

# EAT THE RICH

## REVOLUTION



4 ANTICAPITALIST  
ADVENTURES FOR 5E

July 2020



# CREDITS

**Narrative Design:** Collette Quach, Colin Valkenet, Luciella Elisabeth Scarlett, Steve Orr

**Cover Art:** Joseph Weide

**Original Interior Art:** Amelia Ng, Apollo Spiva, Steve "Jaspor" Orr, Timothy McCown Reynolds

**Cartography:** Brenden Sparks, Fernando Salvaterra, Joseph Weide

**Editing:** Erik Scott de Bie

**Layout:** Cat Evans, Alicia Furness

**Production:** Alicia Furness & Cat Evans

**Team Leads:** Liz Gist (Art), Alison Huang (Community Management), R.P. Davis (Editing), Cat Evans (Layout)

**Special Thanks:** The ENTIRE Eat the Rich community, who've stuck with us through thick and thin. Everybody who bought Volume 1 and proved to us that people really do want adventures like these!

**Additional Interior Art:** Adobe Stock, Pixabay (used under CC0 licence)

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# PRODUCERS' NOTES

WE'RE BACK, COMRADES! Eat the Rich started life as a set of 4 adventure anthologies to be sold... elsewhere. We got Volume 1 out, it rocketed to #1 on the site's bestseller list (not for long, admittedly), and then it was decided that we were too political and too controversial. It's been a long journey to find a home and a new format for the rest of our kickass adventures but WE'RE HERE!

We'll be bringing you a set of 3-5 adventures with strong anticapitalist themes every month until... well, until we run out of adventures, probably. It'd be nice if you liked them. We hope you do. We hope you run them, too. But if you don't... the real plutovorian banquet was the friends we made along the way. Or something.

-- Cat Evans

If you had asked me in November, I would not have expected to be here, writing this note now, under these circumstances. This project has been a wild ride, let me tell you. Who knew that the word anti-capitalist was TOO SPICY for a certain platform?

Now that we have had time to adjust our thinking, I am excited about the new format of Eat the Rich. What's more anti-capitalist than a low-cost, profit-sharing, zine?

We are kicking off the new format with, I think, an important and appropriately timed theme: Revolution. The world is one fire, and people are pushing back. Good. Burn the old world to the ground, and let's build our post-capitalist, inclusive, and anti-establishment dream world! The contributors in this issue are doing just that, and we are doing it as a diverse group, with different experiences and perspectives that come together to make the world better. No fascists or racists allowed though.

I hope you enjoy the hopeful note we are starting off on here. Remember that a better world is possible, and it starts with eating the rich.

In solidarity,

-- Alicia Furness

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## How To Use This Zine

You can run all of the adventures Eat the Rich using only the 5e SRD. If statistics aren't shown in the adventure, you can find them at <https://5thsrd.org/>

New creatures, items, and maps are provided at the end of each adventure.

Now go forth and set the world to rights.

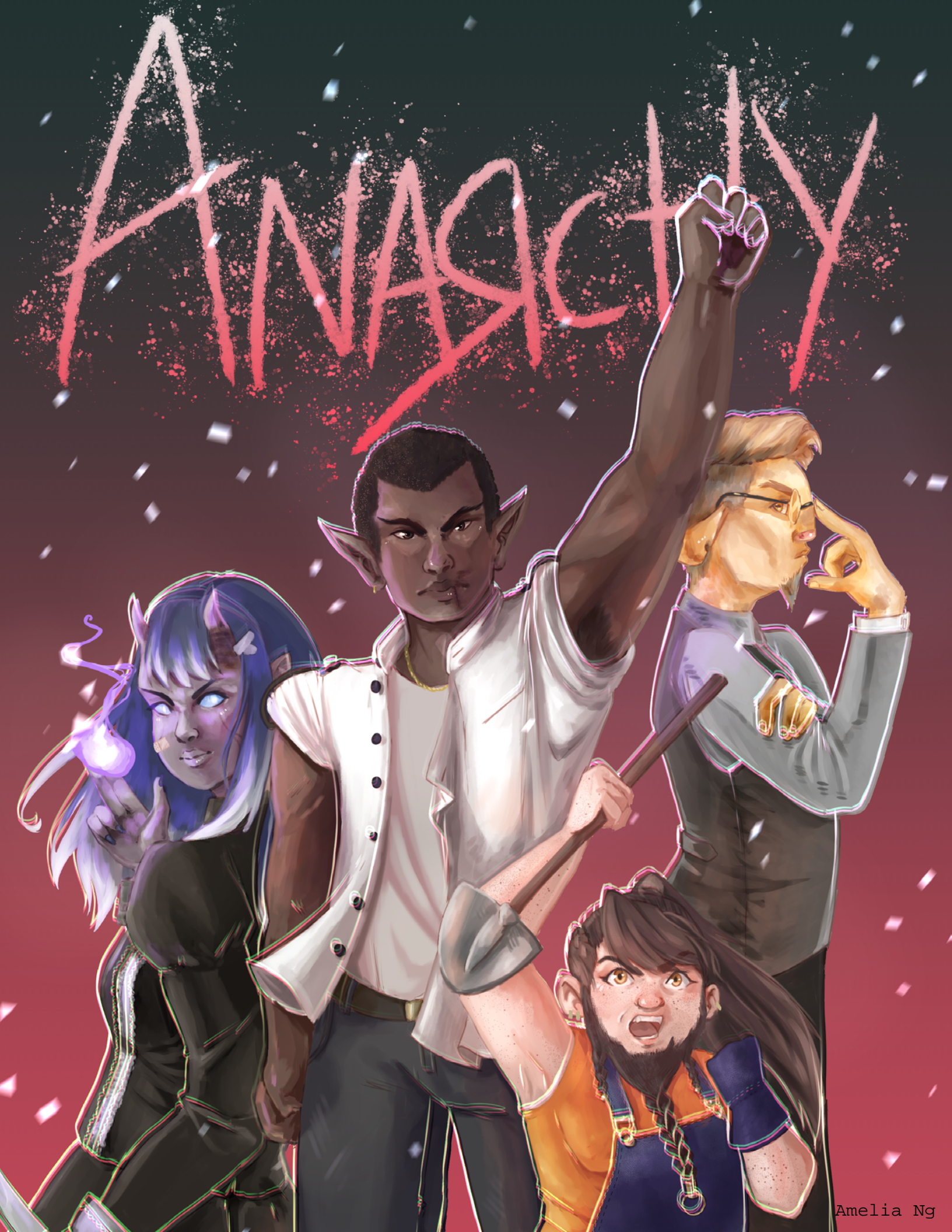
These adventures contain READ OUT TEXT (in orange boxes) and SIDEBARS (red boxes), for the DM's info only





**REVOLUTION**







# ANARCHY MODE BREAD HEIST

## Level 1

### Luciella Elisabeth Scarlett

Luciella Elisabeth Scarlett (she/they) is an aromantic and asexual writer and illustrator based in Naarm (Melbourne, Australia) who obnoxiously publishes under a name the length of an entire alphabet. She is best known for 5E modules such as Yeryl's Super Happy Fun Murder Dungeon and as a contributor to the ENnie nominated Uncaged Anthology.

Luciella currently writes a mixture of cheerfully nonsensical comedy, dismal horror and platonic takes on trashy romance tropes, fuelled mostly by spite and coffee. Every day she becomes queerer. You can follow Luciella on Twitter [@luciellaes](https://twitter.com/luciellaes) or at <https://luciellaes.itch.io/>.

A DM-less heist mission in which the party play as former servants of a nobleman who have decided to steal a chunk of his vast fortune.

This adventure is optimized for a party of four to six 1st-level characters.

## ADVENTURE BACKGROUND

**Y**ou and your companions have worked for Luther Caldwell for several years before the fateful day that you dared band together to seek a wage increase and were shamefully thrown out onto the streets. New servants work in the mansion now: some of them are flesh and blood like you, while others are metal constructs, built by priests of Gond to need neither wages nor food nor a maximum eight-hour working day. Months have passed since then as you struggled to find new employment, some with

more luck than others, while the thought of Luther's vast riches never quite left your mind. Even a small fraction of that wealth would have the power to change your entire life. With a slightly larger fraction, you could eradicate poverty in the city. And, if a thief was particularly stealthy, you doubt your former master would even notice anything missing...

## ADVENTURE SUMMARY

**T**he goal of the adventure is to steal treasure from the nobleman Luther Caldwell. All party members are familiar with the mansion and have conducted some research into its current state, though they cannot accurately predict every detail of who or what they may encounter inside. To reflect these facts, players may view both the map and the entirety



of the adventure content, but must discover additional elements through improvisation and random rolls. Print or draw a copy of the map and share it with all players at the table.

Since the adventure runs without a Dungeon Master, the following additional rules apply:

- **Establishing Truths.** At certain times in the game, players will be prompted to ask each other questions (or can do so at will). The answers to these questions become truths about their characters or the game world.

- **Passing the Baton.** Players take it in turns to have their character lead the way into each room. Whichever character is in charge is the "baton holder". Choose an item to act as a marker. You can collectively decide whether to pass the baton clockwise or to designate particular areas to particular characters based on their abilities or interests. The important thing is that everyone has a chance to hold the baton if they wish to do so. Note: While it may seem logical to have the party "face" or "leader" hold the baton all or most of the time, passing it around will create better story and a more varied experience.

- **Player Roles.** The baton-holder reads/paraphrases any boxed text, asks any suggested questions, and narrates any favorable rolls. The person to the right of the baton-holder manages any encounters and acts on behalf of Luther Caldwell. Both also play as their respective characters, and can provide suggestions to other players on how to proceed. If you ally with new characters along the way, discuss and agree who will play each.

- **Encounters.** Some areas have suggested random encounter rolls, though these can be ignored or changed if you think it'll result in a better story. The person to the right of the baton holder (or any other player) can also suggest

consequences for noisy actions, such as rolling for surrounding rooms.

- **Safety and Consent.** Use any safety tools you feel most comfortable with, such as an X-card or pause button at minimum. In addition, the following phrases can be used to facilitate power-sharing and ensure that everyone can participate:

- *It looks like Poochie has something to say. Do you?* Use this phrase if you notice that one player is being talked over or has not spoken for a while.

- *Shut it, "Steve".* Used when "the Steve" keeps talking over marginalized voices (such as women and minorities) at the table. "The Steve" (or "the Karen", if preferred) is a fictional character, not to be confused with any real life Steves at the table (unless the shoe fits).

- *Skipety-doo-dah.* Used by players who feel uncomfortable in the limelight and wish for someone else to step in.

- *This is democracy manifest.* Time for a vote. This is a good method of resolving disputes. If the result is tied, remove the vote of whoever called for the vote to determine the result.

- *Halt, peasants!* Used to pause the game for an out-of-character discussion.





The adventure consists of three parts:

- **Setup.** The characters establish their backgrounds and plan the heist.
- **Heist.** The party makes its way into the mansion and heads towards the vault.
- **Conclusion.** The party either completes the heist, are defeated or are forced to flee.

## **PART 1: SETUP**

**P**lan for this session like you do any other game, but allow for a collaborative building process that will take place once everyone has gathered. Particularly, you should take turns introducing your character by answering as many of the questions listed under "Hooks" as you wish.

## **Character Creation**

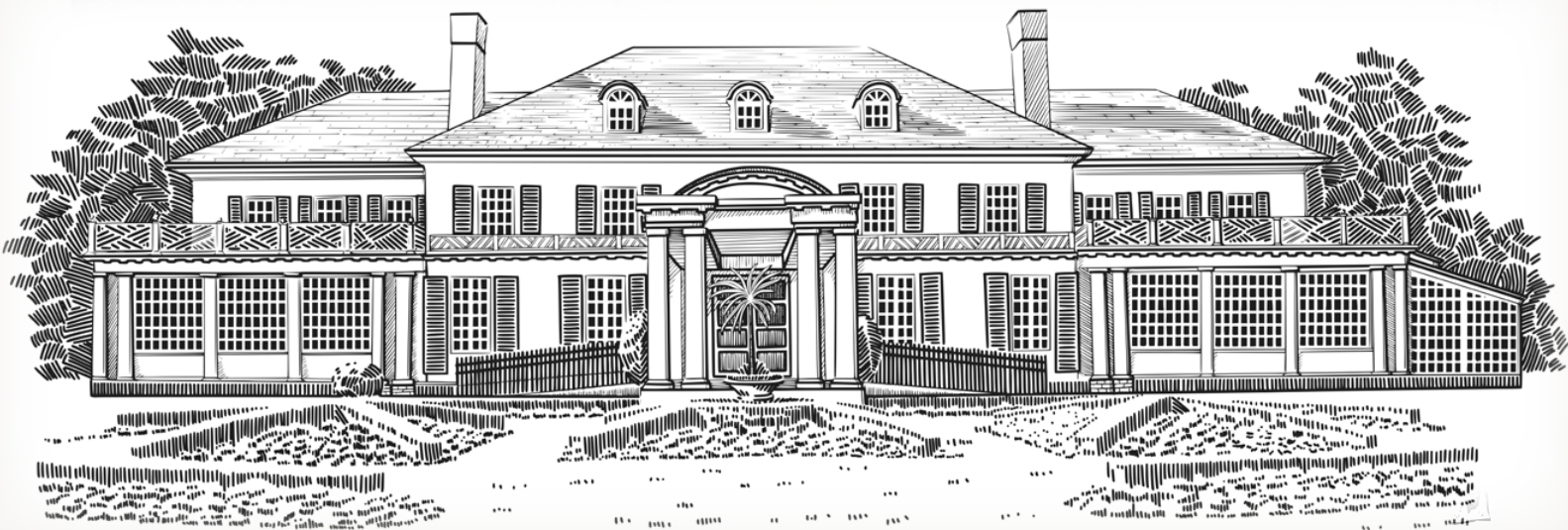
**F**or this adventure, all player characters are former servants. Since your departure from the mansion, you have each gathered equipment or trained in your own way, but you remain short on both funding and connections within the city. Create your characters with this limitation in mind; for example, characters should have only basic equipment and no more than 2 gp.

## **Hooks**

**E**stablish your character's background by answering the following questions and discussing them with the other players. Go around the table and have each player answer some of these for their character, while the others can be kept secret initially:

- What was your job in the mansion?
- Who do you know outside of the mansion, and what do they know of your plans?
- How did you learn how to fight, and where did you get your equipment?
- What is your greatest grudge against your former master?
- Of all of Luther Caldwell's treasures and expenses, which do you find most insulting?
- Why do you fear Luther Caldwell, and have you told any of your companions?
- Why did you decide to join the heist?

Once complete, ask the others if anyone has any further questions for you. Your answers to those questions become truths.





## The Plan

Once everyone has spoken, discuss your plans for the heist. (See the "What You Know" sidebar.) Decide on the following:

- Which path will you take?
- When will you approach the manor?
- What preparations have you made?
- How will you pass the baton, and who will take it first?
- Do you have a Plan B if things turn sour?

At the end of this discussion, you should have a pretty good sense of at least how your infiltration will start. You don't need to plan every detail because you'll be able to improvise as you go, and of course things will go sideways.

## WHAT YOU KNOW

If you want to avoid an encounter with your former master, your best chance is the middle of the day, when he is normally out conducting business or visiting other nobles. If you'd prefer to confront him directly, a nighttime visit is the better option. The Watch will be suspicious of your presence at any time, day or night, though it would be easiest to slip away in the darkness.

You are familiar with your target and his house. All characters have advantage on Dexterity (Stealth) and Intelligence (Investigation) checks inside Caldwell Manor. Though you don't know exactly where they'll be found, you know that Luther Caldwell protects his home with the following things:

- **Traps.** Traps are placed at the edges of the manor and close to any valuables. Your former master may well have moved, changed, or added to those traps in your absence.
- **Locks.** Inside the manor, most doors are unlocked, though several can be barred or barricaded from inside. The outside gates and doors have locks.
- **Workerbots.** These metal constructs (see Appendix A) were built at the temple of the god of artificers. They follow Luther Caldwell's orders exactly and can't be reasoned with. They're dangerous in combat, but you've noticed that they move differently when it rains.
- **Servants.** Living servants (**commoner**) are rare in the Caldwell Manor these days, but a few do remain. Some are loyal to their master, while others are rebellious. Some can be persuaded to join your side, or at least to turn a blind eye to your passage. None are permitted to carry weapons, except for any objects lying nearby.
- **Luther Caldwell.** Luther (**noble**) does not fight unless cornered, and then, he prefers to lead the PCs into a fight with his workerbots while he escapes.
- **Honored Guests.** Luther is currently hosting a noble or merchant (**noble**, or choose alternate stats if desired) with whom he is conducting business. You may or may not know this person's name or identity.
- **The Watch.** Members of the Watch (**guard**) do not normally interfere with the affairs of the nobility, but they may be called to act in extraordinary circumstances.



## WHAT YOU DON'T KNOW

Along the way, you may face either random encounters or improvised elements. If there are a set of suggested questions to establish truths, the baton holder asks these of any player(s) of their choice (or choose randomly with a die). If there is an encounter table, roll once on your first arrival, and roll a second time if you spend more than ten minutes in the area.

The person to the right of the baton holder adds complications and manages encounters. Use the following guidelines to ensure an interesting but not overly deadly challenge:

- **Challenge Rating:** 1 CR 1/8 creature per 1 player character -OR- 1 CR 1/2 creature per 2 player characters -OR- 1 CR 1 creature per 4 player characters.
- **Skill Check Difficulty:** DC 10 for a moderate challenge, DC 15 for a hard challenge.
- **Damage:** 1d8 for a moderate trap/effect, 2d8 for a dangerous trap/effect.

If you are not sure how to proceed with an encounter, ask the other players for help.

## PART 2: ENTERING THE CALDWELL MANOR

**d**ecide on the first baton holder, and narrate as follows:

Caldwell Manor looms behind a tall iron fence topped with wicked spikes. The main entrance is an ornate archway flanked by a pair of unmoving metal guardians. The servants' entrance is a smaller affair off to the side, easily missed if you did not know where to look. A thick padlock holds the humble gateway closed.

**Front Gate.** Two **workerbots** guard the front gate. They do not move from their positions except to defend against any who try to force their way through, then return to their places once any would-be intruders are incapacitated or out of sight.

**Servant's Entrance.** The padlock is equipped with a magical trap that deals 1d10 lightning damage to any creature within 5 feet (DC 12 Dexterity save for half damage) if any object other than a servant's key is inserted into the lock. The trap rearms after 1 minute. The lock can be opened with a **DC 12 Dexterity (Thieves' Tools) check** or broken with a **DC 20 Strength (Athletics) check**, though either method sets off the trap if it is armed.

**Fence.** The fence requires a successful **DC 12 Strength (Athletics) check** to climb. Characters that fail by more than 5 points take 1d4 piercing damage from the spikes.

# 1. Gardens

The roses are in full bloom, while the calm blue and purple wisteria petals are just beginning to fall from the trellises. Carefully trimmed hedges demarcate the rest of the space. Even now, you spot a few constructs roaming the gardens with shears in lustrous hands.

**Main Door.** The door to Area 2 is guarded by two workerbots (programmed like the ones at the front gate) and is locked. Opening the door requires either a **DC 12 Dexterity (Thieves' Tools) check** to open the lock or a **DC 20 Strength (Athletics) check** to force the door. The latter has a 50% chance of attracting the attention of 1d4 servants and any nearby constructs.

**Kitchen Door.** The door to Area 9 is unlocked and unguarded.

**Cellar.** The door to the cellar has a rusty padlock, which can be picked with a **DC10 Dexterity (Thieves Tools) check** or broken (AC 10, 2 hit points).

**Treasures.** The cellar holds high-quality foodstuffs in rat-proof containers, as well as Luther Caldwell's prized wine collection. The wines range in value from 10 to 150 gp per bottle.

**Windows.** Each room at the perimeter of the mansion except for the kitchens and servants' wing is appointed with extravagant glass windows. If you choose to break one, there is a 1 in 2 chance of attracting the attention of 1d4 workerbots and any nearby servants.

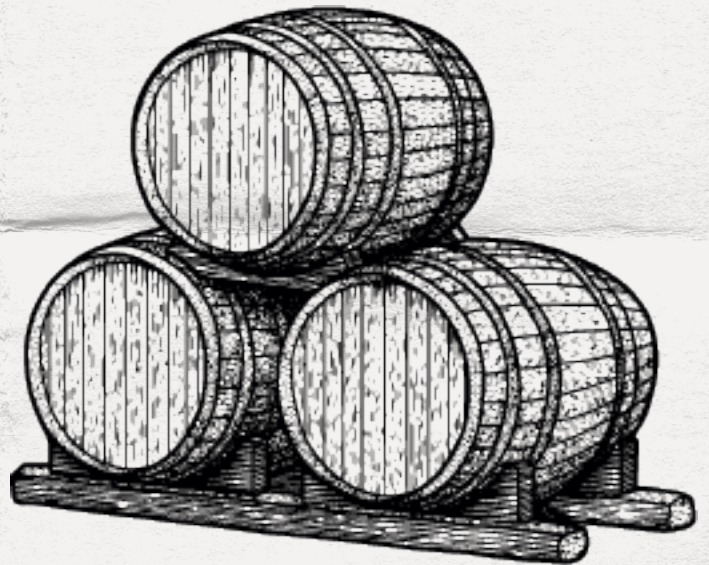
**Walls.** The mansion walls are tall, smooth, and unclimbable except by magical means. The second floor is more than 20 feet above ground, and can't be reached even with a grappling hook (there's nothing for the hook to latch onto), though it

may be possible to attach a rope and climb down from inside a room high up.

**Lavatory.** A 1-foot square chute can be opened from outside to remove night soil. The lavatory has not been cleaned since its last use.

## Encounters

D100	Result
1-40	Your path is clear.
41-60	There are traps hidden in the grass.
61-80	2 workerbots are trimming the hedges.
81-90	Someone is watching from the window.
91-00	A servant is wandering the gardens. They seem troubled.





## 2. Entrance Hall

The entrance hall is a long, wide passage flanked by grand portraits of Caldwells past and present. Their cold, painted eyes gaze down on you and judge your passage.

**Doors.** The hall connects to the parlour (Area 3) on the left and the tearoom (Area 4) and trophy room (Area 5) on the right. All doors are open. At the end of the hall is a pair of beautiful stained-glass double doors leading to the foyer (Area 6). These doors are closed but unlocked.

### Establishing Truths

- Whose portrait catches your eye, and why?
- Something has changed since you were last here. Why does it worry you?

### Encounters

D100	Result
1-40	The place holds nothing but a faint sense of unease.
41-60	A treasure is hidden here. What memory does it invoke?
61-90	Someone or something stalks the party from the shadows. Are they friend or foe?
91-00	The hall holds a trap you were not aware of. How do you escape?

## 3. Parlour

Soft lounges are scattered around the space. A gorgeous black and white piano sits on a dais opposite the fireplace, clean and clear from any dust, though you know full well that your former master never deigned to take lessons. Of more interest is the whiskey cabinet, filled with expensive liquors and topped with a set of silver ornaments.

**Treasures.** Both the whiskey and the ornaments appear valuable. There are also a few valuable ornaments on the mantelpiece.

**Piano.** The instrument is beautiful, but playing it now is sure to draw attention.

**Doors.** Open doors connect the parlour with the hall and foyer.

### Encounters

D100	Daytime	Nighttime
1-40	There is no one in the room.	
41-70	There is no one in the room.	A workerbot is cleaning the parlour.
71-90	A servant is gazing at the mantelpiece.	A servant runs their hands silently over the piano keys.
91-00	Luther Caldwell is entertaining a guest.	



## 4. Tearoom

A round table sits at the centre of the tearoom, offering the mirage of equality between Luther Caldwell and his guests. You were never permitted to sit in such a place, of course.

**Doors.** Area 4 connects to Areas 2 and 5.

### Encounters

During tea time, Luther Caldwell is attended to by two constructs and one servant, with a 1 in 10 chance of a guest. At other times, there is a 1 in 10 chance of encountering a servant (during the daytime) or workerbot (at night).

## 5. Trophy Room

The walls are covered with the stuffed heads of animals Luther Caldwell did not hunt and with cabinets of awards that Luther Caldwell did not fairly earn. Two constructs stand at attention, protecting this gaudy parade of vanity.

**Doors.** Area 5 connects to Areas 2, 4, and 6.

**Guards.** Two workerbots guard the trophy room.

**Treasures.** Many of the medals are made of good quality gold and silver, though it would be difficult to find a buyer. The entire collection is worth 50 gp just for the metal.

**Traps.** Each character who touches the display has a 4 in 10 chance of triggering a trap.

## 6. Foyer

The foyer is lit with floating golden *driftglobes*. A glamorous, carpeted staircase fans out toward the first floor and splits in two as it climbs to the second. Beneath the stairs and off to the sides, you spot doors leading off to the lavatory, kitchens and servants' quarters. At the top of the stairs, past the balcony, you see hints of framed artworks and the doors to the dining hall.

**Doors.** Closed doors on the first floor lead to Areas 2, 3, 5, 7 and 8. The lavatory door can be barred from inside. Upstairs, open doors lead to Area 10.

### Encounters

D100	Daytime	Nighttime
1-60	The foyer is empty.	The foyer is empty.
61-80	The foyer is empty.	A workerbot is sweeping the floor.
81-90	A servant is dusting the artworks.	A servant is returning from the lavatory.
91-00	Luther Caldwell is ascending the stairs.	The foyer is empty.





## 7. Lavatory

The lavatory of the Caldwell manor is enchanted to smell of roses. Beneath that benign scent, you note that the privy hasn't been emptied since its last use.

### Establishing Truths

- What kind of roses does the enchanted smell in the lavatory remind you of?
- There are actually two lavatories, but one is marked "out-of-order". Why might that be?
- Do you have the time to waste here?

## 8. Servants' Quarters and

### Laundry

By far the least glamorous part of the Caldwell Manor, an old and undecorated hallway opens to a set of small chambers: your former home. The hallway opens to the laundry on one end and the kitchen on the other, allowing easy access to a servant's duties.

**Laundry.** The laundry is open access, with no doors. It smells of soap and bleach.

**Doors.** This area connects to Areas 6 and 9. The doors to individual chambers can be barred from the inside but are otherwise unlocked.

### Establishing Truths

Which chamber did you live in? Do you miss it now?

Who do you know who still works in the manor? How do you feel about them now?

You find a small item you left behind when you were forced out. What is it, and why is it important to you?

### Encounters

**Daytime.** Two workerbots are in the laundry.

**Nighttime.** Eight servants are in their chambers.

## 9. Kitchen

A wave of familiar scents welcomes you to Caldwell Manor's kitchens. The place was once home to a whole host of servants throughout much of the day and night, but now seems sadly quiet.

**Doors.** Unlocked doors lead to Areas 2, 6, and 8.

**Dumbwaiter.** A dumbwaiter connects the dining hall and the kitchen. It is 2 by 2 feet and cannot carry more than 10 pounds of weight.

**Supplies.** The kitchen is full of meats, cheeses, and strings of garlic, chilis, and herbs, as well as various sharp knives and heavy cooking implements.

### Encounters

At any time from early morning to late night, 1d4 servants are in the kitchen preparing the next meal. They are badly understaffed, and struggle to serve Luther Caldwell's demanding tastes. At night, any smoke or loud noises draws fearful servants from their quarters to the kitchen.

## 10. Dining Hall

A grand mahogany table stretches out before you, festooned with an ornate silver centerpiece and surrounded by finely-crafted chairs with plush, burgundy cushions.

**Doors.** Unlocked doors lead to Areas 2, 5, and 7.

**Dumbwaiter.** A dumbwaiter connects the dining hall and the kitchen. It is 2x2 feet and cannot carry more than 10 pounds of weight.

### Encounters

During meal time, Luther Caldwell is attended by two workerbots and one servant, with a 1 in 10 chance of a guest. At other times, there is a 1 in 10 chance of encountering a servant (during the daytime) or workerbot (at night) in this room.

## 11. Guest Bedrooms

A luxurious four-poster bed dominates each space, draped with delicate white lace. A few smaller chairs and several chests of drawers stand to the side.

**Doors.** There are a pair of adjoining doors between the guest bedrooms which can be locked from either side.

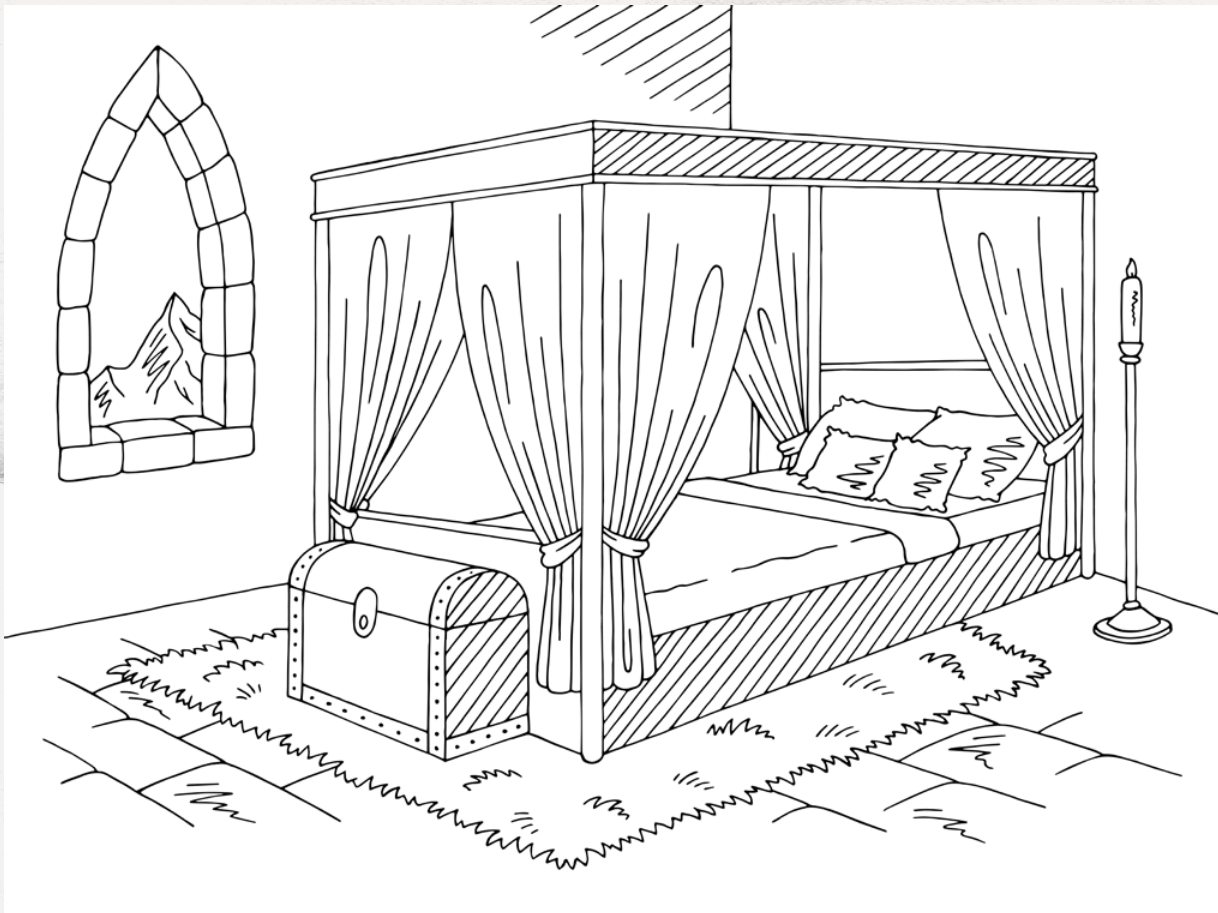
### Establishing Truths

- What can you see on the dresser?
- Have you ever wanted to jump on the bed?
- Who was the last noble to visit Caldwell Manor?

### Encounters

**Daytime.** There is a 1 in 10 chance of encountering a workerbot.

**Nighttime.** There is a 1 in 20 chance that a guest (**noble**, no weapons) is staying in this room.





## 12. Library

The library and study of the Caldwell Estate is clean, tidy and largely untouched, filled with a small fortune's worth of encyclopedias, atlases, travel journals and tomes of magic.

### Encounters

D100	Daytime	Nighttime
1-60	The library is empty.	
61-80	A servant is tidying and dusting the shelves.	The library is empty.
81-00	A servant furtively studies, and flees if spotted.	A workerbot is sweeping the floor.

## 13. Master Bedroom

The largest and grandest room in the estate holds a bed almost large enough for a hill giant. The closet alone is larger than your former chambers. A dazzling crystal chandelier hangs precariously above the foot of the bed.

**Doors.** Hidden inside the closet is a thick steel door leading to the vault (Area 14). It requires a passphrase known only to Luther Caldwell, but you know Caldwell was forgetful and hid the code somewhere in the room.

**Treasure.** The books are quite valuable (worth 10 gp each, and there are 4d10 of them), as is the chandelier (though it would be difficult to take down and transport).

### Establishing Truths

- Who among you has seen the vault open? And when?
- Where might Luther Caldwell

have hidden the passcode?

**Finding the Passcode.** Finding the passcode if Luther Caldwell is not present requires either a successful DC 12 Intelligence (Investigation) check or an uninterrupted search of at least 10 minutes.

### Encounters

1-2 workerbots are in the room at all times. At night, Luther Caldwell sleeps in this room. The passcode's location is protected by an arcane trap.

## 14. Vault



**Doors.** The only door to the vault is the one connected to Luther Caldwell's bedroom (Area 13).

### Establishing Truths

- What do you see when the vault is opened?
- Is the treasure you seek inside?
- What happens when you attempt to escape?

## **PART 3. CONCLUSION**

**T**he adventure has several possible conclusions. For example:

- You succeed on your heist.
- You are defeated.
- You abandon your mission.

Discuss what the outcome means by taking turns asking questions. For example:

- What do you do with your newfound riches?
- What happens to those who joined or opposed you?
- Is your quest complete, or is it only just beginning?

# APPENDIX A: MONSTERS & NPCs

## WORKERBOT

*Medium construct, unaligned*

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**ARMOR CLASS** 13 (natural armor)  
**HIT POINTS** 11 (2d8 + 2)  
**SPEED** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
14	11	12	4	10	5
(+2)	(+0)	(+1)	(-3)	(+0)	(-3)

---

**CONDITION IMMUNITIES** Charmed, Exhausted, Frightened, Petrified, Poisoned  
**SENSES** darkvision 120', passive Perception 10  
**LANGUAGES** Common  
**CHALLENGE** 2 (450 XP)

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**LIGHTNING ABSORPTION.** Whenever the workerbot is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage the effect would have dealt.

**MAGIC RESISTANCE.** The workerbot has advantage on saving throws against spells and other magical effects.

**WATER VULNERABILITY.** Whenever the workerbot is wet, it moves at half speed and has disadvantage on Dexterity saving throws.

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## ACTIONS

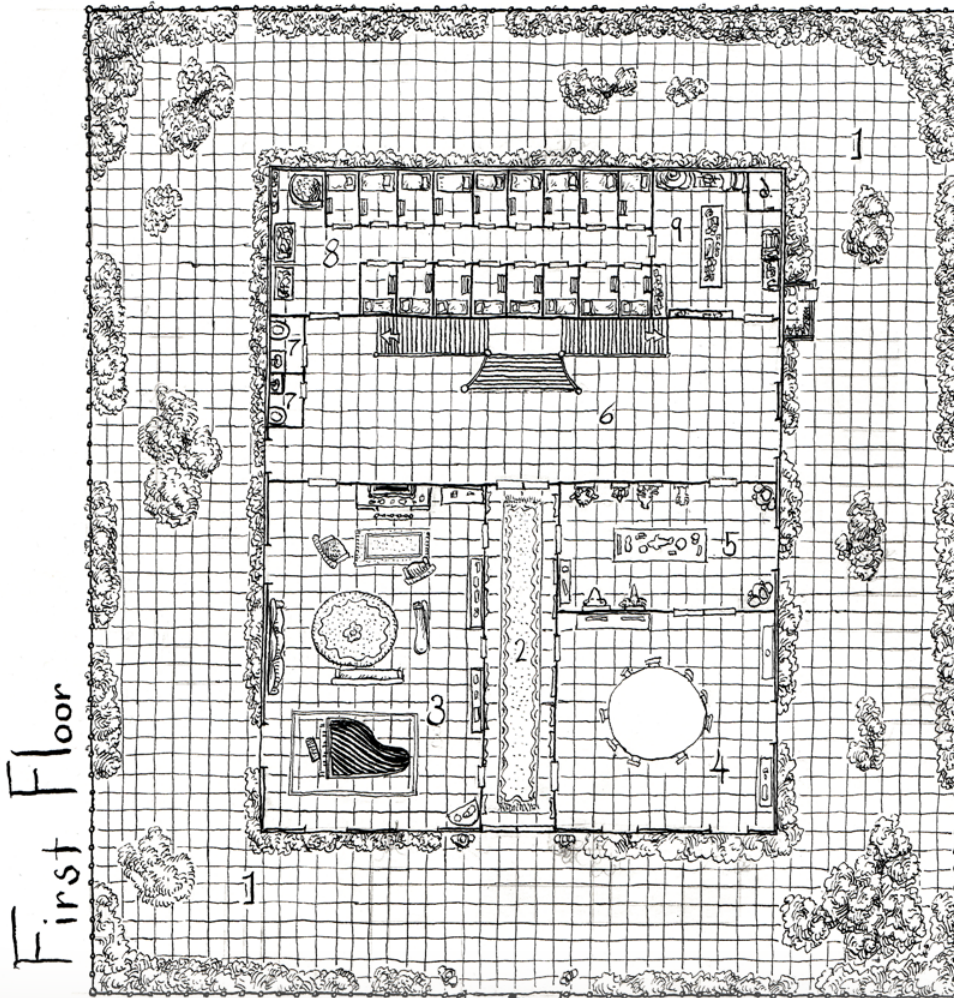
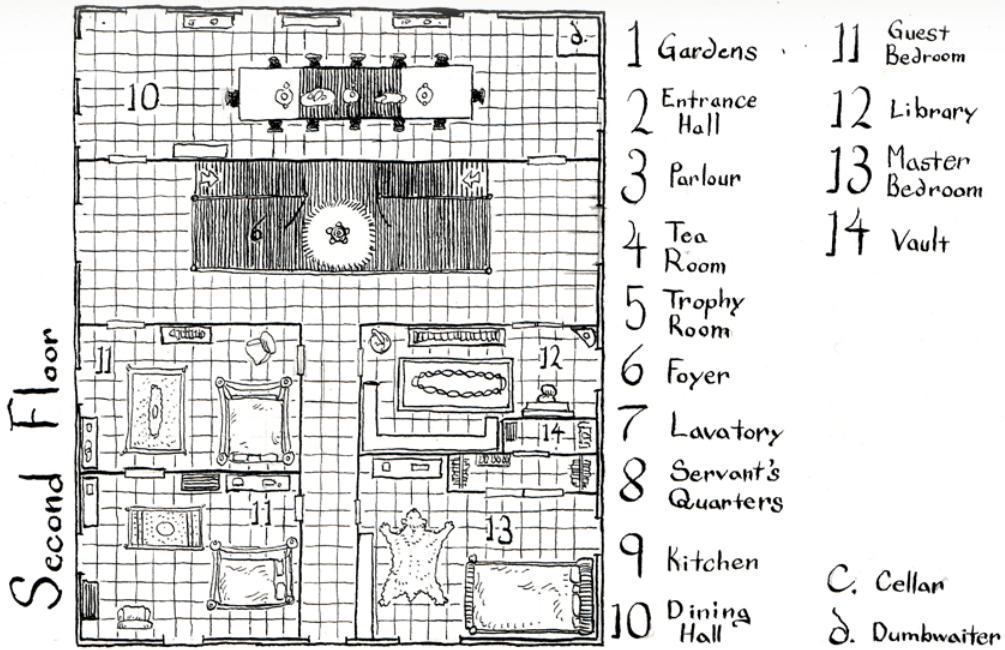
**SLAM.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

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# APPENDIX B: MAP

## Caldwell Manor





2020  
#EATTHE RICH



# a MINER REQUIEM

Level 5

Colin R. Valkenet

Colin Valkenet is an RPG enthusiast in the same way a corgi is a sausage enthusiast; their enthusiasm stems from a desperate and optimistic hunger. If you want to see what other garbage comes out of his head, check him out on Twitter at [@ColinItLikeISee](https://twitter.com/ColinItLikeISee) or download his games at <https://thephantomrollbooth.itch.io/>. Colin was told that there was no way to put a picture of his corgi in the writer's bio but was given about a hundred words to work with and so will instead describe him. Colin's corgi is a chunky tri-color corgi that you should love, sight unseen.

Torme Englesmith, an outspoken member of the Miner's Collective in the town of Marksholme, has been killed by a gang of Redcaps under curious circumstances. As the adventurers dig into Torme's untimely demise, they discover a web of complicity and conspiracy which will upend the status quo.

This dungeon is designed for four 5th-level characters.

**Content Warnings:** This adventure contains a not insignificant number of references to cannibalism and being eaten alive. DMs are encouraged to mention the existence of these elements up front and temper their descriptions accordingly.

## ADVENTURE BACKGROUND

**M**arksholme has always existed in a delicate equilibrium. Torme Englesmith threatened to disrupt that status quo, gaining traction in the Miner's Collective for his unswerving ambition to expand the miners' voice in Marksholme. Despite his relative popularity, Torme's belligerence unnerved some moderate members of the Collective, who quietly speculated that his ideology was too optimistic, and that his methodology threatened the Collective's influence in Marksholme.

Whatever his ambition, whatever his aims, Torme met an abrupt end at the hands of a gang of goblinoids called Redcaps who have been troubling Marksholme.

The adventurers answer a call to action from Wulfena and Yohne, Torme's bereaved sister and husband respectively.



## ADVENTURE SUMMARY

In the first part of the adventure, the heroes meet with Wulfena and Yohne about Torme's death at the hands of the Redcaps. They want revenge and answers in equal measure, and share different suspicions regarding the truth behind their loved one's murder.

From there, adventurers must locate the Redcaps and have the chance to follow-up on either Wulfena or Yohne's suspicions. During the investigation, House Tallaecker's representative attempts to dissuade the heroes from violent reprisal against the Redcaps and/or buy them off.

Ultimately, the heroes confront the Redcaps at their lair and find evidence implicating House Tallaecker and someone within the Collective.

With this evidence, the adventurers have the opportunity to confront the power structures of both House Tallaecker and the Collective, allowing them to suss out the true threat and malign influence in Marksholme.

## HOOKS

If any of the heroes are dwarves, they may receive a missive from Yohne Englesmith, who fears for his husband's life, though they arrive too late to prevent the ambush that ends in Torme's death.

Other factors that might draw adventurers include stories about a growing goblin threat in the woods near Marksholme, the poor reputation of House Tallaecker, or the good reputation of the Miner's Collective and the quality of its metalworking material.

In a pinch, an obtuse dream might presage the influence of The Hunger: nightmare images of many-fanged

maws, domestic scenes turned into gory abattoirs, and a man with a deer-head feeding on himself.

## THE TOWN OF MARKSHOLME

Marksholme is situated in the hinterlands, where an expansive forest meets a rough piedmont: a town of modest size, with a bustling heart full of tradesfolk of all kinds. A number of beautiful estates, many built and appointed in an elven aesthetic, ring the town. A cluster of mine shafts and a quarry lie an easy hour's walk from Marksholme, from which the town extracts a good portion of its wealth. Behind the apparent industry of the town, most of the tradesfolk are deeply in debt to House Tallaecker and barely make ends meet.

## FACTIONS OF MARKSHOLME

There are four major factions at work in this adventure, summarized below in terms of their leaders, ambitions, and resources:

**The Town Council.** A group of elected officials who run Marksholme. The town is ostensibly democratic, but it's an open secret how deeply the council is in House Tallaecker's pocket. The Council appoints a bailiff to keep the peace, but they are only nominally in charge of the mercenary **guards** that House Tallaecker employs.

**The Miner's Collective.** A labor organization spearheaded by those who work in the Marksholme mines, run by crew bosses or those nominated to speak for them. Some of its leaders hold progressive views, believing the Miner's Collective needs a greater presence on the Marksholme Council, while its moderate members fear losing what influence in Marksholme the Collective currently has. The late



**Torme Englesmith** was emblematic of the progressives, while **Compton Cerwynd (noble)** is emblematic of the moderates.

**House Tallaecker.** A very rich and very influential extended family of elves, many of whom live in Marksholme or have business interests there. Tallaecker money props up a number of businesses in Marksholme, with the notable exception of the mines; were it not for the formation of the Collective some decades ago, the mines too would have fallen under their umbrella. **Boetious Thaddius Tallaecker (mage)** is the patriarch of this wing of House Tallaecker; most of House Tallaecker's representatives in Marksholme are related to Boetious by blood or marriage.

The Hunger. An eldritch entity from the Far Realm with consumptive ambitions in the Prime Material Plane, it has no discernable political philosophy and seems to want little else than to feed. Its machinations more closely resemble a chef carefully preparing a meal; in a pinch it doesn't hesitate to gracelessly gorge itself. Its influence in Marksholme is subtle, but it aims to create a systemic pipeline towards its maw: it seeks shepherds willing to turn the people of Marksholme into sheep for the slaughter.





# PART 1: A DIALECTIC, OR, MINER LOGIC

**T**he heroes arrive to meet Wulfena and Yohne Englesmith at the Miner Collective Headquarters.

## The Miner Collective

### Headquarters

**T**his building is central to the operation of the mines below Marksholme, and consequently sees brisk traffic. At any given time, a score of people can be found in and around the headquarters, including miners, pit bosses, merchants, and day laborers. There is no formal guard (notably, not a single House Tallaecker mercenary), which has never been a problem. The miners take care of their own.

The heroes can gain access to one of the administrative meeting rooms if they explain who they are there to meet. Yohne, the late Torme's husband, is a trans man with a singed beard and hands scarred by alchemical burns. Wulfena, Torme's sister, is dressed in practical miner's attire and keeps both her hair and beard in a single braid. Both share an anxious anger but comport themselves politely.

Yohne and Wulfena take turns explaining the circumstances of Torme's death.

- **Yohne:** Torme left in the middle of the night to answer a note whose contents he did not share with Yohne but to indicate only that "there may be hope for Marksholme after all". The note was delivered by a courier who did not recognize the dwarf who gave them the note.

- **Wulfena:** A local hunter found Torme in the forest outside Marksholme, stabbed and gnawed. Signs in the area point toward a short, violent struggle, and the hunter spotted tracks consistent with goblins. The ambush took place on the edge of Redcap territory. He was found without the ornate knife he nearly always carried; the knife was a gift from Wulfena, and Yohne confirms that it was on him when he left that night.

Yohne and Wulfena are open and honest if the heroes ask questions, and can offer the following additional information:

- Torme had plans to call a meeting of the Collective, to the purpose of a general strike. The intention was to halt trade with Marksholme until the Collective was given a formal seat on the town council. Compton Cerwynd vocally opposed this plan at every turn, and Torme expected a heated debate.

- Torme was seeking mercenary help outside the guards provided by House Tallaecker, primarily to resist Redcap activity interfering with mine operations. Boetious Tallaecker repeatedly sought to dissuade Torme from his course, but Torme would not take meetings with the elf patriarch.

Yohne and Wulfena are desperate for help. They wish primarily for vengeance to be visited on the Redcaps for Torme's murder. Further, they wish for the adventurers to discover who sent Torme the note that lured him out.

Neither believes that the Redcaps acted alone, but they disagree on who they suspect is behind Torme's murder. Yohne blames moderates like Compton Cerwynd, and Wulfena adamantly holds that it was House Tallaecker.



## PART 2: THESE VIOLENT DELIGHTS

**A**nyone in Marksholme can explain what they know of the Redcaps, or fill in what was not mentioned by Yohne and Wulfena. The Redcaps (named for their red leather skullcaps) are a growing group of goblinoid raiders united by promises of a return to preeminence of all goblinkin, and have long been an issue for Marksholme. Over the last few years, their presence in the area has escalated from robbery of supply wagons to vandalism of local farms. In the past months, the Redcaps are believed to be behind several disappearances in the woods, a fire which destroyed a windmill, and, of course, Torme's murder.

### Mingling in Marksholme

**S**ome asking about town (especially with tradesfolk living near the forest) and a successful **DC 14 Charisma (Investigation or Persuasion) check** will find a goblin hunter in town named Rhaznek who claims their friend (Bhilf) joined the Redcaps. They explain that Bhilf was last seen with two Redcaps heading into the forest. Rhaznek asks the heroes to promise that if they find the Redcaps, they will make some effort to recover Bhilf or at least return with their body. On a failed check, the adventurers only find the general direction of the Redcap territory. Consensus in town is that the Redcaps number anywhere from 20-30 goblins, led by a strange hobgoblin named Grabber Dough-Mould.

Regardless of the outcome of their information gathering, unless the adventurers leave Marksholme immediately, they encounter a trio of guards and the bailif Gavin

Tallaecker (**veteran**). Like nearly all the Tallaeckers, he is a tall and pale elf with the expression of having just smelled sour milk. With a remarkable lack of subtlety, Gavin suggests that Boetious Tallaecker doesn't believe it is in Marksholme's interest to antagonize the Redcaps. He suggests that attacking the Redcaps "validates their ideology" and that unless they are brought into open debate and dialogue, the heroes would be "no better than they are." He has no interest in answering the adventurers' questions, deflecting with condescension.

The bailiff hesitates to let the heroes speak directly to Boetious, but acquiesces if pressed.

The main Tallaecker estate is ostentatious in a way few buildings in Marksholme are, and Boetious receives them in a beautiful garden while snacking on a dizzying buffet of finger-foods. He will repeat the bailiff's sentiment, that violence is not the answer to the Redcap problem, and that he is seeking a diplomatic solution even now (though he is wholly unable to provide any concrete details). This is not technically a lie, as he prefers to avoid violence if possible.

A successful **DC 16 Wisdom (Insight) check** from anyone scrutinizing Boetious reveals that he is eating an inordinate amount of food for someone so emaciated. A **DC 16 Wisdom (Perception) check** notes that makeup has been applied around his mouth, and that his gums appear very raw—almost bloody. (These are signs of his continuing relationship with The Hunger, though there is no way for the heroes to know that at this point.) Boetious concludes the meeting with a crass attempt to purchase the heroes' inaction, offering an insultingly paltry amount of coin.



## Hunting the Hobs

**I**t takes three successful **DC 12 Wisdom (Survival) checks** to locate the Redcap lair. If the heroes begin their search near where Torme was murdered, they gain advantage on the first check. If they successfully got Rhaznek's help in regards to where they last saw Bhilf, they gain advantage on the second check. Failed checks may be attempted again with disadvantage.

After the first successful check, the heroes will be close enough to Redcap territory to be at risk of meeting a patrol or two. Check by rolling 1d20 after each long rest; on a result of 18+, the adventurers encounter a patrol comprised of 1d6+2 **goblins** and 1d2 **goblin bosses**. All the goblins share similar strange features and wear the distinctive red caps from which they take their name. A patrol doesn't attempt to fight if they meet much resistance. Survivors who are interrogated provide directions (poorly), granting advantage on further checks to find the lair.

The lair itself is an unassuming hole in the ground near a shale escarpment collapse. Its entrance is always guarded by 1d4 goblins, one of whom carries a dented cowbell to alert those inside. (It requires an action to sound the alarm, which echoes throughout the lair.)

## Features of the Area

**T**he lair is laid out in a cross, with a single central corridor terminating in Grabber Dough-Mould's "throne room", which also serves as a common area. The left and right side-warrens are cramped and filled with offal, blankets, hobgoblin paraphernalia, and poorly written diatribes about involuntary celibacy. The air is thick with the

coppery scent of blood and the acrid sourness of the habitually unwashed. In the center of the "throne room" is a pile of debris and bones roughly shaped into a chair.

The walls are lined with makeshift restraints in which the Redcaps' victims once hung, though only bones are there now. There is no sign of cooking equipment anywhere in the lair; the victims were consumed raw where they had been tied up. The gathered remains account for those kidnappings attributed to the Redcaps already: if Rhaznek gave them a description, the heroes are able to identify what was once Bhilf.

## Creatures

If alerted, 2d6+4 goblins wait in ambush where the central corridor meets the side-warrens. Otherwise, they mill about in the side-warrens in their own discussions about how to make Marksholme great again under their rule.

Another 3d6 goblins and 1d4 goblin bosses are there with **Grabber Dough-Mould** himself. If alerted, they cluster around Dough-Mould protectively; if not, they are split between eating and listening to Dough-Mould pontificate about his own intelligence and capability. Dough-Mould is a tall, repulsive goblin with an enormous body and uncommonly small hands, dressed in a crude facsimile of hobgoblin armor. Use the statblock for a **hobgoblin captain**. Additionally, as a reaction, Dough-Mould can glut himself on a nearby goblin, dealing 1d4+2 damage to that goblin and regaining as many hit points.

## Tactics

Dough-Mould does his best to remain out of combat, consuming Redcaps to try and heal any damage he suffers. The Redcaps seem perversely amenable to being consumed in this manner and respond with glee and encouragement.



### Development

If taken alive, there is nothing Dough-Mould won't promise and no way he won't debase himself if he believes it will keep him alive. Any promises (truthful or otherwise) that he will live if he cooperates will grant advantage on social checks to secure his help. Beyond his oddly small hands, of note is his curiously wide mouth, with a second set of teeth behind the first.

### Rewards

Amid the fetid pile which Dough-Mould calls his throne is a small wooden chest and Torme's knife. Inside is a knotted bundle of papers, grubby but readable. All the notes are unsigned and direct Grabber Dough-Mould to burn them after reading them:

- There are two types of paper and handwriting; one on expensive paper in cursive, the other on coarse paper in blocky print. A successful **DC 14 Intelligence (Investigation)** or **DC 16 Perception (Wisdom) check** reveals that the stationery corresponds respectively to House Tallaecker's office and the Collective.

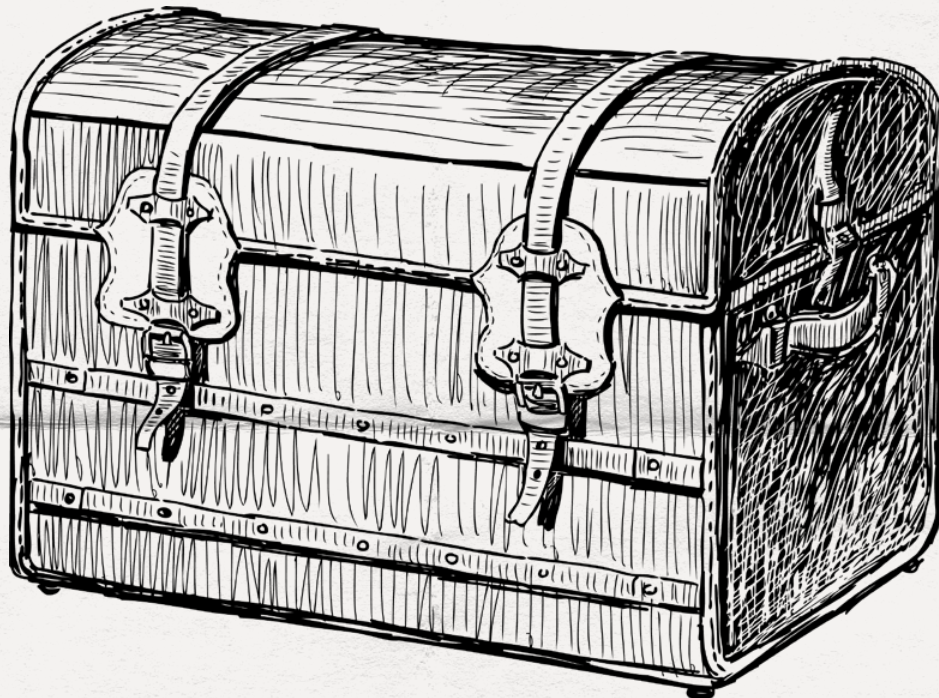
- The expensive paper letters promise Dough-Mould things like land, title, and victims to eat. The coarse paper letters are

not directed to Dough-Mould but detail the movements of certain persons and caravans through Marksholme. A successful **DC 12 Intelligence (Investigation)** or **DC 14 Perception (Wisdom) check** will reveal that the coarse paper letters are transcribed from work-documents within the Collective, and are unlikely to have been stolen.

### Difficulty Adjustments

Make the following adjustments if the party is weak or strong:

- If the party is weak, have the Redcaps begin to flee as things turn against them, shouting about the "intolerant leftovers" oppressing them.
- If the party is strong, a patrol of 1d6+1 goblins and 1d2 goblin bosses returns to the lair, reinforcing the goblin inhabitants.





## PART 3: WE FEW, WE HAPPY FEW

**B**y now the party should have some kind of evidence implicating someone within House Tallaecker and within the Collective, validating both Yohne's and Wulfena's suspicions at the same time. If he survived, Grabber Dough-Mould is exceedingly unhelpful: all correspondence was handled via dread-drop and the megalomaniacal creature exhibited remarkable incuriousness. He cared only for what he was getting, not why or from whom.

If the heroes have been put through a wringer, they should have some time to rest, recuperate, and plan before returning to Marksholme. If they're still fresh and ready for a fight, consider confronting them with a group of Tallaecker mercenaries: *The Sinners Gilt*. All members wear gold-cloth armbands and ostentatious armor (worth twice its listed value).

- Two **scouts**, two **priests**, four **thugs**.
- Two **guards** from Marksholme, still in uniform.

The heroes must decide where to go with the information gleaned from Dough-Mould's lair. The Collective is an obvious choice but not the only one, and some may prefer to try and confront Boetious Tallaecker directly.

### Res Ipsa and Res Judicata

**i**f the heroes bring their information to the Collective, Wulfena calls an emergency meeting of the Collective, believing they need to take direct action against House Tallaecker to save Marksholme. It is possible but difficult to dissuade her, requiring a successful

DC 18 Charisma (Persuasion) check.

A successful DC 12 Intelligence (Investigation) check reveals all the information in the letters came from Compton Cerwynd's office. Confronting Compton reveals that his hand-writing doesn't match those in the letters, but his clerk's does. The young dwarf clerk, Daefydd Rhys, quickly admits that he has been taking House Tallaecker money to inform on the Collective generally and Torme specifically. Daefydd is not motivated (entirely) by greed; he feels the situation in Marksholme is wholly untenable, and wanted the money to move his family out.

If Wulfena calls an emergency meeting, she proposes that the Collective storm Marksholme and sanitize it of Tallaecker influence: new elected officials, removal of the mercenaries, etc. At present, only about a quarter of the Collective is willing. Wulfena calls the heroes to leverage their opinions, and each has an opportunity to speak. You are encouraged to have them outline their opinion or rhetoric, as how they position themselves will determine what check is called for: typically Charisma (Persuasion), but potentially Deception, Intimidation, or other skills. The heroes may make use of the following arguments, which may be invoked once each to gain advantage on a check:

- Bringing up Daefydd's testimony regarding Tallaecker's plans to take over the Collective.
- Bringing up Tallaecker's active complicity in Torme's death and Redcap activity.
- Promising their own help in any aftermath.

Getting two or more successes nets about half the Collective's help, while four or more successes sways almost all the Collective's help.



## Invisible Hands

**U**pon their return from their meeting with the Collective, the heroes find Marksholme placed under martial law by House Tallaecker, complete with a mercenary-enforced curfew. The townsfolk are extremely unhappy but largely helpless.

Ultimately, the confrontation with Boetious Tallaecker will be a social or violent confrontation, possibly both.

- Boetious is interested in preserving the veneer of legality, and has the heroes arrested and tried in the market square. It is a kangaroo court, with the charges vague but ominous ("inciting social division", "conspiracy to destroy property and camaraderie", "maladjusting community morals"); the heroes may speak in their defense but the verdict is a foregone conclusion. Any social checks on the heroes' part (**DC 14**) instead track how much bravery they inspire in the assembled crowd of Marksholme residents. If they get three or more successes, they inspire bravery in the crowd (see below).

- If the heroes did as Rhaznek asked and inform him of Bhilf's unfortunate end, he attempts to help rally the crowd, giving the adventurers advantage on a social check.

- If the adventurers fail to inspire the crowd, they lose the trial and are condemned to exile. Boetious accompanies the bailiff in escorting the heroes out of Marksholme a short distance before trying to kill them.

- If the heroes secured nearly all the support from the Collective, their representatives intercede, stirring up the crowd to battle. Similarly, if the adventurers secured half or more of the Collective's help and inspired bravery in the crowd, the crowd disrupts the trial and it turns into

a battle.

- Boetious abandons the veneer of legality if the crowd and/or the Collective intercede in the market square, directing his forces to attack the adventurers directly.

### Creatures

- Boetious Tallaecker (elf **mage**), and Gavin Tallaecker (elf **veteran**)

- If Boetious is reduced to 0 or fewer hit points, he transforms into **The Glutmonger** (see Appendix A). It is not a pretty sight, as his body more or less inverts itself: what is inside comes out and what is outside is sucked in. The result is a grotesque pile of flesh that quickly sprouts mouth-tipped meat-limbs. Transforming into the Glutmonger removes all conditions (good or bad) which had been affecting Boetious.

- 2d6 Tallaecker **guards**. If the heroes secured the help of the crowd and/or more than half other Collective, then only 1d6 guards are available to fight (the rest are preoccupied).

### Tactics

Gavin and any guards begin the encounter trying to protect Boetious. Once he transforms into the Glutmonger, they flee for their lives instead. Boetious/the Glutmonger fights intelligently, first targeting magic-users and those who evince healing powers.

### Rewards

If the heroes prevail, they more or less have the run of Marksholme. They can, if they're the sort, partake in pillaging the Tallaecker estate (which will be largely abandoned by Boetious' fickle mercenaries). If they do, they can secure a CR 3 treasure hoard, and Boetious' personal papers, which if consulted fill in some as yet undiscovered details.

- Boetious was introduced to The Hunger some years ago by a druid who served it.



- Boetious planned to solidify his hold on Marksholme by eliminating Grabber Dough-Mould with *The Sinners Gilt*.

- Boetious has enacted The Hunger's plan to transform Marksholme into a cannibal's paradise; through Boetious, the voracious entity would quite literally feed on the townsfolk at its leisure.

- Boetius lured Torme out at the dead of night with a forged letter from the Marksholme Mayor, promising to turn on the Tallaeckers.

## CONCLUDING THE ADVENTURE

If the heroes failed or abandoned Marksholme, the town slumps further into House Tallaecker's grasp, and Boetious initiates more and more of his family into The Hunger's ranks. In shockingly little time, the Tallaeckers turn the town at large into a cattle-yard, abducting and eating alive townsfolk as they wish. The Collective collapses from within, and its members suffer the same fate as the rest of Marksholme.

More likely, with Boetious gone the heroes will—with the help of the Collective—gain control of Marksholme. In the resulting power vacuum, the Collective steps in to organize town meetings to discuss the future going forward. Those of House Tallaecker who survive retreat to a temporary camp in the forest.

Wulfena and Yohne are both exceedingly grateful, and happily follow through on delivering their promised rewards (if they haven't already).

## CONTINUING THE ADVENTURE

The town and the Collective look to the adventurers to help resolve the question of "what next?", which is far from easy. Not all of House Tallaecker was complicit in Boetious' schemes, the elves' money is still essential to running the town, and few in Marksholme have their logistical and diplomatic experience. How many of the Tallaecker cronies can remain in office? How much influence should the Collective have on the Town Council? It may be possible to spin out the political aftermath into another adventure entirely.

The defeat of the Glutmonger is not a defeat of The Hunger; would that it were so simple. For now at least, it is no longer an immediate threat to Marksholme. Instead The Hunger looks for other disadvantaged communities and places with a marked disparity in power or economics. Wherever one segment of a population might metaphorically feed on another, The Hunger will seek to literalize that. It remains an implacable, insidious foe.



# APPENDIX A: MONSTERS & NPCs

## THE GLUTMONGER

Medium aberration (shapechanger), chaotic neutral

**ARMOR CLASS** 18 (natural armor)

**HIT POINTS** 127 (17d8 + 51)

**SPEED** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17	17	16	13	8	14
(+3)	(+3)	(+3)	(+1)	(-1)	(-2)

**SKILLS** Arcana +5, Perception +7

**DAMAGE RESISTANCES** acid, cold, fire, lightning, thunder

**SENSES** blindsight 60 ft., darkvision 60 ft., passive Perception 17

**LANGUAGES** Deep Speech, Telepathy 60 ft.

**CHALLENGE** 9 (5,000 XP)

**INNATE SPELLCASTING.** The Glutmonger's innate spellcasting ability is Charisma (spell save DC 14). The Glutmonger can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *invisibility (self only)* *mage hand*, *major image*  
2/day each: *fear*, *fly*, *fireball*, *tongues*  
1/day: *plane shift (self only)*

**MAGIC RESISTANCE.** The Glutmonger has advantage on saving throws against spells and other magical effects.

**MAGIC WEAPONS.** The Glutmonger's weapon attacks are magical.

**REGENERATION.** The Glutmonger regains 10 hit points at the start of its turn if it has at least 1 hit point.

## ACTIONS

**MULTIATTACK.** The Glutmonger makes three attacks: one with its bite and two with its claws or greatsword.

**CLUB.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**CLAWS.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

## TACTICS

If it feels truly threatened, The Glutmonger uses its *plane shift* spell to escape; doing so removes the Hunger's influence over the writhing pile of meat, which collapses into a lifeless slurry. The Glutmonger counts as native to this plane for the purposes of spells like *banishment*.





2012



# AIDING THE INSURRECTION

Level 7

Steve "Jaspor" Orr

Steve "Jaspor" Orr is a homebrewer, retired punk rock guitarist, writer, and software developer. Steve has been playing and DMing D&D games for many years, and has been publishing on the Dungeon Masters Guild since February 2019. One day he might even learn how to draw more than just stick figures.

Twitter: [@AgentJaspor](https://twitter.com/AgentJaspor)

When a town is held captive by the oppressive grasp of a corrupt mayor, it's up to the adventurers to aid a rising insurrection and set the citizens free.

This dungeon is designed for four to six 6th-8th level characters and is optimized for five characters with an average party level (APL) of 7.

## ADVENTURE BACKGROUND

The town of **Rezinville** lives under martial law at the order of the vile **Mayor Kadgol**. A small group of rebels has gathered evidence to expose the mayor's corruption in hopes of sparking an uprising. The mayor caught wind of their efforts and raided their hideout, killing most of the rebels and capturing their leader, **Lilvari**. With Lilvari scheduled to be executed in the coming days, the secrets she learned about the mayor's dealings are at risk of

dying with her. One surviving rebel seeks help rescuing Lilvari from her fate, allowing the rebels to use the pivotal secrets in her head to set Rezinville free from the mayor's tyrannical grasp.

## ADVENTURE SUMMARY

**A**iding the *Insurrection* is an adventure about providing key support to a fledgling rebellion as it attempts to free the town from unjust oppression. The party is approached by **Gogan Stez**, a member of the rebellion who escaped a recent raid by the mayor's forces. He asks that the group help rescue the rebel leader, Lilvari, from execution. Lilvari holds crucial knowledge about the location of evidence that can be used to overthrow the mayor.

Planning the rescue attempt requires some scouting, intelligence gathering, and other preparations.



There are several potential approaches that could work to save Lilvari, and the success of the heroes' plan depends upon their creativity and skill.

Carrying out the rescue effort leads to an exciting scene with high stakes. The town guards are on the lookout for other rebels who might interfere with their plans for the prisoner, and the adventurers have to deal with them one way or another.

After the rescue attempt, the climax of the adventure is a race to recover the implicating evidence and incite the citizens to rise up against the corrupt Mayor Kadgol.

## Hooks

**d**rawing the party into this adventure should be straightforward. Gogan is desperate for help, but he keeps to the shadows so he isn't captured. A few suggested hooks for connecting the characters to this story include:

- The characters arrive in town, where Gogan approaches them. The surprising arrival of well-armed outsiders offers hope at a desperate time—if only he can enlist their assistance.
- The rebel group has a loose alliance with a faction to which one of the party members belongs. The faction has asked the party to help their allies in their time of need.
- One or more of the characters has an existing connection to the town. Perhaps they were born in Rezinville, or a close family member has lived here for some time.

## AIDING THE INSURRECTION

**R**ezinville is desperate for change. This once prosperous and cheerful small town has fallen into despair under the tyranny of Mayor Kadgol. A small group of brave rebels has attempted to collect

the evidence needed to incite an uprising, but that rebellion was almost snuffed out by a violent raid on their hideout. A lone survivor escaped and hopes to find the assistance needed to finish what his group started.

## PART 1. A TOWN IN DISTRESS

**a**tangible aura of misery and gloom surrounds the town of Rezinville. Seldom does one see a smile in the streets or hear a laugh. The only tavern in town, the Dancing Goat, has seen better days. As the party enters the tavern, they notice a handful of patrons, all of whom keep to themselves as they drink their sorrows away.

The bartender is an older human with a sour disposition. He serves up beverages without a word and swipes away the payment with a grunt. As the heroes quench their thirst, the bartender comes over to them again, silent as before, but this time with a message. Read or paraphrase the following:

The bartender slides a folded piece of paper across the bar towards you. When you open the paper, it reads, "Please have a drink with me. I need your help." The bartender grunts and nods towards a shadowy table in the far corner of the room. You see a lone figure sitting there.





The figure is Gogan Stez (CG elf **veteran** man), a member of the uprising that was recently thwarted by the mayor. He invites the party to take seats. Gogan is a bit jittery, and looks around nervously as he speaks. He takes a long sip from his mug, then explains what happened:

The elf leans forward and speaks in a hushed voice. "I'm glad you're here. The town needs your help. Mayor Kadgol is a foul creature. We were about to expose him... that's when our hideout was raided by his goons. I was the only one who got away. Our leader, Lilvari, was captured and is scheduled to be hanged in the town square the day after tomorrow. We need to save her. Will you help?"

Gogan describes Lilvari (CG tiefling **veteran** woman) as a charismatic, confident, and capable leader who knows when to be serious but also understands how to unwind and bond with her colleagues on a personal level. While the raid on the rebel hideout effectively extinguished the rebellion, the mayor wants to send a message to other citizens considering opposing him. Gogan explains that Lilvari was able to discover incriminating evidence against Kadgol that she is certain will unify the citizens against him and lead to an uprising to remove him from power.

Unfortunately, Lilvari was unable to describe this evidence in more detail before she was arrested. The raid on their hideout occurred just as she was about to reveal the details. Gogan fears if Lilvari is executed, the knowledge about this evidence dies with her, and the cause will fail. Although Gogan does not have much in terms of a reward to offer the party for their assistance, he assures them they will be compensated should the insurrection be successful.

## PART 2. PULLING TOGETHER A PLAN

Once the heroes have agreed to help, they can begin planning the mission. Gogan provides basic information about the town, its citizens, the mayor's guards, and the execution site. He also encourages the party to do their own information gathering. The heroes should design their own plans for rescuing Lilvari. If they are having trouble coming up with ideas, Gogan can chime in with advice.

There are three places where the adventurers can attempt to save Lilvari: the prison, along the route from the prison to the town square (where the execution is to take place), and at the execution site. Each option presents some advantages and challenges. The characters can explore the town and speak with NPCs to learn information which can help them plan.

### The Guards

Town guards (**veterans**) patrol regularly, ostensibly to protect the people but mostly to keep the citizens in line. They avoid socializing and are reluctant to answer questions. They wear a standard uniform made up of gray pants, a navy blue trench coat, and a matching cap. There is a 1 in 10 chance that a guard has a keyring in their possession that unlocks the prison doors.

### Avenues and Alleyways

The streets and alleyways of Rezinville are kept clean and are well lit at night. The guard patrols make their way through the streets over the course of their shift. If they witness suspicious



business, they intervene. Offenders committing what the guards consider to be crimes are subdued and hauled off to prison.

The party can travel through the streets and observe the possible routes that could be used to escort Lilvari from the prison to the town square for her execution. A successful **DC 12 Wisdom (Survival or Perception) or Intelligence (Investigation) check** reveals there are only two paths from the prison to the town square. The eastern route is shorter, but contains more alleyways and turns, providing good hiding spots for an ambush. The western route is mostly a straight path, but longer, giving the party more time to execute a rescue. It is unclear which path the guards will take on the day of the execution, though the PCs might be able to force them down one route or the other.

## The Citizens

**T**he citizens of Rezinville aren't a social lot, being mostly resigned to their life of tedious daily tasks. The best sources of information are tradespeople and shopkeepers, though even they hesitate to speak, particularly about the uprising.

Characters who engage with NPCs for information can attempt **DC 14 Charisma (Deception) or Charisma (Persuasion) checks** to find out what they know. The citizens are more scared of the mayor and his guards than the characters, so **Charisma (Intimidation) checks** are against **DC 17**. Useful tidbits of knowledge the party may learn from the citizens include:

- Guards alternate which route they take from the prison to the town square on execution days. Last time, they took the western, longer route.

- The rebels gave many citizens hope that the mayor could be dealt with, but after Lilvari's capture, the people hesitate to stand by her publicly.

- There have been rumors of something big living in the sewers beneath the town. The guards have ignored the rumors and refuse to investigate, but more than one credible source swears they saw a set of big yellow eyes staring back at them!

## The Prison

### Features of the Area

**Location.** The prison sits on the north side of town, a medium-sized building with stone walls and two locked entrances. Town guards come and go, though they rarely bring in new prisoners; the months of suppression have beaten the town into submission, and the citizens rarely risk committing even the most petty offenses.

**Entrances.** The main and prisoner entrances are both secured with solid steel doors that remain locked at all times. It takes a successful **DC 17 Dexterity (Thieves' Tools) check** to pick the lock on these doors.

**Sneaking In.** It requires a successful **DC 19 Dexterity (Stealth) check** to open the locked door without any of the guards noticing. A failed check means the guards detect the door opening.

**Key Ring.** A key ring hangs on the wall of the main room, behind the counter separating the guards from any visitors. It's in plain sight, and requires a successful **DC 18 Dexterity (Sleight of Hand) check** to grab without any of the guards noticing. If another character can create a distraction or block line of sight between the guards and the key ring, award advantage on this check.



## Creatures

Inside, 1d4 + 2 **veterans** stand guard over the prisoners. The guards are on high alert, given the sensitivity of their current prisoner.

The guards give unexpected visitors a brief warning before physically attempting to remove them from the prison. A successful **DC 18 Charisma (Deception or Persuasion)** or **DC 20 Charisma (Intimidation) check** is required to prevent the guards from attacking. If the party has managed to disguise themselves in guard uniforms, the characters have advantage on these skill checks.

## Tactics

Fighting the guards is a viable approach towards freeing Lilvari, though risky. The guards engage with the party at melee range once their warnings to leave have been ignored. The guards plan on protecting the prisoner at all costs. They try to keep the characters from getting to the inner section of the prison and form a perimeter protecting the doorway leading to the prisoner cells.

## Development

When there is one guard remaining, that guard attempts to flee the prison and bring back reinforcements. If they successfully get away, reinforcements arrive in the form of 1d4 + 1 guards (**veterans**) in 1d4 rounds.

## Rewards

The guards have some loose coins worth 50 gp in total.

If the characters get past the guards, they find Lilvari in one of the holding cells. If they have the key ring, they can unlock the cell. The lock is opened on a successful **DC 15 Dexterity (Thieves' Tools) check**.

## The Town Square

The square is located in the center of town, right in front of the town hall (see map). The town hall is a large, two-story building on the northern side of the square. In front of the town hall is a raised platform for ceremonies and presentations. Single-story buildings are located around the edge of the square. Several trees of assorted types and sizes adorn the area as well.

In the center of the square stands an elevated platform with the hangman's gallows. Stairs lead up from the ground. A rope with a noose hangs from the scaffold over a square trap door. A lever controlling the opening mechanism of the trap door is connected to the floor of the platform.

A citizen can explain that when an execution is scheduled, the guards march the prisoner from the prison to the gallows. The prisoner climbs the stairs and has the noose tightened around their neck. When the mayor gives the signal from his position on the platform outside the





town hall, the executioner pulls the lever, opening the trap door beneath the prisoner and sending them to their death.

### PART 3. THE EXECUTION

**H**aving spent two days planning the rescue attempt, the time has now come to put the plan into motion. If the heroes rescued Lilvari from the prison at some point in those two days, skip ahead to Part 4.

The execution is scheduled for noon, and citizens hoping to get a good vantage point begin arriving in the town square up to an hour earlier.

An hour before noon, guards begin to take position in the town square. The perimeter of the square is secured by 10 **guards**. The platform in front of the town square is guarded by two **veterans**, while two snipers are perched on nearby rooftops to provide cover from above. For the snipers, use the **scout** stat block and add the following ability:

**Sniper's Eye.** As a bonus action, the scout can add 1d10 to its next attack or damage roll with a longbow.

Fifteen minutes before noon, the executioner (**knight**) makes their way through the crowd and takes their spot upon the gallows. Mayor Kadgol (LE human **noble** man) appears on the town hall platform soon after. Shortly before noon, six **veterans** escort Lilvari from the prison to the town square. They take the shorter, eastern route to make their way there.

If the characters attack the escort while it's on its way to the square, four of the guards fend off the attack while two of them attempt to move Lilvari back to the prison. Those guards and Lilvari move at half speed as she struggles against them.

If the escort makes it to the town square without incident, they walk Lilvari to the gallows. A large crowd has assembled to witness the execution. Two of the guards join her as she walks up the stairs. The other four take position on the ground around the platform. The executioner places the rope around Lilvari's neck, tightens the noose, and looks to Kadgol. The mayor steps forward and addresses the crowd:

"We gather here today to witness justice, as we condemn to death a treacherous conspirator who was leading other scum in an attempt to spread anarchy! But fear not. Their rebellion has been quashed, and we shall continue to live peacefully and securely. And let this be a reminder: we deal harshly with any threats to this town. I am committed to keeping you all safe! And with that, let the traitor hang." The mayor looks at the executioner and nods.

On the mayor's signal, the executioner pulls the lever. If the mechanism hasn't been tampered with, the trap door swings open, and Lilvari falls through to hang by her neck. Unless the noose is removed, Lilvari suffocates and dies in 3 rounds from when the lever was pulled.

During combat, the guards fight back, but are cautious of harming innocent bystanders. The crowd flees in a panic, causing the square to be difficult terrain for the first two rounds as people bump into one another and run to safety. Creatures targeted by ranged attacks during these first two rounds benefit from half cover, providing a +2 bonus to AC and Dexterity saving throws.

Once battle begins, the guards have two purposes. First, they do whatever it takes to keep the mayor safe. Several of them converge



around the platform. If the mayor is threatened, more rush to his side. If things look bleak, they rush him into town hall and lock the door behind them. Their secondary goal is to prevent Lilvari from escaping. Guards not immediately threatened by violence or rushing to protect the mayor gather around the gallows to stop any rescue attempts. The executioner remains on the gallows while Lilvari is there, and only leaves the platform to pursue her if she escapes.

Chaos erupts as the crowd scatters and guards take up the defense. Since the guards likely outnumber the party by a good number, consider having some of the guards take up strictly defensive positions around the mayor and only attack in self-defense.

As the battle ends, likely with the party fleeing the scene with or without Lilvari, Gogan appears from where he was hiding in the shadows and directs the group to follow him down an alleyway towards a hidden safe house.

## PART 4. RETRIEVING THE EVIDENCE

Gogan leads the group to the basement of an abandoned butcher's shop. A small window from the basement is boarded up, but allows characters to peek out onto the street. They see guards running around, yelling about finding the criminals as quickly as possible, but none of the patrols give the shop a second look.

If the party failed to rescue Lilvari, there is still hope. Gogan explains he managed to get her attention from a distance, and she was able to communicate with him using signals with her hands, a sort of code similar to thieves' cant. She signaled two words: "weapons" and "sewer." Gogan believes this

will lead them to the place where Lilvari stashed the evidence. The clues are directing them to the sewer closest to the only weapon shop in town.

If the party succeeded in saving Lilvari and she is with them, she thanks the heroes for saving her life and explains she has hidden the evidence in the sewers nearest the local weapon shop. In either scenario, the sewers are the next stop.

The group uses their hidden basement location to monitor and track the guards, which helps them reach the sewer undetected. A successful **DC 12 Dexterity (Stealth) check** gets them there without being spotted by the guards, while a failed check results in 1d4 +1 **guards** recognizing the group and attacking. If they wait for nightfall, the check is made with advantage.

Finding the sewer grate nearest the weapon shop is trivial once they get there, but navigating the sewers themselves is a bit trickier without a guide. If Lilvari is with the party, she knows the path and leads the way. If she isn't, a successful **DC 13 Wisdom (Survival) check** reveals the correct path. A failed check means the group gets lost for 1d4 hours and suffers one level of exhaustion before finding the correct path.

The room where the evidence is hidden is 20 feet by 30 feet with a small table and chair in one corner and a crate in another. There is also an unexpected visitor in this room at the moment. A **DC 12 Wisdom (Perception) check** reveals something moving in the shadows against the far wall. Lurking in the shadows, confused and hungry, is a **mutated sewer horror** (Appendix A). Creatures who failed the check or have a passive Perception below 12 are surprised when combat begins. The monster is hostile and attacks as





soon as a creature approaches within 10 feet of it. It fights to the death.

Once the creature is dealt with, opening the crate reveals the evidence Lilvari collected to implicate the mayor. The crate also contains some magic items, and the rebels take this opportunity to reward the heroes with a *stone of good luck*, *ring of shooting stars*, and *figurine of wondrous power* (*serpentine owl*).

The second letter is the mayor's response:

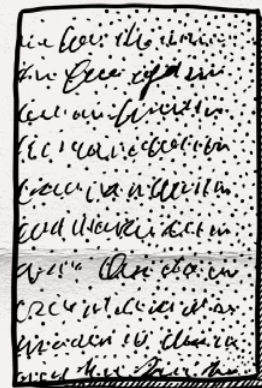
"I assure you the problem will be dealt with swiftly. The dimwitted citizens of this town do not have the backbone to stand up to me. Once I've quashed their little rebellion, they will fall back into line and become even more subservient. And then the experiments on them can begin. - Kadgol "

## PART 5. SEEDS OF DISCONTENT

There are two important documents in the crate. The first is a list labeled "Silent Supporters." Among the names are several prominent citizens of Rezinville, including the bartender at the Dancing Goat and the captain of the town guard. Second is a pair of letters. The first is addressed to the mayor:



Lilvari and Gogan are convinced that making these letters public would spark enough outrage to get widespread support to oust the mayor. Now it's up to the heroes and rebels to quietly but quickly spread the word.



The list of "Silent Supporters" is a good place to start for spreading the information and fanning the flames of rebellion. The heroes can act this out with social interactions

and Charisma checks, or they can let the rebels take care of it off-stage.

### To the Barricades!

As word spreads, citizens take to the streets and storm town hall. With pitchforks and torches in hand, they chant "Down with Kadgol!" Once Kadgol realizes what is going on, he attempts to flee. The party has an opportunity to confront, capture, or kill Kadgol before he can escape from the protesting citizens.

Kadgol attempts to escape by slipping away through a back door of the town hall and going to the adjoining stables where his horses

"Mayor Kadgol. I am satisfied with your progress so far. However, I have heard rumblings of some troublemakers. The Master will be quite displeased if you allow them to disrupt our plans. Please convince me you can deal with them or I shall find another servant more worthy of this honor. - Z "



and carriage are kept. He expects to be escorted by eight **veterans** who serve as personal guards.

However, the party has an opportunity to thin out the ranks of his bodyguards by applying pressure and convincing them they are on the wrong side of this fight. Each member of the party may perform a check to try and scare away the bodyguards, persuade them to join the other side, or deceive them into believing they are being ordered to stand down by a higher authority. Characters can choose which tactic they employ and make a **DC 13 Charisma (Deception, Intimidation, or Persuasion) check**. Characters who make an active attempt to leverage the gathered crowd to support their actions have advantage on the check.

For each successful check, one of the veterans abandons the job of protecting Kadgol and the party has one fewer opponent to deal with. A critical success results in two veterans leaving their post. When the last of his bodyguards has abandoned him or fallen in combat, Kadgol gulps a *potion of invisibility* and attempts to slip away undetected.

If Kadgol is captured, Lilvari or Gogan (if Lilvari is dead) presents him to the citizens to determine his fate. Bound and gagged, Kadgol is escorted to the platform in front of town hall. Lilvari explains the incriminating contents of the letters to the assembled crowd. As she conveys Kadgol's crimes, several in the crowd yell, "Hang him!"

Lilvari looks at the party for a decision, explaining aloud that without the help of the heroes, she would be dead and the town would still be under Kadgol's control. (If Lilvari did not survive, Gogan is visibly upset and barely controls his anger at the man who executed his partner.) Ultimately, the rebels leave it to the characters to decide Kadgol's ultimate fate. As long as he is not allowed to go free, the citizens are content with whatever decision the heroes make.

## CONCLUDING THE ADVENTURE

**W**ith Kadgol overthrown and the town free, a celebration begins! The finest wines from the cellars of the wealthy are brought while cooks prepare vast meals. Instruments that have gone unplayed for months fill the air with music while people dance. Smiles and laughter have returned to Rezinville, the weight has lifted, and the citizens are truly grateful to have been saved from a much worse fate.

## CONTINUING THE ADVENTURE

**a**lthough Mayor Kadgol has been ousted and the town of Rezinville set free from his oppressive grasp, several questions remain:

- Is there a connection between the sewer creature and what the mayor was involved in?
- Who is the mysterious "Z" the mayor was conspiring with? What are the experiments mentioned in the letter?

If the mayor escaped, how do the rebels and heroes track him down to bring him to justice?

# APPENDIX A: MONSTERS & NPCs

## MUTATED SEWER HORROR

*Large monstrosity, unaligned*

**ARMOR CLASS** 16 (natural armor)  
**HIT POINTS** 168 (17d10 + 85)  
**SPEED** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22	12	20	9	12	7
(+6)	(+1)	(+5)	(-1)	(+1)	(-2)

**SAVING THROWS** Strength +7, Constitution +9

**DAMAGE IMMUNITIES** Acid, Poison

**CONDITION IMMUNITIES** Charmed, Frightened, Poisoned

**SENSES** darkvision 120 ft.,  
passive Perception 11

**LANGUAGES** --

**CHALLENGE** 9 (5,000 XP)

**MAGIC RESISTANCE.** The horror has advantage on saving throws against spells and other magical effects.

## ACTIONS

**MULTIATTACK.** The horror makes two attacks with its tentacles. Up to two of these attacks can be replaced by its tail attack, one replacement per tentacle grappling a creature.

**TENTACLE.** Melee Weapon Attack: +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Medium or smaller creature. Until the grapple ends, the creature can't use this tentacle.

**TAIL.** Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 6) bludgeoning damage.

## REACTIONS

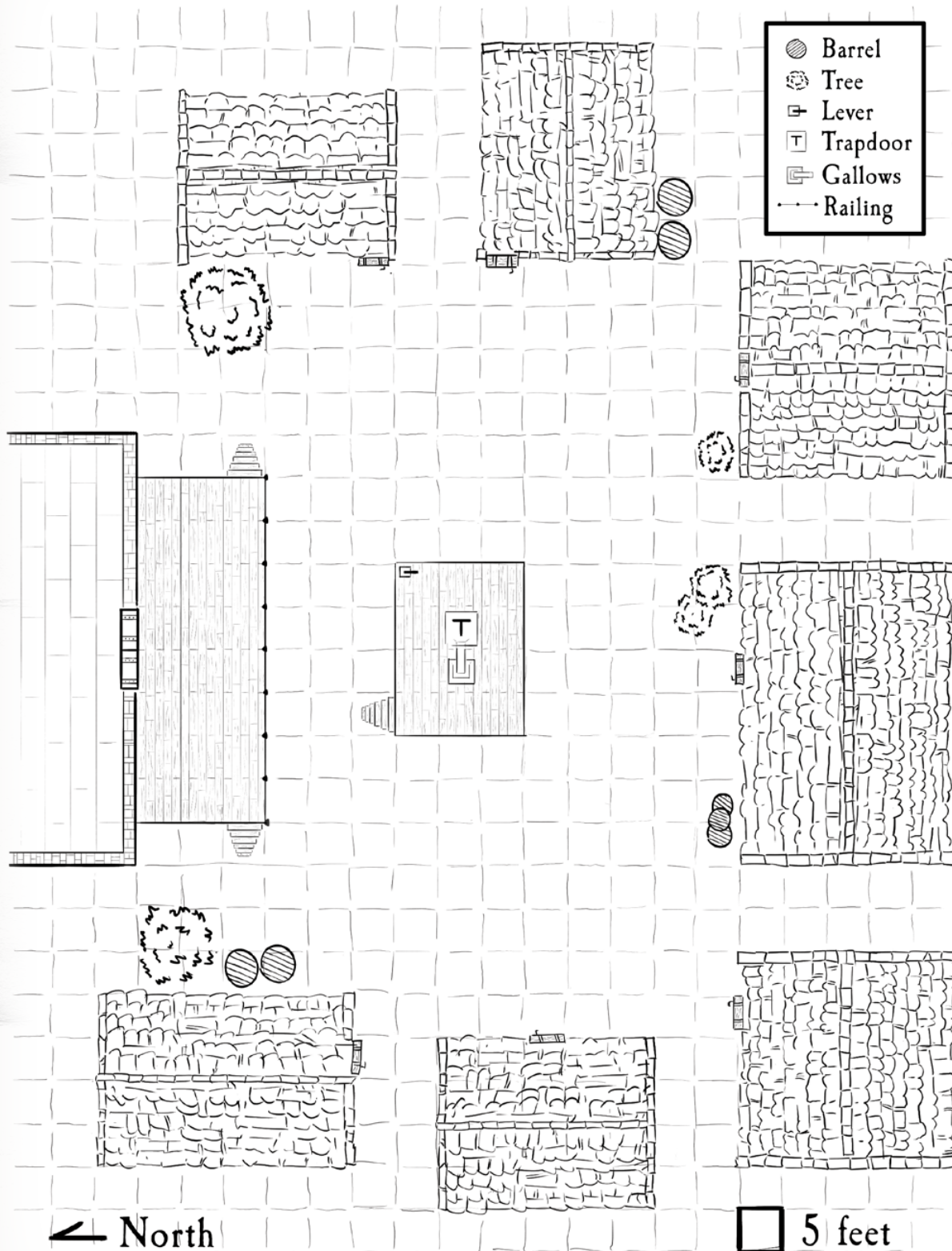
**ACID BLISTERS.** When the horror takes damage, it can use its reaction to make its acid blisters explode. Creatures within 20 ft of it must make a DC 14 Dexterity saving throw, taking 15 (3d10) acid damage on a failed save, or half as much damage on a successful one.





# APPENDIX C: MAPS

## Town Square









# MOONCAKE REVOLUTION

Level 8

Collette Quach

Collette is a writer and narrative designer, focusing on analog games and tabletop RPGs. She has a passion for creating fantasy worlds based on non-European cultures and using games as a way to tell stories from marginalized communities. Her work can be found in *Uncaged*, *Book of Seasons: Solstices*, and *Unbreakable Anthology*. Follow her on twitter [@collettequach](https://twitter.com/collettequach).

**W**elcome to the Shallow Valley, with its pristine rivers, picturesque lakes, and rich metals deep within the mountains. It's a prime location for a vacation or to build your next estate... except for the revolution brewing deep in the woods and in the tunnels. The people of the valley have long since been exploited by the invaders from outside, and they call upon the adventurers to help them with their plans.

This dungeon is optimized for four 8th-level characters.

## ADVENTURE BACKGROUND

**W**hen the Baihua came to Shallow Valley, they displaced the native peoples in order to access a precious resource buried beneath the valley caves. While the Baihua people accumulate wealth, those native to the land gain nothing and must survive on the

scraps. In secret, a revolution has been brewing, one that will need the aid of seasoned adventurers if the natives are to have any hope of reclaiming the valley as their own.

## MAJOR NPCs/FACTIONS

**Qianguren (pronounced chiang-goo-ren):** Literally "people of the shallow valley", these are the people native to the region. After the Baihua occupation, many of the people have been displaced, if they survived.

**Baihua (pronounced buy-how):** A growing nation from outside the valley, which some time ago expanded into Shallow Valley to appropriate its valuable resources. Many Baihua people have exploited the land and the people, either knowingly or unknowingly, to the point where many live in relative comfort.

### **Gu Long (pronounced goo-long):**

Translated as "valley dragon", the Qiangu freedom fighters are named after a folktale where a dragon carved the valley for the people to live and prosper in. They oppose the Baihua occupation. Knowledgeable of the land, they reside in the natural cave systems, using the elaborate tunnels to covertly move throughout the valley. While most are native Qianguren, their ranks include some Baihua who recognize the impact they have in Shallow Valley and assist the rebels.

## **ADVENTURE SUMMARY**

**T**his adventure takes place in 4 parts: an introduction and three acts.

The introduction establishes the setting and provides context to the situation in Shallow Valley, hooking the players emotionally into the adventure.

The first act tasks the adventurers to infiltrate an estate to deliver secret messages hidden in mooncakes. The adventurers might talk their way through, disguise themselves, or find some other creative way to accomplish their mission.

The second act takes place at the start of the revolution. Tasked with breaking into and reclaiming the natural history museum, the adventurers seek to establish a symbolic and iconic foothold for the rebellion.

In the final act, the Baihua law enforcement push back the rebellion. If the party is still with the rebels, they are asked to put their own bodies in front of the rebels and risk their lives so that justice is served.

## **REPUTATION**

**H**ow the party deals with the tasks given to them will affect how the public perceives them, as word spreads to the general populace. Outright violence causes the public to become wary of the revolution, while compassion and empathy prompt the public to sympathize. Not everything is black and white, however: violence out of self-defense can be understood, while actionless displays of compassion can come off as impartial and complacent.

There are set points in the adventure where reputation is affected and tested (especially in Part 3), but be aware of how the adventurers act throughout. Unexpected moments can deeply affect the world. A positive reputation built on justice and trust is defined as 5 or higher, whereas a reputation for violence is 4 or lower.

## **HOOKS**

**P**layer characters might be from Shallow Valley or have relatives or companions who hail from the region. They might intend to visit family and see the Baihua's oppression first hand.

The adventurers might have come to Shallow Valley in response to a letter requesting their aid, either from the revolutionaries or potentially from the Baihua occupiers, looking for increased protection. Once they see the state of the place, though, they should quickly be inspired to side with the native Qianguren.

Finally, adventurers may be in Shallow Valley by chance: perhaps they heard rumors of scenic lands to explore, or useful natural resources for a cunning speculator to claim. In this case, they should witness the Baihua exploiting the land or the natives directly.



## PRELUDE: WELCOME TO SHALLOW VALLEY

**T**he adventurers probably arrive in Shallow Valley one of two ways, depending on the hook that brings them. Determine which works best for your table, or improvise something similar if neither seems quite right.

### Hook A: Entering the Valley

#### Independently

**a**s the adventurers enter the valley, they are stopped by 3 **Baihua Guards (thug)** asking for an entry permit, which is issued by the Baihua occupational government. More than likely, the party doesn't have one and will be turned away. During the conversation, 5 rebels (**scout**) spring from the brushes to ambush the guards. They do not target the adventurers (unless attacked, in which case they attempt to escape) and always do nonlethal damage, reminding each other loudly not to kill anyone. The guards, on the other hand, immediately assume the adventurers are with the rebels and attack the adventurers as part of putting down the ambush.

Once the guards are dealt with, the rebels acknowledge the skills of adventurers who took part in the combat, and may also recognize the party for their accomplishments in other parts of the world. The rebels plead with the adventurers to aid them in resisting the occupying Baihua; if the adventurers agree, the rebels guide them through a cave system to meet their leader.

If the party doesn't agree to aid the rebels at this point, they should see further abuses of the native people at the hands of the occupying Baihua, and they should eventually find themselves involved in Part 1. An interesting take on the adventure might see the adventurers cast as unlikely, hesitant heroes caught up in a revolution they never asked to join but can't abandon.

### Hook B: Invited to Aid the Rebels

The party meets up with the rebels, who escort them across the border through a secret cave system avoiding the border guards. They meet with their rebel contact in a secluded spot near the border, have a brief interaction where the rebel confirms they aren't Baihua spies or sympathizers, then head through the caves.

#### Into the Caves

**T**he cave system is a winding tunnel that is hard to navigate without a guide. Light peeks through the cracks in the rock, providing some light. Along the way, the party can see other people using the tunnels, too, to support the rebels with weapons, food, medical supplies, and the like.

#### The Rebel Hideout

**T**he tunnels eventually open up to a larger cavern populated with a hundred people using it as a makeshift settlement. Tents occupy every possible open space, even on ledges off the ground.

The rebels take the party to a large tent at the far end of the cave. Inside, maps and papers are strewn across a large table, over which stands the leader of the Gu Long,

**Xifeng** (pronounced she-fung), a human woman of Asian descent. She and other important members of the Gu Long wear Cloaks of the Valley Dragon (Appendix B). Depending on the party's notoriety and morality, she may know the adventurers by reputation; otherwise, she has done her research and learned of them through other means.

Xifeng explains the situation of the Shallow Valley and formally requests the adventurers' aid. She believes the adventurers, because they are outsiders and/or famous, will have more freedom of movement than the Qiguren in the valley, especially those of Gu Long affiliation. A pragmatic woman, she hopes the adventurers will assist the Gu Long out of the goodness of their hearts, but if they require payment, she will offer what the Qiguren can spare (300 gp per adventurer), as well as the promise of further reward should the revolution succeed.

## PART 1: A SCENIC LAKESIDE ESTATE

One of the rebels guides the adventurers through another tunnel system which takes them to a lakeside estate. Alternatively, if they have not agreed to aid the rebels, they might arrive here by coincidence on their own.

The lake is calm, expansive, and crystal blue, free of any impurities. Dotted across the shore are large homes, three of which can be seen in the near distance. The area used to be heavily wooded, but no Perception check is required to see the signs of deforestation.

### Objective

The goal for this part is to deliver mooncakes containing secret messages to rebel agents working in the estates. Xifeng tells the adventurers they can identify the rebels by a small stitch on their clothes, which requires a successful **DC 15 Wisdom (Perception) check**. At least 15 of the 60 or more servants at the three estates are hidden rebels, five agents at each estate. Giving the cakes to the wrong person increases the chance of exposing the rebellion. Further, Xifeng requests the adventurers deliver the cakes discreetly, as the servants may be punished for accepting sweets while on duty, while the adventurers themselves will suffer no ill treatment. Stealth checks oppose the guards' passive Perception, though these checks have disadvantage if





the guards are alert (see below).

When first entering an estate, they are stopped by a **Baihua Guard (thug)** who inquires as to their reason for visiting. Assuming they can provide a suitable excuse, or make a successful **DC 15 Charisma (Deception)** or **Charisma (Persuasion) check**, the adventurers have the privilege of moving freely through the area, as they are perceived to be tourists or visitors. They have advantage on this check if any of them have the Noble or similar background. If they fail this check or any of the adventurers are observed acting suspiciously (such as handing off a cake), the guards allow them into the estate but keep a close eye on them thereafter, and the adventurers have disadvantage on subsequent attempts to elude detection or deceive a guard at any of the three estates.

If a guard is attacked or knowingly affected by a spell, they call four more **Baihua Guards (thug)**. These guards attempt to capture the party for questioning, requiring clever roleplay and skill use to talk their way out or the payment of a fine (100 gp) for disruptive mischief.

Typically, the adventurers should be able to spot several Gu Long-affiliated servants, but must engineer the opportunity to pass them a mooncake unobserved. Design encounters that will require them to use their skills and wits to accomplish the task subtly and completely. They might have to sneak off to follow an agent into the garden, impress a family member with their knowledge to distract their attention, or hide in a closet until a guard or Baihua family member moves past.

During their infiltration, the party should witness multiple acts of snobbery, petty cruelty, and callousness regarding the natives of the valley. Use this scene as

an opportunity to enflame their sympathies for the natives' plight and the Gu Long's aims.

### Estate Layout

Each of the three estates are laid out similarly to one another. The main entrance leads to an open courtyard. The eastern side of the estate contains the kitchen, dining room, and sitting room, all of which the adventurers may visit freely. Upstairs are the private quarters for the heads of the house and their family. The adventurers are not permitted to go upstairs.

The servants affiliated with the Gu Long are scattered around the estates as groundskeepers, cooks, maids, and the like. They can be in any part of the estate except the private bedrooms, though a maid may on occasion go into one to tend to a member of the family or clean the room when no one else is there (providing a harrowing scene if the adventurers must follow the servant into one of the off-limits rooms).

### Features of the Area

**Servant's Quarters.** On a successful **DC 14 Wisdom (Perception) check**, an adventurer notices that the servants coming into and out of the three estates have similar uniforms. There is a small building right near the gate to the estate which is the servant's quarters. Inside are spare uniforms that the adventurers can borrow to easily navigate the three estates. Have the adventurers make a **DC 13 Intelligence (Disguise Kit) check** (though the check doesn't actually require a disguise kit, having one grants advantage on the check) to disguise themselves successfully, though if they interact directly with an estate family member, they must make opposed **Charisma (Performance) checks** against the observer's **Intelligence (Investigation) check**.



## INTERLUDE

Once the party has delivered all three of the mooncakes (whether to the correct rebel agents or not), their first task is completed, and they have a window of time to rest before the main revolution begins. This period can be as little as a couple of hours or as much as a day, based on the desired pacing and engagement of your table. During this time, the adventurers may explore the cave system, the town nearby, or simply rest.

### Cave System

Adventurers that decide to explore the caves are cautioned when exploring to avoid detection by the Baihua Ren. Many already used the cave system as a mode of transportation prior to the rebellion, so their risk of detection was fairly low, but the adventurers are a different matter, especially if they hail from outside the valley.

#### Features of the Area

**Limited illumination.** While the caves have some light, vision is reduced. Creatures lacking darkvision have their vision reduced to 30 feet.

**Navigation.** The cave system has few discernible landmarks or signs. A **DC 15 Wisdom (Survival) check** allows the adventurers to find their way back to the rebel base; if they have a way to keep track of their movements, they have advantage on this check.

#### Room: Glittering Cave

One tunnel leads to a large glittering room, illuminated by glittering crystals of various blue and green colors. This is a cave of precious metals found only in the

valley, though the ore is unrefined.

Over the course of four hours, adventurers can mine 1d4 crystals with a **DC 20 Strength (Athletics) check**, with advantage if they have and are proficient with mason's tools. On their own, the crystals don't look like much, nor are they very valuable, but once refined, the crystals are worth 80gp each. Only the Qianguren have knowledge of the refinement process.

#### Encounter: Fleeing Rebels

While wandering the tunnels, the adventurers hear the sound of hurried footsteps. These turn out to be a number of rebels fleeing **4 Baihua Guards (thug)**. The adventurers can fight the guards, elude them with a successful **group Dexterity (Stealth) check** opposed by the guards' **passive Perception**, or find some other means of dealing with them. In any case, the rebels will not lead the guards back to their headquarters.

### Town

There is a nearby town, which offers general goods and supplies, as well as persons of interest that adventurers can encounter; these NPCs view the revolution in various ways, exposing the nuance in this conflict.

#### Features of the Area

#### Person of Interest: An Indifferent Qianguren

A Qianguren shopkeeper has a pretty successful shop in the town. They've benefited from the tourism and extra commerce coming in from the Baihua occupation. They are keeping on the sidelines in this revolution, believing that the Baihua occupation is benefiting Shallow Valley. They can sell the party common supplies at the DM's discretion.



Person of Interest: A Sympathetic Baihua

If the adventurer succeeds on a **DC 15 Wisdom (Perception) check**, they notice a Baihua woman on the street who wears a small indicator on her collar of her affiliation to the Gu Long. When she was young, she was one of the first Baihua to enter the Shallow Valley, and has grown up among its people and forged her identity here. Though the Shallow Valley has made her wealthy, she acknowledges she has taken benefits away from the Qianguren and wishes to support their cause.

Place of Interest: Propaganda Board

The adventurers pass by a newsboard full of ads and propaganda that are pro-Baihua occupation. There is an ad for the museum and its natural history exhibit. Another is a fear-mongering propaganda piece about staying away from the natural caves.

If adventurers decide to tear down, deface, or vandalize the propaganda, they **gain 1 reputation** (refer to the Reputation section in the Adventure Background)

If adventurers decide to comically deface or parody the propaganda, they **gain 2 reputation points**.

Encounter: Demonstration

At the center of the town, a group of demonstrators is protesting the occupation. Signs posted around them deliver information about the displacement of the Qianguren due to the Baihua occupation. Some signs detail abusive working conditions, while others speak of the environmental impact of the Baihua's mining operations to get the precious gems.

Shortly after the adventurers encounter the demonstration, a group of Baihua sympathizers arrive to harass and agitate the demonstrators. While the demonstrators try to de-escalate and ignore the harassment, the sympathizers advance menacingly, clearly planning to attack.

If the adventurers intervene, they **gain 1 reputation point**.

How the adventurers deal with the demonstration determines additional reputation gain or loss. For example, if adventurers de-escalate the situation or defend the demonstrators by making sure they do not get harmed, they gain 1 reputation point. If they forcibly remove the agitators or respond with violence, the adventurers lose 1 reputation point.





## PART 2: A TRIP TO A MUSEUM

The time has come for the revolution to move in full force. Xifeng requests the aid of the adventurers at the Shallow Valley Regional Museum, the journey to which takes about 40 minutes of travel through the caves and then by road. Once there, the adventurers find a large group of Gu Long rebels amassed, with more approaching at a distance.

### Messages in the Mooncakes

If adventurers never gave any mooncakes to the wrong people, skip this section. If they did, the plot is discovered on a roll of 2 or lower on a d20; for each wrong mooncake delivered, increase the chance by 2.

If the plot was revealed, 8 **Baihua Guards (thug)** appear to try and stop the revolution. They are initially non-hostile but eventually turn hostile, though they use non-lethal tactics meant to stop the revolutionaries, not kill.

### Objective

Xifeng tasks the adventurers to break into the museum and remove the director, who took cultural pieces and artifacts from their land and displays them behind glass in the museum. Taking over the museum would be a huge victory for morale, as it returns artifacts rightfully belonging to the Qianguren and symbolizes the people taking back their history. Xifeng also plans to use the museum as their future base of operations in the revolution.

#### Area 1: Museum Grounds

The main road leads to the entrance

of the museum. A 25-foot-tall stone wall encloses the museum grounds. There is one main gate in the front with two guards.

The grounds are well maintained. Three trails, one from each gate, converge at the center before moving up towards the front door of the museum.

#### Features of the Area

**Patrolling Guards.** Two pairs of **Baihua Guards (thug)** patrol the grounds. They patrol in opposite areas before switching sides. With a successful **DC 18 Wisdom Check (Perception) check**, an adventurer notices a tiny window of time (3 rounds) during which the pair has their backs to each other. Slipping through at that key moment will allow the adventurers to bypass the guards without combat.

**Side Gates.** Two smaller gates on the sides of the museum wall lead into the grounds. They are locked, requiring a **DC 16 Dexterity (Thieves' Tools) check** to open discreetly or a **DC 21 Strength (Athletics) check** to force open loudly.

#### Creatures

There are a total of six **Baihua Guards (thug)** outside the museum building: one pair is at the main gates and the other two patrolling the grounds.

#### Tactics

The guards at the main gates refuse to let the adventurers in and use force if they refuse to leave. The other guards inside the grounds attack the adventurers on sight.

#### Area 2: Museum

The museum has three floors with two wings on the first floor. The third floor only houses the director's office.



### Area 2a: 1st Floor

The first floor houses the Shallow Valley mining exhibit and the natural history of the valley. In the west wing is a reproduction of one of cave systems, though much simpler and easier to navigate than the ones the adventurers have gone through.

There are two **Baihua Guards (thug)** posted around the area, patrolling the halls. If the adventurers did not enter the museum discreetly (such as engaging in combat or opening one of the fences by force), have the guards roll **DC 12 Wisdom (Perception) checks**. If they succeed, the guards are alert and actively searching for the adventurers.

### Features of the Area

**Mining Exhibit.** The mining exhibit is a reproduction of a cave system within the Shallow Valley. At the end is a large glittering crystal in a locked case. The inscription on a plaque notes it as the largest ever to be mined in the caves. A **DC 25 Dexterity (Thieves' Tools) check** is needed to open the case. While worth 1000 gp, taking it will cause the party to lose **4 reputation points**, as the Qianguren consider this a precious treasure for them.

**Natural History Exhibit.** The natural history exhibit contains reproductions of native flora and fauna. There's a one way path that wraps around and through the exhibit. The flora and fauna is a diverse mix of temperate and tropical climates, similar to the area of Taiwan.

### Area 2b: 2nd Floor

The 2nd floor houses the exhibit on Qianguren art. There are statues, paintings, sculptures, fabrics and various forms of art displayed throughout the floor.

There are four **Baihua Guards (thug)** posted around the area, patrolling the halls. If the adventurers did not enter the museum discreetly or caused commotion on the first floor (such as engaging in combat or opening one of the fences by force), have the guards roll **DC 12 Wisdom (Perception) checks**. If they succeed, the guards are alert and actively searching for the adventurers.

### Area 3: Director's Office

Climbing up a grand staircase, the adventurers arrive at two grand double doors. Inside is the director's office, which is filled with elaborate pieces of art.

### Features of the Area

**Closer look.** With a successful **DC 13 Wisdom (Perception) check**, the adventurers notice that many of the pieces here resemble those they have seen in the other wings. With a **DC 15 Wisdom Check (Perception) check**, they notice that these are the genuine pieces.

**Back room.** There is a locked door in the back right of the office. Inside is a large room, filled with Qianguren artifacts.

When he encounters the adventurers, the director is not really surprised to see them, and he assumes that they are here to further the cause of revolution. He wants to talk rather than fight. Read or summarize the following text:



"I knew it would come to this. The Gu Long—is that what they're called? They care so much about their home. I admire them.

"I only ask for a moment, if you will indulge me. I didn't want to steal these pieces from them. I always wanted to study the valley. But when the Baihua came to this valley, they had no care for what was here before besides the wood and the gemstone. I felt like I needed to do something about it. I'm preserving these pieces so that future generations can understand the importance of this valley that isn't just its resources.

"All I'm asking is that you understand what I am doing. I am not the villain here. I am helping them."

At this point, adventurers can deal with the director however they wish.

If they ask the director to leave peacefully so the Gu Long occupy the building, adventurers will need to succeed on a **DC 22 Charisma (Persuasion) check**, with adjustments based on the adventurers' argument: If the party has been mostly peaceful/high reputation, the party has advantage on this check; if they have been violent, they have disadvantage.

Killing the director loses 5 reputation points. Any direct violence only loses 1.

## PART 3: A WALK DOWN MAIN STREET

**H**owever the adventurers handle the director, the Gu Long are setting up their new base in the museum below. When they return to Xifeng, who is overseeing these efforts, she informs the adventurers that while they've been in the

museum, the Gu Long barricaded around the museum. On the other side of the barricade, Baihua forces have gathered around the museum, ready to attack.

## Reputation

**T**he actions of the adventurers have not gone unnoticed. People both Baihua and Qianguren have been hearing about the revolution and either fear the Gu Long or are inspired by them. At this point, the reputation points they've earned so far come into play.

**Reputation check.** If the adventurers helped gain the Gu Long a positive reputation (4 or higher), residents come out in solidarity. If reputation is low (3 or lower), then no residents come out.

The guards are reluctant to harm the citizens. Residents who take to the streets in support the revolution can use the Help action to assist the adventurers.

## Objective

**T**he adventurers must defend the museum from the police force. There are three waves of police, with **3 Baihua Riot Guards** (Appendix A) and **7 Baihua Guards (thug)** that can be divided up into 2 groups in the initiative order.

## Tactics

The guards try to arrest the adventurers and the Gu Long either through non-lethal damage, a grapple check, or any other methods of incapacitation.

The riot guards use their spells to suppress the adventurers and the other protestors so the regular guards can incapacitate them.



### Difficulty Adjustments

Make the following adjustments if the party is weak or strong:

- If the party is very weak, reduce the amount of guards to 5
- If the party is weak, remove 1 guard.
- If the party is strong, add 1 riot guard.
- If the party is very strong, add an extra wave of 1 riot guard and 3 guards.

### **C**ONCLUDING THE ADVENTURE

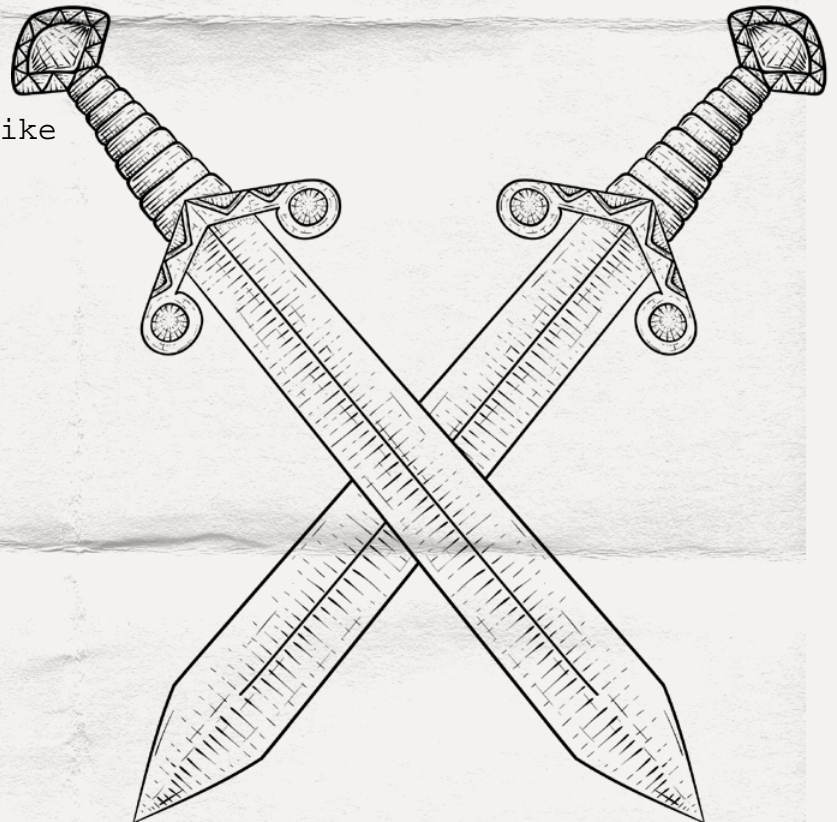
**I**n the wake of the battle, Xifeng and the rest of the Gu Long thank the party for their help and putting their bodies in front of them. The adventurers have given them hope that they can succeed.

### **C**ONTINUING THE ADVENTURE

**O**nce the situation with the Baihua forces has been resolved, the greater struggle still isn't over. Even if the guards have retreated, they are likely to strike again in the future.

If the adventurers have a good reputation, Xifeng asks them to stay to help with the revolution in hopes of driving the Baihua from the town. At that point, the movement develops a strong foothold from which to continue resisting the occupation and/or build a structure for native sovereign rule.

Alternatively, if the adventurers have a reputation for violence and untrustworthiness, Xifeng asks them to leave, in which case they are free to go their own way. Without them, however, the revolution might fall apart, and they might receive a desperate call to come back and provide aid.





# APPENDIX A: MONSTERS & APPENDIX B: ITEMS

## NPCs

### BAIHUA RIOT GUARD

Medium humanoid (human), lawful neutral

**ARMOR CLASS** 15 (studded leather, shield)  
**HIT POINTS** 24 (5d8+5)  
**SPEED** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	12	13	14	11	9
(+3)	(+1)	(+1)	(+2)	(+0)	(-1)

**SAVING THROWS** Dexterity +3  
**SKILLS** Athletics +5, Perception +2  
**SENSES** passive Perception 10  
**LANGUAGES** Common  
**CHALLENGE** 2 (450 XP)

**SPELLCASTING.** The riot guard is a 5th level spell caster. Their spell casting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks).

Cantrips (at will): *mage hand, ray of frost, shocking grasp*

1st level (3 slots): *fog cloud, hideous laughter, sleep*

2nd level (2 slots): *mirror image, misty step*

3rd level (1 slots): *counterspell, dispel magic*

### ACTIONS

**CLUB.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 +3) bludgeoning damage. After making a club attack, the guard may use Shield Bash as a bonus action.

**SHIELD BASH.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* Shove the target 5 feet away.

### Cloak of the Valley Dragon

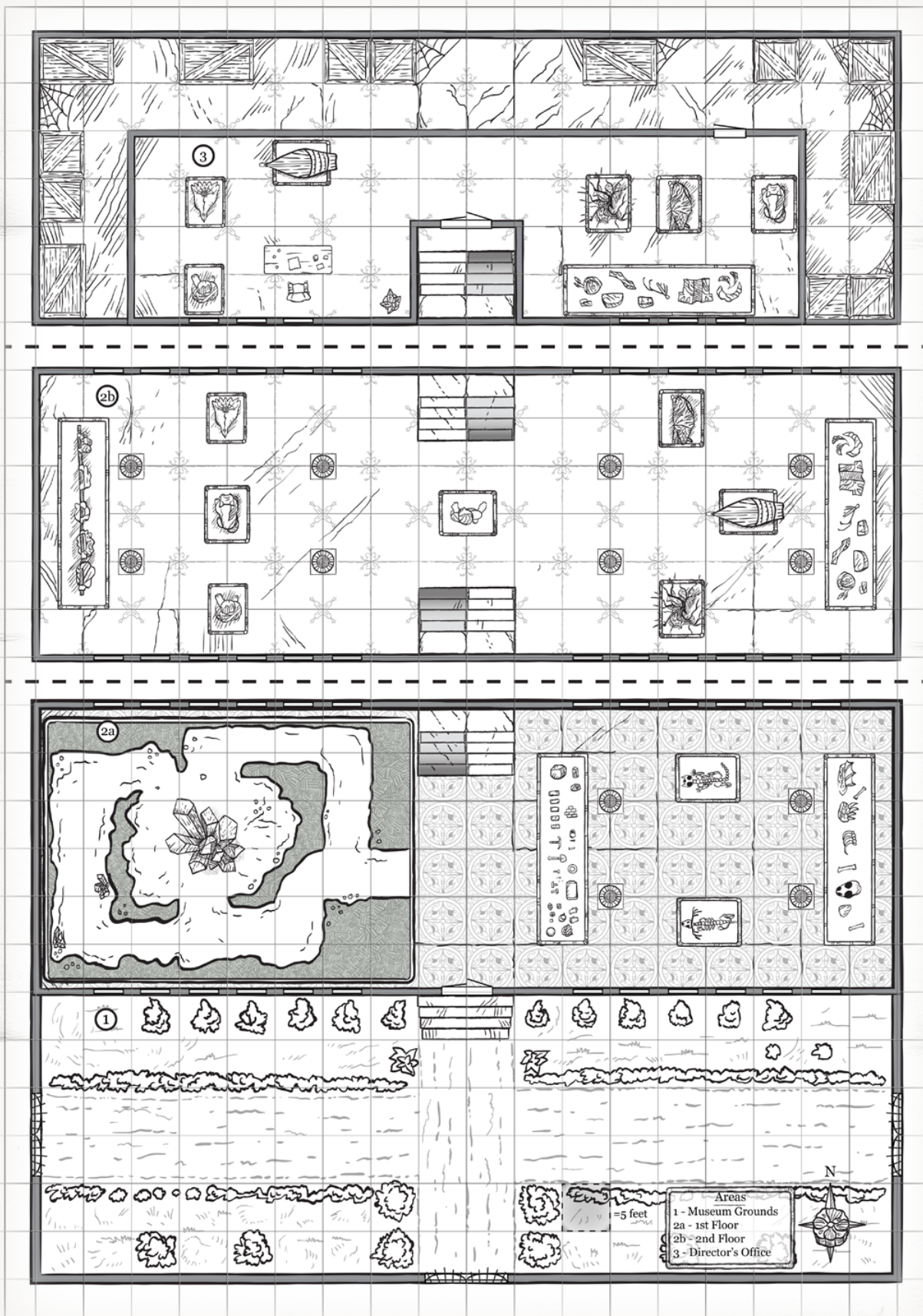
*Wondrous item, uncommon (requires attunement)*

A thin grey garment, while plain in appearance, close inspection reveals specks of blue and green, similar to the crystals found deep within the mountains of the Shallow Valley.

You gain a +1 bonus to AC while wearing this cloak. In forests and rocky areas, you have advantage on Dexterity (Stealth) checks and you ignore natural difficult terrain.

# APPENDIX C: MAPS

## The Museum





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