins of ancient elven towns or looted from graves.

Possible Player Origins:

The Wilderness. Many elves eschew the civilized life of Imperium citizens and have chosen to live in the few remaining wild places of Tere. Here, they live in small villages with other elves eking a meager existence from the land.



Synsari. A modest elven village on Thylara Island, which is in the Windsome Chain. Synsari is the closest thing to an ancient elven settlement that remains in the region.

Imperium Towns and Cities. Many elves have chosen to live among humans in the towns and cities of the Imperium. Well educated elves are often employed as tutors or scribes. Those less fortunate often become laborers or servants. The least fortunate end up on the fringes of society as thieves and beggars.

Gnomes

Gnomes may be found across the entire continent of Tere. Pippilin, which is the homeland of the gnomes, consists of a mountain valley deep within the western mountain ranges of Tere. From Pippilin, gnomes have spread out across the entire continent, living amongst the other races. They tend towards professions related to trade, scholarship, or engineering.

Gnomes are often stricken by lifelong wanderlust, which keeps them from putting down deep roots in any one location. Especially when younger, gnomes often come together in traveling bands of merchants and crafts-

men. These bands will move from city to city, across the Imperium, and serve as a vital link between the disparate regions of the continent. After a month or two, or possibly three (at the most), the roaming gnomes will pack up and move to another city.

While gnomes have no inherent bent towards criminality, their strange customs and travelling nature has given rise to many stories that goodwives and husbands tell their children. Diabolical gnomes stealing naughty children away to pull their caravan wagons is a popular tale used to scare children into better behavior.

Possible Player Origins:

Any city or town on Tere or the Windsome Chain: Though never numerous, there are at least a handful of gnomes in most of the towns and cities of the region. Gnomes have a strong work ethic and are often found in positions requiring high skill or entrepreneurial ability. Gnomes are overrepresented (by population) in engineering and scholarship roles.

Like any race, there are the occasional gnomes with a criminal bent to their profession and gnomish thieves are often recruited to find clever ways past the sorts of defenses used to keep valuables secure.

Roaming gnomes: Many gnomes choose to spend the early years of adulthood traveling in great merchant caravans which roam from settlement to settlement. Specialist craftsmen and scholars within such caravans often find work in some of the smaller towns and villages, leading the group to camp nearby. The caravans may stay until trading slows down and then move on, or some gnomes may choose to make the current settlement their permanent home, depending on the size of such settlements.

Pippilin gnomes: The homeland of the gnomes lies far from the Imperium boundaries and is surrounded by tall mountains that are all but impassable, except during a brief summertime respite. The region itself is a sizable mountain valley with tall pines and verdant meadows – idyllic if it were not so far from everywhere important on Tere. Few gnomes live in Pippilin, just a thousand or so, scattered through small villages. Gnomes that live outside the valley try to make at least one trip there during their lifetime. The income from pilgrims returning to the homeland has made Pippilin quite wealthy.

Half-elves

Because elves are so often found near humans, interbreeding between the two races is inevitable. Half-elves run the gamut of physical appearances, sometimes appearing as a blend of human and elf features, and other times strongly favoring the appearance of only one of their parents.

Half-elves are often pulled both directions culturally and many end up favoring one side of their heritage over the other. Most tend to see half-elves as one race or another rather than a distinct grouping to themselves. Half-elves with strong elven features are “elven” and those with a more human appearance are “human.”

Because of their unique position in between two groups, half-elves often find themselves in professions

that bridge humans and elves in the Imperium, for example: constables, magistrates, and counsels.

Possible Player Origins:

Half-elven characters may start anywhere that humans or elves can be found.

Halflings

Like gnomes, halflings can be found throughout Tere and the Windsome Chain islands. There are numerous small halfling villages scattered throughout Tere, mostly in the pastoral regions of the central continent – but occasionally in the south as well. Halflings are quite good with plants and livestock, and often choose farming as a profession. They are also skilled craftsmen, but their size and nimbleness also allows them to excel at acrobatics and showmanship. While the typical halfling is friendly, introverted and reserved, a few buck the norm and become traveling performers.



These performers travel from town to town via bright caravans, performing feats of acrobatics and sleight-of-hand, for a night or two, before moving on. Halflings love song almost as much as they love to eat, and they have a long and proud tradition of collecting the stories of the peoples of the world, and composing epic poems and tales. Young halflings often spend a year or two just roaming the continent looking for interesting things to write about to add to their great *Librum Historarium* (book of stories).

Possible Player Origins:

Halflings can come from anywhere that humans, elves or even dwarves come from. Another possible origin would be one of the numerous small halfling hamlets in central Tere, or the less numerous hamlets in the south.

Humans

Humans are the dominant race on Tere and the islands of the Windsome Chain, and have been so for the past 1,000 years. With no significant threats facing them, the Farasene emperors began to value stability and succession over progress and expansion. The cultural arts flourished, while innovation and technological advancement stagnated. Life in the Imperium has changed little over the past millennium, which has made it particularly vulnerable to unexpected threats. (Note: though the empire retains the “Farasene” moniker, it has been ruled by several disparate dynasties over the centuries. Each emperor or empress has claimed lineage to the original Farasene ruler, but in truth, the blood ties were severed long ago.)

Possible Player Origins:

Regalia: The capital city of the Farasene Imperium, Regalia is home to 500,000 souls within the city and an equal number within a day's travel. It is a cosmopolitan city with a primarily human population, but also large numbers of the other humanoid races of the region. It is home to several colleges of learning where wealthy citizens from across the Imperium send their children. The city is host to a great port, where coastal traders bring their wares from all along the coastline of the Imperium. In addition, and by law, all trade to and from the dwarven regions must pass through Regalia and pay import or export duties.

Meshel Valley: The *Crashing Chaos Campaign* opens in the Meshel Valley region and its numerous towns and villages make excellent starting locations for characters.

Bray's Bay: A small town and port which serves as one of the main trade conduits for the region and is home to sailors, traders, constables, craftsmen and other professions.



Arcanth: This is another modest sized town along the Old Sea Road, in the middle of the Meshel Valley. Arcanth is a crossroads town and serves farmers, miners, and loggers from around the region. It is the central trading hub of the valley and the roads between Arcanth and Ilyamani are well traveled by merchants and traveler wagons.

Ilyamani: The largest city in southern Tere, Ilyamani is the most important port in the region.

Windsome Chain Islands: Just off the southeastern coast of Tere lies the Kingdom of the Windsome Chain. Though not heavily populated, the Windsome Chain is home to a vibrant society which revolves around farming and fishing. Wine is the most valuable export and the vineyards of the islands are famous for their ancient and high quality wines.

ASATANIA SETTING

Asatania is a huge place, with continents, planes, hells and heavens. This guide, however, only covers the sections characters are most likely to be aware of, or travel to, during the course of the *Crashing Chaos* story arc.

As additional story arcs are published, corresponding Player's Guides will be released to cover new information.

CLIMATE

The northern portion of the continent sits within the subarctic, while most of Tere sits in the temperate region of the world, and the furthest southern reaches into the subtropical. Generally speaking, the further north and east on the continent, the wetter the climate, while the further south and west, the drier it will be.

COSMOLOGY

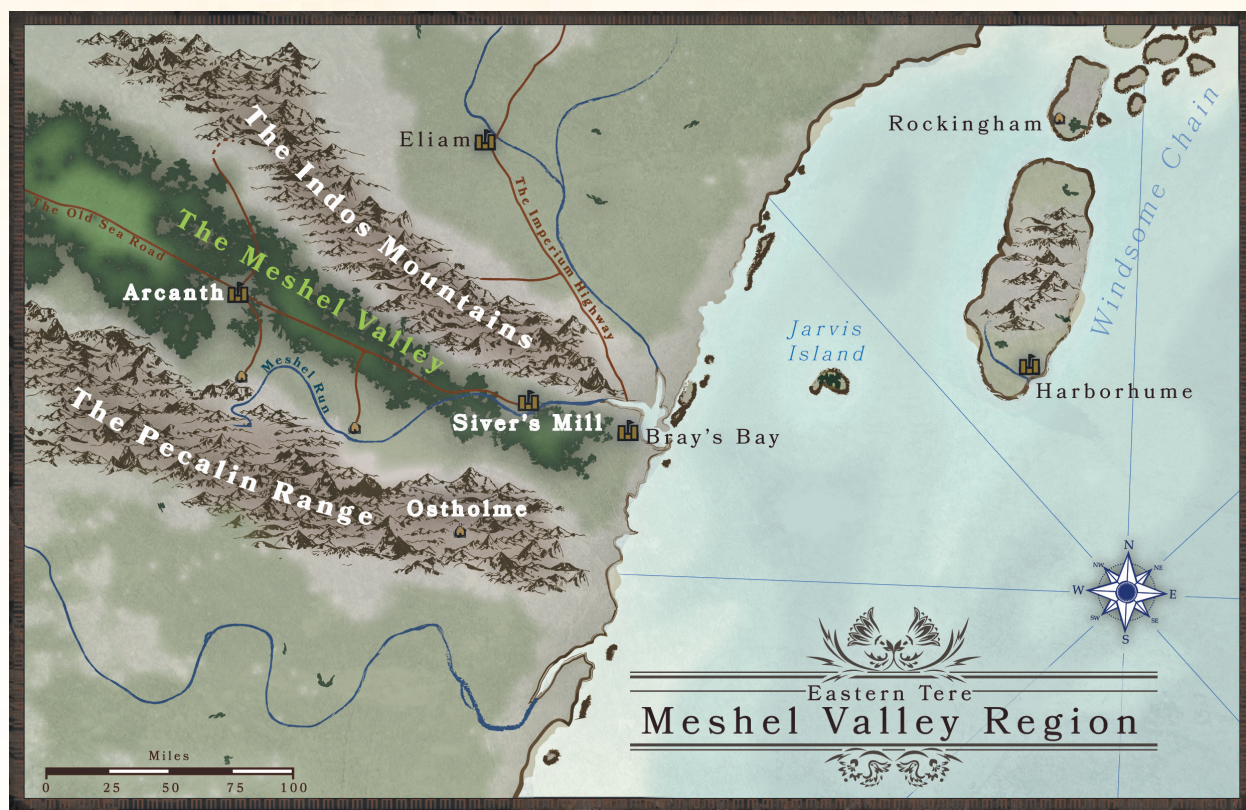
There are dozens of constellations, major and minor, visible in the night skies over Tere, however, most are only well known by astrologers, religious scholars, and others with a particular interest in the night sky.

Most people are only familiar with the five primary constellations – the Demon, the Dragon, the Lawbringer, the Wizards and the Gods. The Demon and the Dragon face each other as they continue their eternal battle in the night sky. Behind the dragon is the Wizard and behind the demon is the Lawbringer, with the constellations of various gods surrounding the scene as if looking on.

GEOGRAPHY

Dawn Sea (Ocean)

A vast ocean off the eastern coast of Tere. Imperium authorities have long insisted the sea was empty, however, last summer's Kan Demon raids have left many questioning that assertion.



Indos Mountains (Mountains)

A mountain range separating the Meshel Valley from the more fertile central regions of Tere.

Pecalin Range (Mountains)

A small mountain range running between the Meshel Valley and Southern Tere. The dwarven mining town of Ostholme is located at the eastern end of the range.

Tere (Continent)

Tere is a large continent and home to the Farasene Imperium, several dwarven kingdoms, and scattered settlements of elves, halflings and gnomes.

FARASENE IMPERIUM

The Imperium is the largest nation on Tere. It is human dominated, both in terms of population and political power, and currently ruled by the Marchel Dynasty. It has strong bureaucratic traditions that have survived the multiple dynasties which have ruled over its 2,000+ year history.

The Imperium is broken up into provinces which are further broken into prefectures. Governors are appointed to rule the provinces by the Emperor from the pool of aristocrats, which leads to significant political intrigue. Prefects may be aristocrats, but are more often chosen from the bureaucracy.

It is often said (only half in jest) that the bureaucracy runs the empire, while aristocrats and emperors just get in the way. The Imperium prides itself on safe roads, the relative stability of its borders, and the general prosperity enjoyed by its citizens. It has either subjugated (e.g. the Windsome Chain) or formed treaties (e.g. with Khultorm dwarves) with most of its neighbors. However, border conflicts with various dwarven kingdoms in the northwest portion of Tere occasionally flare up. The Imperium has been forced to deal with several in the last twenty years, and most of the small Imperium military is stationed on those disputed borders.

ARTS

The Imperium has a rich artistic tradition including painting, sculpture, music and theatre. Most of the formal arts are concentrated in the larger cities – especially Regalia, where aristocrats and wealthy merchants often vie to outdo each other with their collections and patronage.

In the countryside and smaller towns, commoners may have hand-crafted folk art decorating their homes, while the wealthy may include portraits, frescos and mosaics. Theatre is popular across the realm, whether on the permanent stages of Regalia or travelling shows.

Prosperous towns and cities often commission statuary memorializing famous historical figures (or the current emperor, if they are trying to curry favor) that they use to decorate their central squares, and no city worthy of the name in the Imperium would be without an amphitheater of some sort.

Ancient elven artwork is particularly trendy at the moment and there is a bustling gray market of scavengers and charlatans pillaging ancient elven ruins seeking them out.

CALENDAR

The Imperium uses a calendar based around its founding. Common Era (CE) year 1 represents the date the first Farasene emperor united the warring kingdoms and ascended the throne

There are twelve months with a uniform 30 days per month, excepting the first day of the year which is known as "Emperor's Day" and does not belong to any of the months. The names of the months are:

Tanson (1)	Marast (7)
Farson (2)	Nalat (8)
Ellesar (3)	Nort (9)
Arianum (4)	Ostor (10)
Elventide (5)	Sesquium (11)
Falasum (6)	Feldosar (12)

By convention, dates in Asatania are generally written numerically (e.g. "First day of Ellesar of the year of our Emperor 233.")

Emperor's Day

The first day of the year, Emperor's Day, is a day of celebration around the Imperium. Feasts and parties are held, politicians give over-long speeches, and most people partake heavily in spirits, wine or beer. At midnight, it is traditional for gatherings to choose one amongst them to raise a toast to the emperor. Sometimes the toaster is chosen informally and sometimes as a matter of great honor, but however chosen, custom dictates that the toast include a measure of thanks for the emperor's leadership, wishes for continued good health, and wisdom for the future. (A small cottage industry of writers exists to provide speakers with memorable toasts to claim as their own.)

COINAGE

The Imperium mints coins that are recognized throughout the known world. Platinum, gold, electrum, silver and copper coins are all produced, with the Imperium Gold Regal and the Imperium Silver Crowns being the most widely used. Past dynasties have occasionally been forced to debase the currency, leading to a number of economic crises, but the Marchel's have been adamant in their maintenance of weight and purity of the coins bearing their images. Counterfeiting is rare and punished harshly.

Because of their relative stability and trustworthiness, Imperium coins are accepted by merchants throughout most of Tere. The Kingdom of the Windsome Chain uses Imperium coinage exclusively, for instance. On the other hand, while the Dwarven Kingdoms do mint and use their own coins within their domains, the nature of the trade relationship between the Dwarven Kingdoms and the Imperium means that dwarven coins are rarely seen outside of their mountain homes.

COMMERCE

While the vast majority of the citizens of the Imperium work as farmers or laborers, there also exists a thriving craft and trade industry, centered around guilds. Industry in the Imperium is mostly local, with little in the way of large enterprises. The Imperium Bureaucracy sanctions most trade guilds and sets forth the requirements for membership, pricing, and quality. While membership in a guild is closely guarded, quality and pricing often vary from the "official" requirements – especially as one travels further from the capital city, Regalia.

When traveling in their merchant bands, gnomes often find themselves having to smooth over relations with local craftsmen who are unused to competition. In return for local peace, gnomish craftsmen often agree to share knowledge and a bit of coin with the local guilds. For many craftsmen, the closest thing they get to a vacation is the arrival of the gnomes.

CUSTOMS OF SOCIETY

Insular

Exploration of the ocean's surrounding Tere has long been outlawed by the Farasene Imperium and it is illegal to produce ships capable of deep water sailing. The Imperium claims that the oceans are endless and any ships attempting to sail them are doomed to failure. Until last summer, this was generally accepted as fact because no visitors from across the waters had ever arrived. The scholars of the Imperium have provided no explanation for the Kan Demon other than to suggest that there may be previously unknown islands east of the Windsome Chain.

DAILY LIFE

The Imperium has been a stable and largely peaceful empire for 2,000 years and, for the vast majority of its people, daily life is the same now as it has been for centuries.

The majority of the population is rural and employed in agriculture, where small farmers either own or lease a meager homestead directly from the Imperium under favorable terms. As long as the tenant actively works the land and pays modest taxes, they cannot legally be evicted from their land.

The urban population is primarily made up of small family owned and operated shops, where goods are both made and sold. There is also a sizable proportion of city-dwellers working directly for the bureaucratic arm of the Imperium.

In the Meshel Valley

The Meshel Valley, where *Crashing Chaos* begins, is especially remote. The lifestyle here is especially rustic. Children live with their parents until they are either old enough to take over the land lease themselves or need to move out and seek their own land or fortunes. It is common for extended families to hold neighboring plots, which together, form de-facto communes. The regional prefects are nominally responsible for awarding new open leases, but in practice, the matter is handed off to

local elders who submit their requests to the prefects for rubberstamp approval. Prefects who ignore this long-standing tradition often find themselves at odds with the local population, leading to their recall to Regalia.

The Meshel Valley is backwards and poor by Imperium standards. It is only becoming more so as the younger generations emigrate to central Tere and its larger urbanized population centers. Abandoned towns and villages dot the landscape along infrequently used side roads meandering off from the main Old Sea Road.

The small towns which do exist along the road contain the craftsmen and merchants of the region. They belong to the great guilds of the Imperium, though their remoteness has given them some freedom from the rules and regulations of the guild. Most choose to take on fewer apprentices and journeyman than called for given the slowly shrinking nature of their work.

EDUCATION

There is no compulsory education in the Imperium, and most citizens receive whatever education they have from their parents or a local guild. Tutors and boarding schools exist for the children of the wealthy and there are a handful of chartered universities in the major cities.

Most organized religious orders educate their priests in matters beyond theology, and in many smaller settlements on Tere, the local priest is the most well-educated person around.

Literacy is the norm for citizens who live in the towns and cities as their local churches and temples often offer day school for children of young age (up to 10). Opportunities for children in the rural areas are less common and a child's literacy is highly dependent on whether they have a parent or close relation to teach them.

FOREIGN POLICY

Dwarven Kingdoms

The Imperium has an uneasy peace with its dwarven neighbors on the western half of the continent of Tere. The dwarves are fragmented into a number of nation-states, with varying degrees of cordiality with the Imperium. While some kingdoms (e.g. Khultorm) are near vassal states, others are fiercely independent. Clashes with some are common and joining the Imperium military often involves postings along the western borderlands.

Trade between the Imperium and the dwarves is tightly controlled by the Farasene emperors. All goods imported from, or intended for export to, the dwarves must be registered through the Imperium Foreign Trade Office, must have a duty paid on them, and must receive an official stamp. Imperium merchants are forbidden from offering credit to dwarves and all payments must be in Imperium currency or letters of credit through the royally chartered Bank of Tere.

Kingdom of the Windsome Chain

The Kingdom of the Windsome Chain has been a protectorate of the Farasene Imperium for the last two hundred years, since the signing of the Red Treaty. The island chain is governed by King Elegius Thixx and is responsible for its own internal affairs. The Imperium is responsible for foreign policy, trade and military protection. Windsome Chain traders, like those in the Imperium, may only trade with the dwarven kingdoms through the trade offices in Regalia.

GOVERNMENT

The emperor is nominally an autocrat but his power is effectively checked by the large aristocratic class as well as the Imperium Bureaucracy. The bureaucracy rarely contravenes the wishes of an emperor, however, its sheer enormity serves to blunt dictates which would bring about meaningful change. Most emperors reign their entire life without making any meaningful changes in the lives of average citizens. The aristocracy jealously guards its land and resource ownership and through the power of regional governorships is able to reduce the power of emperors.

Marchel Dynasty

The current leader is Emperor Barthol Marchel, the young head of a dynasty that has ruled for the last 200 years.

Emperor Barthol Marchel

Barthol Marchel is a young man, in his early twenties, with little interest in affairs of state. Barthol is a dilettante writer and poet more interested in his artistic patronage and pursuits than ruling the empire he inherited. Barthol is unmarried and has no children which is beginning to cause concern among his family and the aristocracy.

Lucinda Marchel

Lucinda is the unmarried aunt of the current emperor with a reputation as a skilled diplomat and politician. Most people believe that she wields significant influence with the emperor.

MAGIC

The Imperium's view on magic is that it has no view. A government cannot have a policy on something it cannot imagine and none of the Imperium's rulers have imagined that magic might be a real force of nature.

MILITARY

Home Guard Regiment

In response to the Kan Demon invasions the prior summer, Emperor Barthol Marchel decided to raise an army to defend the coastline. The creation of the Home Guard Regiment was ordered and it began mustering at Bray's Bay.

PLACES OF NOTE

Arathane (City)

The ancient capital of the elves, Arathane was founded 2,200 years ago but is now little more than overgrown ruins.

Meshel Valley (Region)

A glacial valley running between the Indos Mountains and the Pecalin Range. Farming is the main occupation and grain the main export in the Meshel Valley, though the rocky soil is hard to work and the region is poor by Imperium standards.

RELIGION

Worship and spiritualism and the gods are an important facet of life on Tere. There are churches and cults and priests for many of the gods and goddesses of the Farasene mythology across the land.

Different regions tend to favor different gods. Meshel and Mara tend to dominate religious life among the humans of Tere. Liri the Seeker is the most important to the majority of the people of the Windsome Chain islands. The elves tend to venerate Ellesi Tan while the dwarves serve their maker, Godan.

The pantheon of Asatania is distant and the gods do not intervene in the affairs of the world. Though there are always men and women of faith, there is no direct evidence of the literal existence of the gods. For most people, religion is more about social connections and community than it is veneration and piety. Churches and temples are often local, independent affairs and in most regions, organized religion has little political influence.

Like with magic use, this lack of piety may be of concern to priest classes, however, clerics and other divine magic users will have full access to the abilities of their chosen classes. They may integrate whatever level of faith and belief into their backstory as desired, though it is assumed that priest characters will have at least some rudimentary divine explanation for their abilities.

Demon Cults

Though none operate openly, there are always rumors about secret cabals which meet in the dark places of Tere and perform unspeakable rites. Demon Cults are banned as a public nuisance and are hunted with vigor by the Imperium authorities, though every so often one still appears on Tere.

Gods

Arosa

Arosa the Destroyer is the youngest of the gods, born out of the chaos and strife caused by the Gods meddling in the affairs of the demonic planes. Godan coveted the power of the demon lords and sought to bend them to his will. After initial success, the demon lords briefly put aside their differences and were able to combine their energies into a dark and vengeful god - Arosa.

The demon lords had hoped to be able to use Arosa in their fight against the gods, but found themselves unable to control and direct his malevolent energy. Through concerted efforts, the other gods were able to chain Arosa to the Rock of Creation where Nalater keeps an eternal watch over him

Ellesi Tan

Ellesi Tan is one aspect of the singular god Tan, and represents the power of order. See the entry for Tan, for more information.

Farquan Tan

Farquan Tan is one aspect of the singular god Tan, and represents the power of chaos and entropy. See the entry for Tan, for more information.

Godan

Godan was the first god on the Divine Plane to come into existence. He wandered the divine plane for several millennia, bending its essence to his will. His realm was clouds and islands and endless sky with his palace built atop a great floating mountain eternally shrouded in clouds.

Godan created dwarves and gnomes. His desire was to create humanoids infused with elemental earth - strong and powerful. His rituals failed and Godan was consumed just as he breathed life into his creations.

With Godan's death, his cloud realm became beset with storms and swirling winds and his great castle fell to ruin.

Liri the Seeker

Daughter of Mara and Godan, Liri is the twin sister of Meshel. Raised in the courts of her parents, Liri eschewed both. She seeks out unknown corners of the Divine and Elemental Planes and has constructed her abode upon a great cliff overlooking the maelstrom beyond the divine plane.

Liri's wanderings and fascination with the power of the maelstrom have made her the patron god of sailors and explorers of all sorts.

Mara

Mara coalesced out of the chaos of the early divine plane shortly after Godan. Mara was consumed with a desire to understand her existence and the nature of reality. She strove to understand the mysteries of the universe and how all the gods and reality came to be. Her realm was fashioned as an endless library containing every book ever written.

Like Godan, Mara wished to create intelligent living beings. Mara wanted creatures who would be able to discover the secrets of nature and harness it for their own use.

During the creation of her races – humans and halflings – Mara tried to infuse them with knowledge and found herself pulled deeply into their essence. Her own lifeforce merged with that of her creations and she was lost to the ages. Some ancient elven scholars believed that Mara still exists, occasionally capable of reasserting

herself independently. However, that was the minority, most believed that Mara's essence was irretrievably lost.

Most of Mara's library decayed after she was lost, but wings containing universal truths and knowledge still exist.

Meshel

Meshel "The Judge" is the son of Mara and Godan, and twin brother of Liri. Meshel preferred the life of knowledge led by his mother and helped her judge and catalog the merits of the knowledge contained in her library. He believes in rationality over all and is frequently called upon by the other gods to arbitrate disputes.

After Mara's death, Meshel left the library and withdrew from the affairs of the other gods. He lives on one of the remote islands of Godan's abandoned realm.

Nalater

Nalater is a flying swarm of stinging light. He was created by the gods to guard Arosa and ensure that he never broke free of his chains. Whenever Arosa stirs, Nalater swarms around, stinging him with a weakening poison until Arosa falls back to slumber.

Tan

Ellesi and Farquan are two aspects of the singular god Tan. Ellesi represents the power of order and Farquan represents the power of elemental chaos and entropy. Tan wished to create a race filled with the power and energy of the divine, but like Godan and Mara, Ellesi was unable to control the swirling forces and was consumed during the creation of her race. After Ellesi's demise, Farquan went insane and the Tan roams the divine plane as an elemental storm, only occasionally lucid.

ROADS

Imperium Highway

A series of well-constructed and maintained roads running throughout the Farasene Imperium, the Imperium Highway is second only to rivers and coastal routes in usage for travel and trade. Vast teams of prisoners are put to work maintaining and building new extensions of the Highway.

Old Sea Road

The main east-west artery running through the Meshel Valley. It was once the main connection between the central regions of Tere and the port at Bray's Bay, but has since been supplanted by the Imperium Highway that was built further north. The loss of traffic and trade along the Old Sea Road further reduced the standard of living in the Meshel Valley, making that region the poorest in the Imperium.

Traveler Wagons

Traveler Wagons are the mass transit system of the Imperium. Pulled by a team of two horses, they carry passengers and cargo between the towns and cities of Tere.

They come in a variety of sizes, but most typically just over 20 feet long and 7 feet wide. At the front of the

wagon is a raised seat for the driver followed by passenger benches. The rear has room for cargo and supplies.

Most towns in the Imperium have facilities for the wagons to stop and switch out horse teams. Wagons are licensed by the Imperium and have standardized fares, however, they are owned and operated by private individuals. Most wagons, especially those that operate in the rural areas, are owned by one or two drivers. In larger towns and cities, it is more common for the wagons to be owned by a merchant who then hires individual drivers to work the routes.

There is no master schedule adhered to, though local inns and taverns will generally be able to tell travelers about the local routes and drivers. Drivers are fiercely protective of "their" routes and the Imperium authorities occasionally need to step in to prevent disagreements from resulting in bloodshed.

Cost is low, generally around 5 cp/mile.

SETTLEMENTS

Arcanth (Town)

A modest sized town in the Meshel Valley along the Old Sea Road. It is a crossroads town and serves farmers, miners, and loggers from around the region. It is the central trading hub of the valley and the roads between Arcanth and Ilyamani are well traveled by merchants and traveler wagons.

Bray's Bay (Town)

A small town and harbor on the eastern coast of Tere, where the Meshel Valley meets the Dawn Sea. It serves as one of the main trade conduits for the region and is home to sailors, traders, constables, craftsmen and other villagers.

Elium (Town)

A town north of Bray's Bay, along the Imperium Highway.

Regalia (City)

Capital city of the Farasene Imperium, located on the eastern coast of central Tere. Home of the ruling Marchel dynasty, it has a population of around 500,000 within the city proper, and another 500,000 in the immediately surrounding area.

Siver's Mill (Hamlet)

Small hamlet of only two dozen or so, and a traveler wagon waystation between Arcanth and Bray's Bay.

WATERWAYS

Ashanis River

The Ashanis river flows from the north to the south, emptying into the Meshel Run, just before entering the waters of Bray's Bay.

Meshel Run (River)

The waters of the Meshel Run flow from the west to the east, through the Meshel Valley, to the Dawn Sea. While the waters of the stream are navigable for short distances in some locations, in general, it is too shallow for cargo transport. In late spring, as the mountain snows melt, the river becomes a raging torrent in many locations.

THE REST OF TERE

Dwarven Kingdoms (Nations)

Much of the western side of Tere consists of rugged mountain ranges, the natural home of the dwarves. While some dwarven clans and kingdoms are stable and peaceful, many others eye the Imperium with varying degrees of belligerence. Trade with dwarves is controlled and regulated by the Imperium, which is a major point of contention between the groups.

Khultorm (Nation)

A dwarven Kingdom in the Pecalin Range bordering the Meshel Valley. The Kingdom of Khultorm is one of the largest of the dwarven kingdoms and has close economic and political ties with the Imperium. The capital city is Hammermuir.

Ostholme (Town)

A dwarven frontier mining town in the Pecalin Range. Ostholme is the easternmost settlement of the dwarven Khultorm kingdom, though it is technically inside Imperium territory.

The Windsome Chain (Nation)

An island chain and kingdom off the eastern coast of Tere. Nominally ruled by the Thixx dynasty, the Windsome Chain is a vassal state to the Farasene Imperium and has been so since the signing of the Red Treaty two hundred years ago. The current ruler is King Elegius Thixx.

Harborhume (Town)

A town of five thousand, Harborhume is the main port and capital of the Windsome Chain, located on the southern tip of Longhigh Island. The inhabitants are mostly human, though there are a few halfling merchants and gnomish craftsmen in town. Dwarves don't care much for the sea and there are rarely any in Harborhume. The elven settlement of Synsari lies on one of the northern islands of the archipelago, and elves can occasionally be found visiting Harborhume for trade purposes.

Longhigh Island

Largest island in the Windsome Chain and location of the capital, Harborhume. The Cragway Mountains run up the central and eastern portions of the island descending into a wide strip of flat land along the western side.

Most of the inhabitants of Longhigh live in the southern half of the island, either in Harborhume or one of the many fishing towns along the western coast. Farming and sheep ranching are both important occupations on

Longhigh and the west coast vineyards produce many expensive wines prized across Tere.

Magic Storms

Any character from the Windsome Chain has heard stories of magic storms, as most people from the islands claim to have seen one firsthand or know someone that has, though few residents actually have.

Rockingham (Town)

Fishing village located on Thesta Island in the Windsome Chain.

Superstition and Folklore

Compared to mainlanders, the people of the Windsome Chain are a superstitious lot. They believe in various spirits of the land, which they call hidden folk, including the diabolical land wights and the mischievous feral gnomes. Great care is taken to avoid upsetting these spirits and unseen creatures, lest their anger and wrath be visited upon the hapless populace.

Farmers will consult with seers and wise women before cutting down forest for a new field. The authorities will try to map out paths for new roads that will least disturb the hidden folk. If the harvest is poor or a horse goes lame, some will blame it on angry land wights. Alternatively, if a farmer has a good harvest, or a dowser finds water, many will give credit to friendly feral gnomes.

While these superstitions and stories are an important part of the folklore of the islands, they are not universally believed. While belief is stronger in the rural areas, almost all islanders will profess to some, especially to outsiders. They will often then proceed to tell tall tales as examples of their own personal experiences with the hidden folk.

This has led mainlanders from the Imperium to view the people of the Windsome Chain as little more than backwards rubes. An opinion many on the islands are happy to cultivate.

Synsari (Town)

An elven settlement on the remote northern island of Thylara, in the Windsome Chain.

Thesta Island

A northern island in the Windsome Chain whose largest settlement is Rockingham.

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