

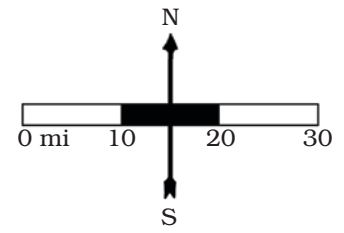
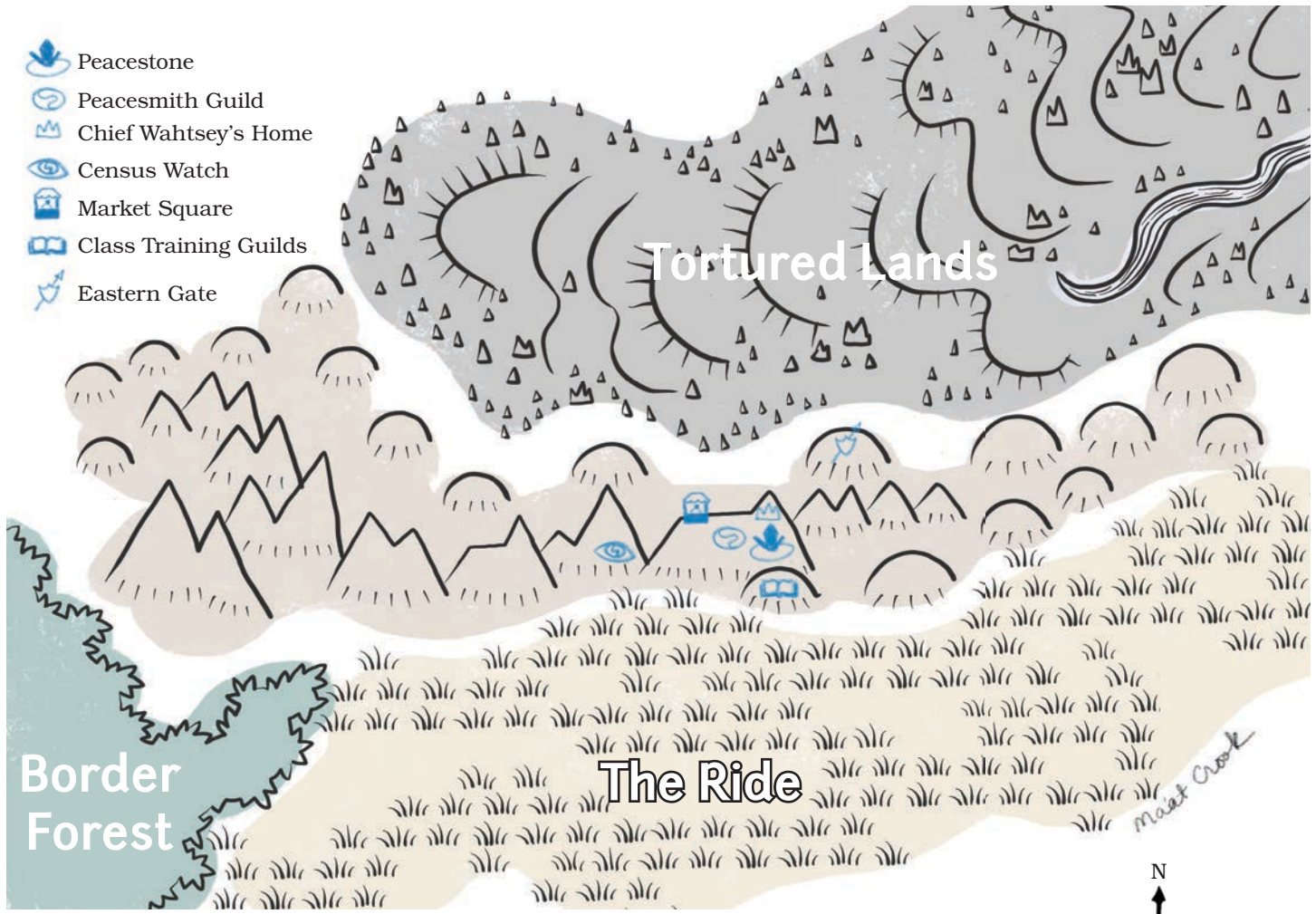
**D&D**  
**ADVENTURERS**  
**LEAGUE**  
TIER 1



# BLEEDING GATE: PANDEMONIUM

PART 1 OF A DUNGEONS AND DRAGONS ADVENTURE BY  
MA'AT CROOK

# Emudomier





# ADVENTURERS LEAGUE

## PANDEMONIUM

# A BLEEDING GATE ADVENTURE

## PART 1 OF 3

**Module Introduction:** Hired as security escorts for a group of noble children on a pilgrimage to the underground town of Emudomier, the party meet a strange tiefling being hunted by the father of her unborn child. After facing dangers on the road, they are welcomed into the sanctuary of Emudomier and given the opportunity to become renowned Peacesmith with all the benefits that entails. But the party soon learns, even the peaceful people of Emudomier can't escape tragedy.

*A 2-hour adventure for 1st-4th level characters*

BY MA'AT CROOK

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# INTRODUCTION

Welcome to Bleeding Gate, an official D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure is designed for three to seven 1st-level to 4th-level characters. Its play is limited to characters of 1st level to 4th level and has been optimized for five, 3rd level characters.

The Bleeding Gate adventure is divided into three parts, *Bleeding Gate: Pandemonium*, *Bleeding Gate: Amalgamation*, and *Bleeding Gate: Lineage*. Each part takes approximately one to two hours to complete. The sessions are documented in sequential order and can be run consecutively as a longer play experience. If you plan on running all three sessions in one sitting you will need about three to six hours to complete the adventure.

When time is limited, for example at conventions and other public events, it's important to be brief, direct, on time, and willing to take shortcuts, while still allowing the game to be fun. As DM you are in a position to remind players of the time if they get side tracked. You can assure them your word is honest if they are spending needless time trying to read between the lines, looking for deception, hidden plots, and side missions that do not exist.

If time is not an issue, allow the characters to spend the time they wish interacting with the non-player characters and following any lead they wish. Their creativity could lead the story into fun and unexpected directions.

## The D&D Adventurers League

The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. It uses the fifth edition Dungeons & Dragons rules, and is set in the Forgotten Realms®. Some of the monsters used in these modules can be found in the *Monster Manual* and *Volo's Guide to Monsters*. Players can create characters using the *D&D Basic Rules* or the *Player's Handbook*, or use a pregenerated character, and participate in any adventure allowed as part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continue their story.

D&D Adventurers League play is broken into storyline seasons, each with their own specific rules. Some seasons do not allow characters to leave a storyline to play within another, until that character completes the story.

For more information, visit:

[www.dndadventurersleague.org](http://www.dndadventurersleague.org)

The D&D Adventurers League Player's Guide is a comprehensive guide to all official rules for players, Dungeon Masters, and organizers. It contains special rules for playing Dungeons & Dragons in the official campaign.

## How to Use This Guide

The guidelines here have been approved for D&D Adventurers League play, for this adventure. This guide is divided into four sections:

- The **Introduction** is what you're reading now, giving information for preparing to play.
- **Adventure and Faction Hooks** (pg 4) give the player characters an introduction and starting point for the story.
- The **Campaign Session** (pg 6) lays out a series of events and interactions.
- The **DM's Appendix** (pg 14) gives you access to monster stat blocks, maps, and players' handouts.

## Preparing the Adventure

As a Dungeon Master you can do the following to prepare before the day of the adventure.

- Have your DCI number handy.
- Have a copy of the current *D&D Basic Rules* or your *Player's Handbook*, and *Dungeon Master's Guide*.
- Read through the adventure, taking notes, making copies of the handouts, and planning how you will present the adventure.
- Review the NPC information within the adventure descriptions.
- Gather together any resources you'd like to use in running this adventure--such as note-cards, a DM screen, miniatures, and maps.
- If you know the players beforehand, you can tailor this adventure to increase fun and save time.

## Before Playing

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Perception (Wisdom)
- Armor Class
- Anything notable (such as backgrounds, traits, flaws, etc.)

Players who have characters outside more than one level lower or higher than the level range **cannot participate in the adventure with those characters**. If a player has played or, as a Dungeon

Master, has run this adventure in the past they may still play again, as long as they use a character who is new to this adventure.

Ensure each player has completed Adventures League log-sheet(s) for their character with the following information.

- Adventure name
- Session number
- Date
- DM name and DCI number.
- Starting values for experience
- Starting value for gold
- Starting amount of downtime
- Starting renown
- Number of permanent magic items currently held
- They fill in the other values and write notes at the conclusion of the session.

Adventures League log-sheets can be obtained from organizers and some DMs bring blank copies. Each player is responsible for maintaining an accurate log-sheet.

Ensure each player's character sheet is in order, with certificates or DM signatures for any magic items and ability scores using standard arrays.

## Adjusting the Adventure

Make adjustments for party size, level, and experience by removing or adding creatures. You can also assist the party by using NPCs to help them in combat. To figure out if adjustments may be needed...

- Total the levels of all player's characters
- Divide the above total by the number of characters
- Round up for a fraction of .5 or larger; round down for a fraction smaller than .5

This will calculate the average party level (APL). Use the APL number and the following table to figure out the party's strength.

### Party Strength

Party Size	APL Comparison	Party Strength
3-4	< 4 APL	Very weak
3-4	= 4 APL	Weak
3-4	> 4 APL	Average, no adjustment
5	< 5 APL	Weak
5	= 5 APL	Average, no adjustment
5	> 5 APL	Strong
6-7	< 6 APL	Average, no adjustment
6-7	= 6 APL	Strong
6-7	> 6 APL	Very strong

## Running the Adventure

As the Dungeon Master your role is to guide the story, to bring the text to life, and to ensure the players have fun. **You make decisions that enhance the fun of the adventure.** So keep in mind the following:

- This guide is a suggestion and doesn't need to be followed word for word.
- Ask yourself questions about the engagement of the players. Are they too frustrated or bored? Do you need a new approach to add variety and creativity? What would the players like to try? Are you engaging all players equally?
- Make adjustments and decisions about how the group interacts with the world both in and out of combat. Try for the sweet spot, not too easy nor too difficult, not too predictable nor too obscure.
- Be aware of time and pacing. Redirect players back to the game if they get sidetracked. Keep the game moving at a pace that keeps them from finishing the session too early or late.
- The dialogue boxes offer suggestions. Be as creative, detailed, or brief as you need.
- Give hints and clear direction; it allows players to make informed choices about how to proceed with puzzles, combat, and interactions without second guessing or feeling lost.

## Downtime and Lifestyle

At the beginning or end of each play session, players must declare if they are spending downtime days. The player records the downtime spent on the adventure log-sheet. Reference the *D&D Basic Rules* or the *D&D Adventures League Player's Guide* for information on what downtime can be used for, like:

- Catching up
- Crafting (multiple characters cannot craft a single item)
- Practicing a profession
- Recuperating
- Using spell-casting services
- Training
- Faction-specific activities

Other downtime options might be available during adventures or can be unlocked through play.

Spending downtime days also requires paying lifestyle costs, per day. A character spending ten downtime days, pays for ten days of maintaining their lifestyle. Some downtime can lower or increase lifestyle expenses.

## Spell-casting Services

Any town or larger community can provide some spell-casting services, unless the adventure says otherwise. Other spell-casting services may be specific to an adventure. Normally characters need to be in the settlement to obtain services and normally

are limited to no more than three spells a day.

However, in this adventure one of the NPCs offers her spellcasting services. **Theema Aga'Rith** can cast three spells per long rest from the **Spell-casting Services** table, listed below.

## Spell-casting Services

Spell Name	Cost
Cure Wounds (1st level spell slot)	10 gp
Identify	20 gp
Lesser Restoration	40 gp
Prayer of Healing (2nd level spell slot)	40 gp
Remove Curse	90 gp
Speak with Dead	90 gp
Divination	210 gp
Raise Dead	1250 gp

## Character Disease, Death, and Recovery

A character who ends a session affected by poison, disease, death, or similar affect will start the next session with the same affect. Players may use downtime days to temporarily cancel out disadvantages caused by the effect or recover from one effect that prevents a character from gaining hit points. Reference the *D&D Basic Rules* or the *Player's Handbook* for more information on recuperating.

## Acolyte Background

An Acolyte background allows the character, once per day, to request spell-casting services (in the above table) from a temple dedicated to their deity. If they pay anything, it's usually no more than the cost of material components.

## Death

The death of a character can be resolved in several ways.

- Another character can use a **Raise Dead** or **Revivify** spell. Raise Dead comes with negative affects that can be overcome by completing long rests or using downtime days to reduce penalties.
- The party uses the dead character's or their own funds to pay for *Raise Dead*, if all vital organs are present and mostly whole. *Raise Dead* costs 1,250 gp. If the deceased character is between level 1-4 and is a member of a faction, their body can be taken to a faction patron where they will pay for a *Raise Dead* spellcasting at the cost of all xp and rewards from the session.
- **Create a new character** at 1st level, with none of the deceased character's items, rewards, or experience.

# ADVENTURE AND FACTION HOOKS

## Adventure Hooks

The player characters begin their adventure in a crowd of parade-goers, making their way to the town of Emudomier (eMoo-duh-meer). They've been hired as security escorts by Baroness Draug (Drog) to keep her children, their caretaker, and the parade-goers safe on their travels and visit in Emudomier. She hopes each child will become a Peacesmith. 200 gold will be provided upon their charges' safe arrival. Read or paraphrase the **Joyous Journey Hook** below.

## Harper Faction Hook

Harper leadership sent an agent to Emudomier on a two-fold mission to receive training as a Peacesmith and assist the Census Watch in their investigations of Peacesmith disappearances. The tortoise-shell tabaxi, named Giant's Toothpick Grotto (Toothpick), has sent no correspondence in over three months. The Census Watch in Emudomier officially pronounced him as one of the missing Peacesmith. Toothpick is easily recognizable by his distinctive facial markings, half his face is solid black while the rest is mottled.

The Harper agent(s) in the party have been asked to investigate Toothpick's disappearance in Emudomier with the hopes of locating him.

### Toothpick's Harper Contact

Ersu Heidagurne (Ersoo Hide-a-gerne), the Paragon's husband and assistant is the Harper agent working with Toothpick. He's also a member of the Census Watch.

### Toothpick's Peacesmith Contact

The Paragon, Peacesmith Guild Master, trained Toothpick during his stay in Emudomier.

## Joyous Journey Hook

A long parade of revelers grows with every settlement you pass. Each additional parade-goer makes the crowd more and more diverse. You notice a pair of cheerful ogres sharing food with a dryad and dwarf. A goblin child plays tag with a group of halfling children. Your employer's youngest child, one of three you're charged with escorting, is painted head-to-toe in pale blue paint. Young Rishi giggles, being held aloft by an elf and a tiefling.

The tiefling is part of the noble children's entourage, possibly their caretaker. She is pregnant and unusual in appearance. Her body is covered in fine hair the color of rust, her hands are the shape of bird talons, and a crown of horns peaks out of the cluster of snakes writhing on her head.

Even with the differences, the parade-goers celebrate

as friends, singing of their potential to spread peace and discussing the celebration plans at the end of their journey, in the town of Emudomier.

**Roleplaying Theema Aga'Rith** (Th-ee-ma Ah-ga Rith) (pronoun "she")

**Voice:** Strong and confident, with serious moments that can quickly erupt with energy and joy.

Theema Aga'Rith is a title, meaning "Sovereign Gatekeeper and Healer." Internally she is powerful at a level that seems to tower above her 5'4" form. She is an outsider with blocked powers, making her equivalent to a tiefling. Theema Aga'Rith and her best friend, Eka, shared a relationship with Tomakas, father of Theema Aga'Rith's unborn child. When Tom and Eka became more aggressive toward mortals, she left. Tom weakened her healing powers and blocked her ability to open portals until she "learns her lesson and returns home."

#### Important Information

Theema Aga'Rith is one of the key NPCs of this adventure. Despite appearances, she is **not** a threat to the characters. If the characters ever attack her, other NPCs will defend her.

#### Creature Type

If *Divine Sense*, *Detect Evil and Good*, or anything else is used to determine her type, she can be sensed as fiend **and** celestial; it is unknown which is accurate. The player character will only know she is not one of the undead.

**Stats:** AC: **18**, HP: **189**, and **+5 to her saving throws**.

If the party does not choose to speak with Theema Aga'Rith she will approach them. Read or paraphrase:

The pregnant tiefling offers you a taloned hand, palm down, in greeting,

"Good day! I'm Theema Aga'Rith. You must be the security escorts; I thank you for your expertise and assistance. I realize you are being paid well but I'd like to offer any help I can along the way. I once was a great healer and there are a few things I haven't forgotten."

If the player characters ask her questions at this point, she will not dispute any assumptions that she is the children's caretaker. She's known their mother since the Baroness was a child. She loves the Draug children and they love her; "caretaker" is true enough at this moment.

Theema Aga'Rith's offer to aid the party includes casting spells from the Spell-casting Services table on page 3. She can cast three before needing a long rest.

### Baroness Draug's Children

Name (pronoun)	Pronunciation	Additional Detail
Rishi (he)	Ree-shee	5 years old
Ahera (she)	A-heer-a	10 years old
Heiren (she)	like Aaron/Erin	14 years old



Theema Aga'Rith

The following information does not need to be revealed immediately. It can be learned from speaking with NPCs in the parade or from interactions within Emudomier. Paraphrase:

## Emudomier History

- Emudomier (eMoo-duh-meer) is located in the Moonsea area. The town has been hidden for centuries underground, within the mountain range lying between the Ride and Tortured Lands.
- The town was founded by an isolated community of Mountain Dwarves, hiding from the violence of their past.
- Recently the Emudomier people came out of their isolation to welcome people of all races, ethnicities, religions, classes, and backgrounds to potentially become Peacesmith.
- People in Emudomier are treated kindly. Enslaving, taking advantage of, manipulating, forcing, tricking, creating dependency, threatening, or coercing someone into doing anything are behaviors that are never ignored or minimized. The people who treat someone this way will face consequences on a family, friend, community, and, in some cases, legal level

## Peacesmith History

- Emudomier's champions and master negotiators are called Peacesmith. Their formation began with the discovery of a large quartz crystal they call the Peacestone.
- The Peacestone glows if the person touching it has extraordinary potential to broaden peace. If chosen, they may accept the calling of Peacesmith and the benefits that come with that training.

# CAMPAIGN SESSION

## Part 1: Myriad of Destruction

### Traveling to Emudomier

Travel to Emudomier takes several days but is mostly easy as the roads traveled on are well-maintained.

On a **DC 10 Wisdom (Insight) check** a player character will notice some things about Theema Aga'Rith's behavior. Despite her outward signs of joyous celebration, her nervousness can't be fully hidden.

- She never leaves the parade or camp alone, and keeps herself and the noble children near the party at all times.
- She often seems distracted, looking over her shoulder, shooting glances at choke points and possible cover.

### Encounter: Myriad of Destruction

Map on page 17.

**6 Neogi Hatchling** and **2 Swarms of Poisonous Snakes** are sent (by Tomakas) to attack Theema Aga'Rith. Read or paraphrase:

At first it is a subtle difference but you notice the laughter and cheers are replaced by screams. The crowd parts, revealing Theema Aga'Rith, quickly becoming overwhelmed by attacking snakes and crawling, eel-like creatures. She fights deftly but is out numbered; the parade-goers safety is at risk.

Theema Aga'Rith has an **AC: 18, HP: 189, and +5 to her saving throws.**

### Encounter Adjustments

Suggested encounter adjustments are not cumulative

Party Strength      Suggested Monsters (on page 14)

Very Weak      6 Neogi Hatchlings and 2 fire snakes

Weak      6 Neogi Hatchlings and 2 swarms of poisonous snakes

Strong      6 Neogi Hatchlings and 2 swarms of poisonous snakes

Very Strong      6 Neogi Hatchlings and 2 swarms of poisonous snakes. Theema Aga'Rith will retreat behind the strongest player character.

### Introduction to Tomakas

After their death the last snake will twitch and **speak to Theema Aga'Rith.**

**Roleplaying Tomakas** (Tom-a-kus) (pronoun "he")  
**Voice:** Shrill, like air forced through a narrow pipe.

Tomakas is not on this plane but has the ability to speak through the body of snakes existing on any plane. He uses this ability to speak with his wife, Theema Aga'Rith, threatening and manipulating her.

Read or paraphrase:

A snake lifts their head to Theema Aga'Rith,  
"My Love, it saddens me to see you suffer. All you need to do is ask and I will allow you to come home."

Theema Aga'Rith holds her head high and turns her back on the snake.

### Questions for Theema Aga'Rith

If the party asks Theema Aga'Rith questions, she is honest but brief; it's a painful subject. If she doesn't want to talk about something, she will say so and will leave to rest in the carriage. Read or paraphrase:

#### • Why are you being attacked?

"My consort, Tom, has become increasingly cruel to others. When I voiced my concerns, he deflected and minimized them all. I love Tomakas but I had to leave--him and Eka. The attacks are his negotiations for my return. But I plan to start a new life in Emudomier, surrounding my child-to-come with kind people."

#### • Who is Eka?

"Eka is my closest and oldest friend. We shared everything, drinks, laughter, our work, the love of Tom, raising children together. But our relationship isn't as easy as it once was. When I asked what was wrong her response made no sense. I haven't spoken to her since I left. As upset as I am, I still miss her."

#### • Besides being your consort, who is Tomakas?

"You shouldn't need to worry about him as much as his myriad of destruction. I'd appreciate your help keeping an eye out for them."

#### • Besides your name, who are you?

"I was a--a healer, gatekeeper, and helper of those vilified, shamed, and oppressed by their own kind. But that was before."

On a **DC 15 Wisdom (Insight) check** a player character will notice Theema Aga'Rith is holding some information back about Tom and her responsibilities. With an additional **DC 20 Charisma (Persuasion) check** a player character can convince her to share more about her responsibilities.



- **What are you not telling us about Tom/your responsibilities?**

"I was queen. But I left that title behind when I left Tom. I refused to go back and he sent sages after me. They did something that blocked some of my abilities; I can no longer open portals and my healing magicks have weakened. That's why you don't need to worry about Tom; he trapped himself far from here when he blocked my power to open portals."

**Treasure.** Theema Aga'Rith is thankful for the party's help and is concerned about more attacks. Hidden in her hair of snakes, she pulls out a *Periapt of Wound Closure*. Description on page 13.

## Part 2: Full of Possibilities

### Emudomier

The party steps off the Black Road and cuts toward Emudomier's mountain range, traveling along a worn trail. As they reach the exterior of Emudomier, the parade will be greeted by the Paragon, himself.

#### Roleplaying The Paragon (pronoun "he")

**Voice:** Personable, quick to laugh, and passionate. Breathily and focused, never yelling.

The Paragon is a dark skinned mountain dwarf. He has spent his entire, extensive life studying and contemplating compassion, negotiation, honesty, respect, kindness, and consent.

The Paragon,  
The oldest Peacesmith



Read or paraphrase:

You follow the parade up the gradual slope of the mountain, toward a cave opening. Emudomier citizens are gathered near the entrance, waving at the approaching parade. They spread out, making room for a dwarf and a githzerai carrying a blue umbrella. The dwarf is dressed in white chain mail and a pale blue cyclas (a sleeveless tunic worn without a belt). On the chest of the cyclas is an oval symbol. Someone from the crowd gasps, "The Paragon!" A cheer rises. **The Paragon** raises his hands,

"Good day, my siblings. Welcome to Emudomier. It warms my heart to see so many interested in broadening peace. Please, come. Enter our town with respect, compassion, and peace constantly present in your thoughts and actions.

The Paragon enters the interior of Emudomier; the

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parade follows. Others within the tunnel are dressed in pale blue with the same symbol worn by the Paragon, two hands gently clasped together.

As the party passes through the entrance to the cave they are met by **Chief Waktsey Emudomier Kagiso**.

#### Roleplaying Chief Waktsey Emudomier Kagiso

(Wot-see Em-oo-da-meer Kag-es-o) (pronoun "they")  
Pictured on page 9.

**Voice:** Smooth, speaking slowly and deliberately, without using contractions.

Chief Waktsey is of lizardfolk ancestry, having silver scaled skin, solid black eyes, catfish-like whiskers, webbed feet, and is missing one clawed finger. They wear the standard Peacesmith pale-blue robe but they always add a splash of orange, yellow, or fuchsia in a hat, footwear, pendants, or peaking out of under their robe. The people of Emudomier appointed them as the town's ambassador and member of the Policy Forum. They also are a member of the Order of the Gauntlet.

While Chief has nothing against the Paragon as a person or as a Peacesmith, they don't take kindly to him being "worshiped" as a prophet.

### Chief Waktsey

Chief Waktsey pays the party **200 gold** for safely escorting the Draug children and Theema Aga'Rith to Emudomier. They will host the entire entourage. Read or paraphrase:

"Thank you for your tireless work and continued security of our visiting nobles, Theema Aga'Rith and Baroness Draug's children, during their stay. Appropriate staff have been hired for their care at my residence where you have your own quarters available near their rooms."

Chief informs them that their charges have moved down the tunnels and are by now in Peacestone Cavern, listening to the Paragon speak and awaiting their turn to touch the Peacestone.

Much of the parade is still filing down the scrimshaw carved tunnels toward Peacestone Cavern.

### Peacestone Cavern

Read or paraphrase:

Walking down the cool tunnels, the scent of unwashed travelers mingles with the heaviness of minerals and dust. Carvings of animals, people, and symbols are embedded into the walls throughout the tunnel.

Ahead you hear the Paragon,

"After all these years it still mystifies me as to how the Peacestone glows or what criteria must be met for it to do so. Regardless of these questions, it glows. Somehow those for whom it shines, those who **choose** to accept its calling,

are gifted extraordinarily long lives and, with time and Peacesmith Guild training, remarkable negotiation skills.

He stands near the Peacestone, a quartz crystal as tall as he is. On the top of the crystal is painted a blue hand-print with eight blobs of color surrounding it. Symbols are carved into it's surface. The Paragon reaches up, touching the hand-print; the Peacestone glows a radiant blue light. He continues,

“One at a time, you may step forward and touch the Peacestone. But do not distress if it does not glow, you may still broaden peace no matter what the results.”

The Paragon steps away from the Peacestone. Rishi, the youngest of the Baroness' children steps forward and touches the Peacestone, it does not glow. Only when **Heiren**, the oldest of the Baroness' children, touches the smooth crystal does the **quartz radiate its azure light**. The crowd's collective awe fills the cavern. Other hopefuls, one by one, reach for the Peacestone.

#### Peacestone's Protection

The 5 foot area where the Peacestone rests is naturally protected by an unknown force. Spells or other spell-like effects do not work on it, similar to an *antimagic* field.

The players may wish to see if their character can activate the Peacestone. The following are two

suggested options.

1. **Quick Method:** Roll a d4 for each player wishing to touch the Peacestone; on a 2 or 4 their touch makes the Peacestone glow.

Or...

2. **Long Method:** Print, cut, and fold the paper fortune teller on page 18. If you are unfamiliar with paper fortune tellers, how to fold or use them, there are many video instructions to be found on the internet. This paper fortune teller has a different color on each flap, representing the eight colors on the Peacestone. The player selects one color, you spell out that color as you puppet the fortune teller open horizontally and vertically. When you come to the last letter they select another color inside the open fortune teller, you spell the color, and stop when you reach the last letter. They select one last color from the inside of the fortune teller; you open that flap. They may see a picture of a glowing Peacestone or they will see a blank space under the flap, denoting no glow.

Any players who touch the Peacestone and make it glow can be handed the **Peacesmith Handout in the Bleeding Gate Supplemental pdf**. This handout contains details about the Peacesmith Story Awards. More information can be found on page 13 of this document.



#### Capped Mosaic

Near the Peacestone lies a mosaic so disturbing to the Emudomier founders, they chose to cover it with a wooden cap. To counteract the unease that has grown, generation after generation, citizens place their favorite flowers, candles, art, and food atop the cap.



#### Peacestone and its Mosaic

The Peacestone glows a pale blue if touched by someone with exceptional potential to spread peace.

When the first player character approaches the Peacestone read or paraphrase:

As you approach the Peacestone you notice it is surrounded by a mosaic pattern on the floor of the cavern. The mosaic looks ancient and depicts figures talking, playing, dancing, and practicing defensive moves. About six feet away from the Peacestone mosaic is a wooden cap littered with candles, paintings, writings, flowers, and fresh food and drink. You see it clearly because none of the parade-goers stand on or go near it.

This is a good opportunity for the adventurers to explore or **rest at Chief Wahhtsey's** residence. Their home is carved into the walls of a cavern; it is large but not elaborately decorated. Chief Wahhtsey's bedroom is small and simple but the rest of their residence is dedicated to an office, meeting space, and guest quarters for visiting delegations and their escorts. These accommodations are functional, providing the necessities without frivolity.

## Part 3: Reappearance

### Chief Wahhtsey's Home

That night the party's **sleep is interrupted** by shouts; they only receive the benefit of a short rest. Read or paraphrase:

You wake to shouts. The pregnant tiefling, Theema Aga'Rith, bursts through your bedroom door, rushing frantically toward you. Her brow is furrowed with worry, "Ahera's gone! Her bed is empty and I've looked everywhere!"

A search of Chief Wahhtsey's home is fruitless. **Rishi** is the only one who saw Ahera leave; a **DC 12 Charisma (Persuasion) check** will reveal what he knows. Read or paraphrase:

Rishi is teary-eyed, worried about his sister and afraid he's in trouble for not telling sooner. "Ahera was just pretending to sleep. She sneaked out when no one was looking. She said she wants to be a Peacesmith and train at the Peacesmith Guild just like Heiren."

When the party prepares to search outside Chief's home, Theema Aga'Rith will speak up. Read or paraphrase:

"I'm going with you. I won't compromise on this. I hope you respect me enough not to try to stop me. My friend's child is missing. She's alone. I'm going with you."

The party and Theema Aga'Rith search for Ahera anywhere within or outside of Emudomier.

The following are likely places they'd go to find information on Ahera's whereabouts, **Peacesmith**

NOT FOR RESALE. PERMISSION GRANTED TO PRINT OR PHOTOCOPY THIS DOCUMENT FOR PERSONAL USE ONLY.

**Guild or Emudomier's Exit, the Eastern Gate.** If time is an issue and the party does not choose to go to the Peacesmith Guild or to check exits out of Emudomier, **Chief Wahhtsey Will Find The Party** (see page 10).

Chief Wahhtsey,  
Peacesmith and  
Emudomier's Ambassador



### Peacesmith Guild

The Paragon and his husband, Ersu, are awoken by the party and Theema Aga'Rith's arrival. Several Peacesmith trainees groggily peak out from their barracks. **No one has seen Ahera.** After leaving the gathering in Peacestone Cavern, everyone returned to the Peacesmith Guild for training, dinner, chores, and bedtime. A headcount of Peacesmith trainees exposes **four missing Peacesmith.** Questioning any of the remaining trainees, read or paraphrase:

"In the night," looking toward the Paragon, "I thought...um..."

The Paragon encourages the trainee to continue. They speak,

"Well, Teacher, just after lights-out they said you sent them on a mission in the Tortured Lands."

The Paragon is shocked, **he didn't** send them on a mission. Ersu can confirm, the Paragon didn't give any such order. Everyone expresses worry and hopes this is not another "Peacesmith abduction." In addition, a missing non-Peacesmith is unusual and for them to be a child is even more concerning. The Paragon will form several search parties to look for her throughout Emudomier.

**Roleplaying Peacesmith Ersu Heidagurne** (Ersoo Hide-a-germ) (pronoun "he") Picture on page 12.

**Voice:** Naturally whispery with a spark of caution before speaking.

Peacesmith Ersu's green hue, pointed ears, and short nose are common characteristics for githzerai. Along with his freckles and stripes, his skin is tattooed. He is proud of his husband; his love shines through every word when he speaks about him. (Ersu is a Harper, and a member of the covert organization, the Census Watch).

### Emudomier Exit, The Eastern Gate

There are several ways out of Emudomier. But Ahera

was only seen at the Eastern Gate, leading to the Tortured Lands. As the party arrives the guards stand taller. When the guards are questioned, read or paraphrase:

“Ah, puts the fear of gods in ya’ when a little one isn’t where they’re supposed to be, doesn’t it? The only child we’ve seen this evening, left with the Paragon and four trainees, hours ago. But it just doesn’t seem like that would be the child you’re looking for; the Paragon--none of the Peacesmith--would bring her on a mission without her guardian’s permission.”

The guards tell the party and Theema Aga’Rith that they have not seen the return of the child, the Paragon, or the four trainees. They are still in the Tortured Lands.

### Chief Wachtsey Will Find the Party

If the player characters do not go to the Peacesmith Guild or to the Eastern Gate, have Chief Wachtsey find them wherever they are. Read or paraphrase:

“She was seen! Witnesses saw her last night. She was last seen talking to the Paragon and a group of Peacesmith trainees near the Eastern Gate!”

They thoughtfully tug on a fin piercing,  
“Oh my, the Eastern Gate leads to the Tortured Lands. Not safe. Not safe. Or...Oh please do not let this be another abduction.”

### Tortured Lands

Map on page 17.

Each member of the party, and Theema Aga’Rith, receive **Lava Rock Shoes** to wear in the Tortured Lands. Without them the area is considered **difficult terrain** and will decrease walking speed by half.

After passing through the **Eastern Gate** the party quickly reaches the edge of the Tortured Lands. Being pre-dawn morning, **the way is dark**. The moon is almost full, providing enough light for darkvision but torches may be needed. Read or paraphrase:

The Tortured Lands are an other-worldly, stark landscape of basaltic lava rock. Without sturdier protection the crumbled, glass gravel would tear common footwear to shreds; falls will draw blood. Occasionally you step over and move around gaping crevices where the cooled lava pulled apart. Paying close attention to the habitat reveals cautious, rodents, birds, and lizards, skittering away. Their shining eyes peak out of the cracks and small caves.

**Falls** in this sharp, basaltic landscape will cause **1d4 piercing damage**. The nature of the ground yields no footprints, however, bent, tread grass hints at the passing of a group of creatures. The party

travels several hours before hearing a distant scream, **“Paragon!”** Read or paraphrase:

Going in the direction of the scream you see a figure lit by several torches, dressed in a light colored cyclas. They are over **500 feet** away and don't seem to hear or notice you.

Drawing closer you see several mounds on the ground. An arm reaches up from one mound; it's a person lying on the lava rocks. The standing figure picks up a fallen sword and casually stabs the person at their feet. The person's hand reaches for the sword, as if weakly trying to pull it from their own body.

The killer looks up in your direction.

When the party draws nearer they easily recognize the standing figure as **the Paragon**.

Only the DM knows at this point that the killer is the Paragon's twin brother, Arnfred Miruforge.

#### About the Killer (Arnfred Miruforge)

(Arn-fred Meer-oo-forj) (pronoun “he”)

**Voice:** Like his brother, breathy and focused, but his words drip with resentment.

Arnfred feels abandoned by his brother. He believes strongly that the Peacestone cheated him; it should have glowed at his touch as it did for his brother. Saultrophine (Sol-Tro-feen), Master of Chaos, accepted him and gave him purpose. He is tasked with and has a personal drive to free Saultrophine from his prison in the Far Realm, and to let chaos bleed into this plane. Saultrophine commands Arnfred to disrupt, discredit, and decrease the number of Peacesmith, weakening their influence.

Arnfred has never revealed himself to his brother. The Paragon believes he died long ago.

After stabbing the last figure on the ground, Arnfred Miruforge, who is no less than **300 feet away**, **will fly** (Winged Boots) **& make his escape through distant crevices, unseen**.

Then some of the lifeless trainees rise from the dead and more pour out from the crevices; **5 zombies**, of different races and genders, shamble toward the party and Theema Aga’Rith. The zombies wear Lava Rock Shoes. **2 vargouille** flutter in the animated corpses’ wake.



Arnfred Miruforge

## Encounter: Peacesmith Undead

### Encounter Adjustments

Suggested encounter adjustments are not cumulative

Party Size	Suggested Monsters (on page 15)
Very Weak	2 Zombies
Weak	3 Zombies & 1 Vargouille
Strong	6 Zombies, 3 Vargouille
Very Strong	6 Zombies, 3 Vargouille, & 1 Ghast

Add **1d4 piercing damage** to creatures who fall prone on the sharp, basaltic ground.

At the end of the battle, **the killer got away**. Read or paraphrase:

The killer is nowhere to be seen but in the distance you hear lifted praise.  
"For my Lord Saultrophine, Master of Chaos!"

That name catches Theema Aga'Rith's attention. Read or paraphrase:

Theema Aga'Rith is surprised and saddened to hear this name. She rambles, trying to process,  
"He said 'Saultrophine?!' That's the name of Eka's son; I raised him. But he disappeared. It broke our hearts. I suppose it's possible it's the name of someone else but...it doesn't seem likely. It's an ancient, celestial name I thought forgotten by mortals."

While **searching the bodies** of the dead Peacesmith, one of the Peacesmith is an aged, rotten, tortoiseshell tabaxi with half a black face; Harper agents can easily see it's **Toothpick**. Inside one of his pockets is a folded piece of paper. The paper has **chaotic scribbles**. (Players' Handout page 19).

By now it is **dawn**; the sunrise provides enough light to see that none of the bodies on the ground are Ahera. A quick **investigation of the surroundings** reveals a deep crevice a short distance beyond. Soft sobs and sniffing come from within; **Ahera** is hidden there, cold and visibly terrified by what she witnessed. With kindness the party will be able to coax her out of hiding. When she calms, she recounts the night's events. Read or paraphrase:

"I asked the Paragon if he would let me be a Peacesmith too even if the Peacestone said I couldn't. He said everyone could be at peace and if I followed him and the four Peacesmith he would give me the same lesson he was giving them.

We walked a long time and my feet hurt but I didn't say anything cause I wanted to show the Paragon I was strong. But one of the Peacesmith picked me up anyway and carried me here.

When we got here the Paragon said we needed to wait for our lesson because not all the trainees had arrived yet. A bunch of zombies crawled up out of the ground and circled us. The Peacesmith called the zombies by name; they said the zombies were their missing friends. But the zombies just grabbed us and kept us from fighting or running away.

Then you came. I hid.

It wasn't the Paragon, right?! He wouldn't take the Peacesmith and make them zombies! Right? He wouldn't hurt us?"

Ahera realizes it's safe to let go of all the emotions she had been holding back; she lets a flood of tears fall. Her feet are shredded from walking without Lava Rock Shoes.

**Treasure.** The Peacesmith zombies leave little of value, only *1 shield* painted white and blue with the Peacesmith symbol and *1d6 pairs of Lava Rock Shoes*.

## Part 4: When the Possible is Impossible

### Back in Emudomier

They arrive in Emudomier in the afternoon. If the party speaks with anyone along the way about what they saw, they will react in any of the following ways.

- They will feel **shock** that the "abducted Peacesmith" were found. They may ask if a specific loved-one was found.
- It will be **hard to believe** the Paragon was responsible; ever since early this morning he's been seen as part of the search parties looking for Ahera.
- For the past two hours the Paragon has been greeting the latest travelers. **He's in Peacestone Cavern** now.

### Peacestone Cavern

If the party tries to confront or attack the **Paragon** they won't be able to reach him through the crowd. Peacesmith are protecting him and **Ersu** will intercept them. Read or paraphrase his responses to the party's questions:

- **The Paragon is a murderer, abducting Peacesmith and turning them into zombies.**

"My husband is the kindest person I know, my best friend. I have never seen him harm anyone without, first, trying to negotiate and disarm them. And even then only to defend others.

Just look at him now. If he is not accompanied by admirers, he is with Peacesmith, he is with

me. He is never alone. Since you left, he has been with Peacesmith, searching for Ahera. I assure you, he's not the abductor, not a murderer, and no necromancer."

- **What can you tell us about the abductions?**

Ersu nods and smiles at the crowd of people surrounding you. The newcomers seem oblivious to your conversation but citizens within earshot clearly show signs of being hurt by the mention of missing Peacesmith. Ersu nervously pulls back his left sleeve, exposing a beautiful, curling tattoo,

"It is true. Peacesmith have disappeared. It is a tragedy for the entire town; we are all close. They are more than neighbors; they are our friends and loved-ones. We are doing all we can to find them."

The curling tattoo is the rough shape of an ear. Any party member knowing **Thieves Cant** will notice the tattoo isn't just decorative; it reads "Speak harmless words in public. Speak privately until your words won't harm the public."

### **Ending the Session**

Ersu won't speak more about the abductions. He postpones the conversation until they can speak more privately. Read or paraphrase:

"I hear what you are saying and I want your help. For now please return to your quarters. I will send word later and we can discuss this at length in a more appropriate location. You had a long night and a poor welcome to Emudomier. For that, I am sorry. Please rest."

At the end of the day the party will have rooms at Chief Wahtsey's home. Ahera is snuggled in a blanket, being smothered with love from Theema Aga'Rith. Heiren returns later in the evening after Peacesmith training. Chief Wahtsey validates much of the party's concerns. Read or paraphrase:

"I like the Paragon. I have never seen him hurt anyone. But I am not foolish. Any person is capable of doing real harm. The Paragon is no saint, despite how people worship him. It is worth continuing to investigate his involvement."

The adventure continues in part 2, **Bleeding Gate: Amalgamation**.



Ersu Heidagurne,  
husband and assistant to  
the Paragon

# Experience and Rewards

If this is played as an Adventurers League game, encourage players to document their experience, rewards, and any notes on their adventure log sheets, giving your name and DCI number.

## Experience Encounter XP

Minimum total XP per character	220
Maximum total XP per character	850

# of Creatures Defeated	Creature Name	XP per Creature	Total Party XP
	Fire Snake	200	
	Ghast	450	
	Neogi Hatchling	25	
	Peacesmith Zombie	50	
	Swarm of Poisonous Snakes	450	
	Vargouille	200	

## Accomplishment XP

Help Theema Aga'Rith	50	
Escort all the children and Theema Aga'Rith safely to Emudomier	50	
Found Toothpick	50	
Found Ahera & returned her to Emudomier	50	
Grand Total		

Divide the Grand Total by the number of players, following the minimum and maximum instructions above.

## Treasure

# of Items	Item Name	Description Location	Value
------------	-----------	----------------------	-------

From Chief Wahrtsey in payment for escorting the parade

	200 gold		200gp
--	----------	--	-------

From Zombie Peacesmith

Roll 1d6	Item Name	Description Location	Value
	Lava Rock Shoes (one pair lasts the equivalent of 1 day's walk.)		
1	Shield painted with Peacesmith symbol (Worthless unless the items are given to Ersu as evidence. They will then receive the following gold.)	PHB, pg 145	20gp
Grand Total			

Divide the Treasure Grand Total by the number of players, distributing the amounts evenly. If players choose to keep an item they pay the amount of its value. If more than one player wishes to keep an item,

they or the DM can roll to see who wins the item.

## Periapt of Wound Closure

*wondrous item, uncommon*

**Presented by** Theema Aga'Rith, as a thank you for escorting her to Emudomier.

This delicate silver chain has a brilliant-cut green gem held in a pendant the shape of a coiled snake. While you wear it, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

## Downtime

Each character receives **five downtime days** at the conclusion of this adventure.

## Renown

All faction members earn **one renown point** for participating in this adventure.

## Faction Hook Bonus Renown

All Harper faction members earn **one bonus renown point** for finding Toothpick.

## Story Awards

### Siblings in Peace

At this player character's touch the Peacestone did not glow. Any future attempts to touch the Peacestone yield the same results. The Peacestone's behavior is mysterious, but does not prevent a person from broadening peace regardless of its illumination.

## Chosen by the Peacestone

The Peacestone glowed, acknowledging this player character's exceptional potential to broaden peace. Those chosen have extraordinary long lifespans and are granted free lodging for life at Emudomier's Peacesmith Guild. They may reject or accept the calling to become a **Peacesmith Negotiator** (below).

## Peacesmith Negotiator

Peacesmith training takes years, but after a few tendays study, meditation, and mentoring from the Paragon himself, you begin to understand the art of broadening peace. You may choose to spend 15 downtime days and make a donation of 50 gold to the Peacesmith Guild to gain a **+2 bonus to one Charisma (Persuasion) check** to attempt to persuade a creature to stop fighting, or to otherwise help cause a peaceful resolution in a conflict. This ability recharges after a long rest.

## DM Rewards per Session

Experience Points	100
Gold	50
Downtime Days	5

# DM APPENDIX

## Monster and NPC Stats

### Fire Snake

*Medium elemental, neutral evil*

**Armor Class** 14

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

**Damage Vulnerabilities:** cold.

**Damage Resistances:** bludgeoning, piercing, and slashing from non-magical weapons.

**Saving Throws:** Wis +0.

**Damage Immunities:** fire.

**Condition Immunities:** poisoned.

**Senses:** darkvision 60 ft., Passive Perception 10.

**Languages:** understands ignan but can't speak.

**Challenge Rating** 1 (200xp)

**Heated Body.** A creature that touches the snake or hits them with a melee attack while within 5 ft of them takes 3 (1d6) fire damage.

#### Actions

**Multiattack.** The snake makes 2 attacks: 1 with their bite and 1 with their tail.

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

**Tail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

### Neogi Hatchling (Nee-O-Gee)

*Tiny aberration, lawful evil*

**Armor Class** 11

**Hit Points** 7 (3d4)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	9 (-1)

**Senses:** Darkvision 60 ft., Passive Perception 10.

**Languages:** none.

**Challenge Rating** 1/8 (25xp)

**Mental Fortitude.** The hatchling has advantage on saving throws against being charmed or frightened, and magic can't put the hatchling to sleep.

**Spider Climb.** The hatchling can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

#### Actions

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 7 (2d6) poison damage and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of their turns, ending the effect on a success.

### Swarm of Poisonous Snakes

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 14

**Hit Points** 36 (8d8)

**Speed** 30 ft., swim 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

**Damage Resistances:** bludgeoning, piercing, slashing.

**Condition Immunities:** charmed, frightened, paralyzed, petrified, prone, restrained, stunned.

**Senses:** blindsight, 10 ft., Passive Perception 10.

**Languages:** none, unless Tomakas speaks through them.

**Challenge Rating** 2 (450xp)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through an opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

#### Actions

**Bites.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half their hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.



Neogi hatchling with a swarm of poisonous snakes



## Vargouille (var-Gweel)

*Tiny fiend, chaotic evil*

**Armor Class** 12

**Hit Points** 13 (3d4 + 6)

**Speed** 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

**Damage Resistances:** cold, fire, lightning.

**Damage Immunities:** poison.

**Condition Immunities:** poisoned.

**Senses:** darkvision 60 ft., Passive Perception 8.

**Languages:** understands Abyssal, Infernal, "Saultrophine, Master of Chaos."

**Challenge Rating** 1 (200xp)

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) piercing damage plus 10 (3d6) poison damage.

**Kiss.** The vargouille kisses one incapacitated humanoid within 5 feet. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as their head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell; don't count that time. When the cursed target's Charisma becomes 2, they die, and their head tears from their body, becoming a new vargouille. Casting *remove curse*, *greater restoration*, or a similar spell on the cursed target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

**Stunning Shriek.** The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear them, must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for them, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.

## Peacesmith Zombie

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws:** Wis +0.

**Damage Immunities:** poison.

**Condition Immunities:** poisoned.

**Senses:** darkvision 60 ft., Passive Perception 8.

**Languages:** "Saultrophine, Master of Chaos."

**Challenge Rating** 1/4 (50xp)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### Actions

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



Vargouille and Peacesmith zombies

## Ghast

*Medium undead, chaotic evil*

**Armor Class** 13

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

**Damage Resistances:** necrotic.

**Damage Immunities:** poison.

**Condition Immunities:** charmed, exhaustion, poisoned.

**Senses:** darkvision 60 ft., Passive Perception 10.

**Languages:** Common “Saultrophine, Master of Chaos.”

**Challenge Rating** 2 (450xp)

**Stench.** Any creature starting their turn within 5 ft of the ghast must succeed on a **DC 10 Constitution** saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the ghast’s Stench for 24 hours.

**Turning Defiance.** The ghast and any ghouls within 30 ft of it have advantage on saving throws against effects that turn undead.

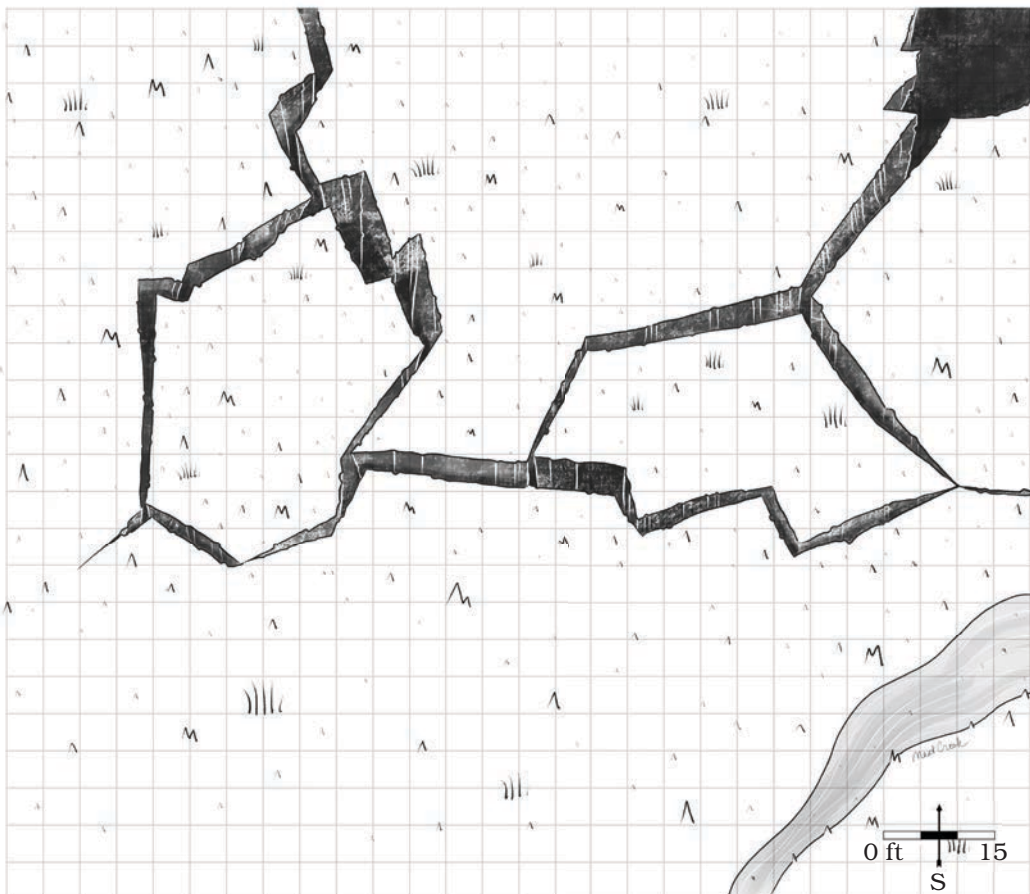
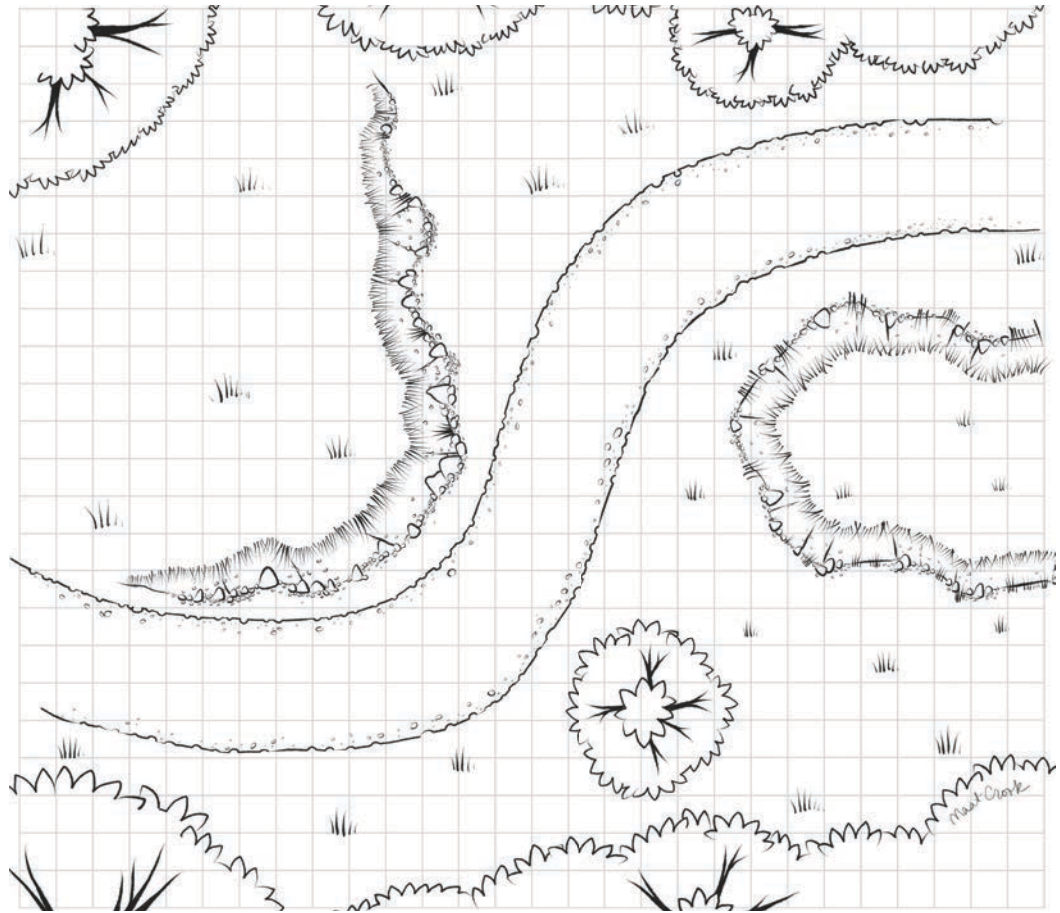
### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

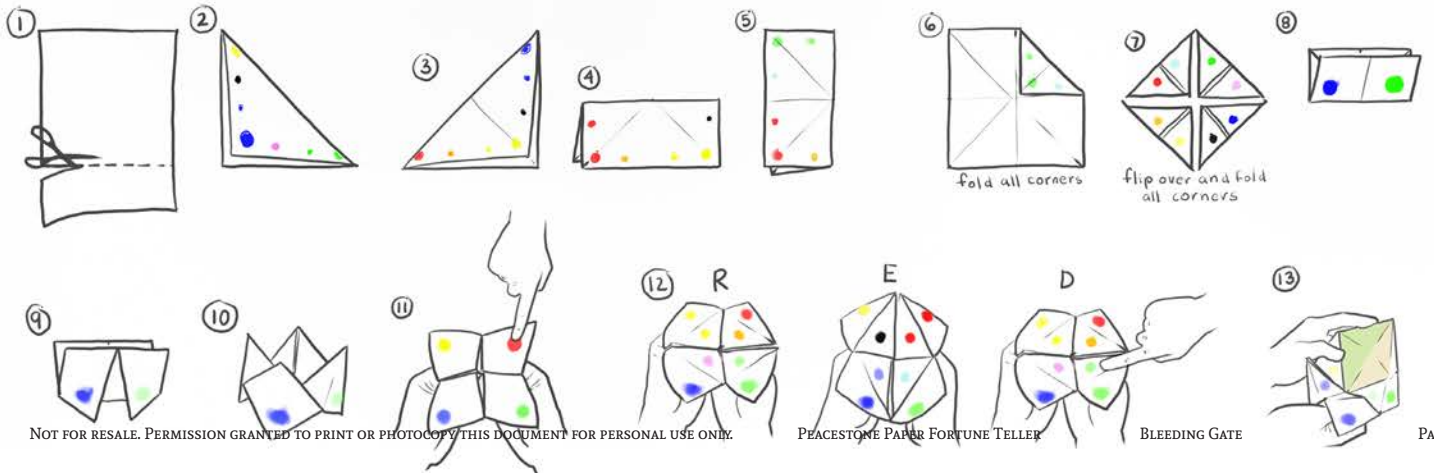
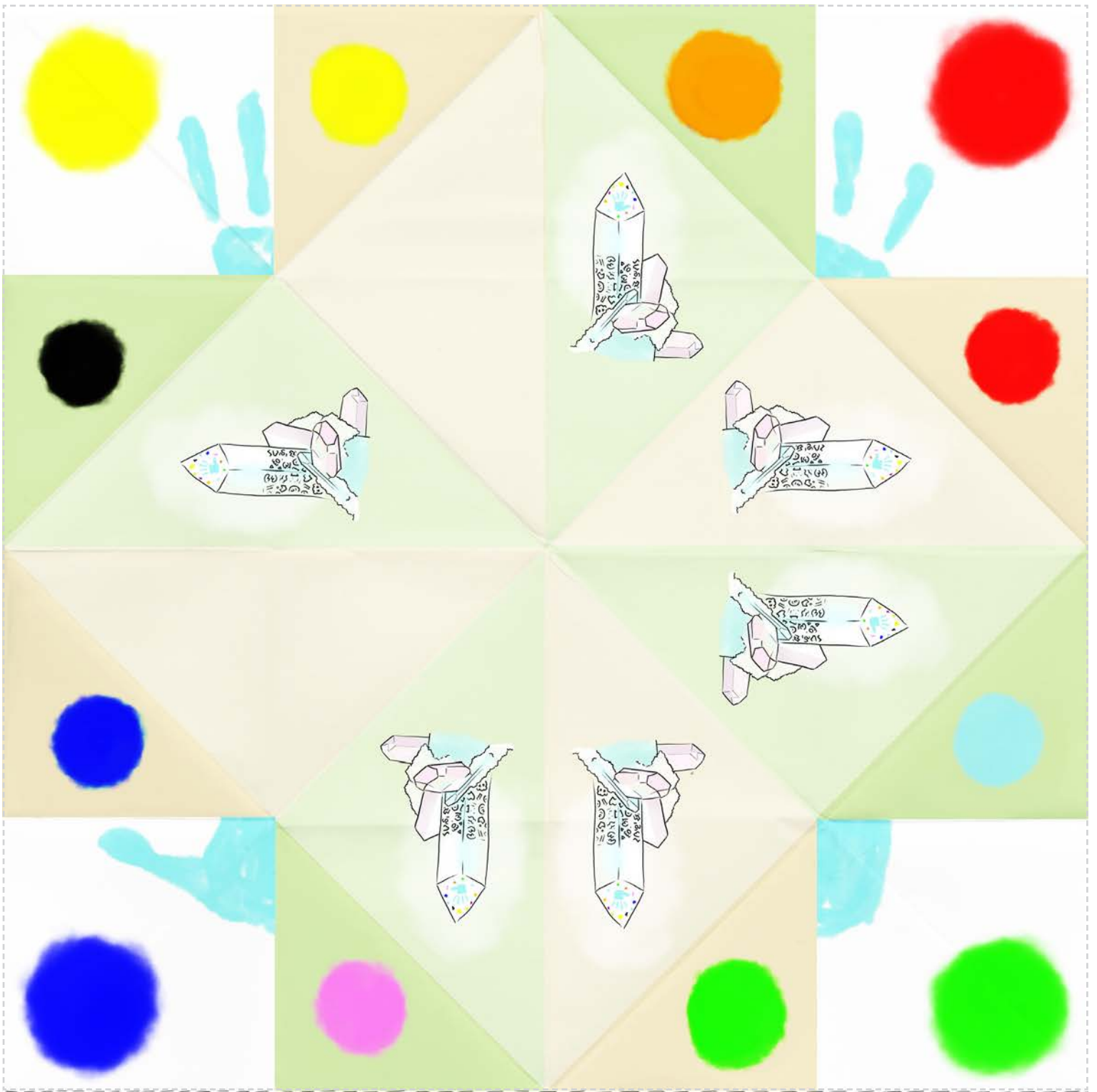
**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, they must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on themselves on a success.

# Maps and Handouts

## Myriad of Destruction Map



## Tortured Lands Map





# BLEEDING GATE

A DUNGEONS AND DRAGON ADVENTURE FOR CHARACTERS OF LEVELS 1-4

FOR USE WITH THE FIFTH EDITION PLAYER'S HANDBOOK,  
MONSTER MANUAL, VOLO'S GUIDE, AND DUNGEON MASTER'S GUIDE



In a world overwhelmed by violence Emudomier's people strove to live in isolation, practicing compassion and peace. When they break their solitude, in order to broaden peace, they become targets of an enemy bent on tipping the balance within Toril toward chaos. Can your party, a pregnant tiefling, and those who have accepted the calling of "Peacesmith" stop the chaos of the Far Realm from bleeding through and overtaking the Forgotten Realms?

*Maia-Crook*

