

# Heir and Back Again

An Adventure Game for Four Players



An Homage  
to 3-D Animated Adventure Games  
of the 1980s

# Heir & Back Again

A 5th Edition OGL compatible adventure game for 4 PCs of 1st Level

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# Introduction



## What is an adventure game?

by Serena Nelson

This game is set up like classic PC adventure games of the 1980s. As such, while it uses some mechanics familiar to players of tabletop role playing games, the structure of the adventure differs somewhat. In a traditional tabletop game, parties can solve problems using anything and everything they have. Since this game is an “adventure game,” players (and characters) are limited to items that fit the conceit of the adventure. You can’t give the farmer any old bar of soap; it has to be a specific bar of soap you’ve found in a specific location.

Some players may be frustrated by this conceit. Others may find it a charming and wonderful flashback to a bygone era of gaming, especially if you play up the humor inherent in the obtuse situations they’ll find themselves in. “You can’t get ye flask,” indeed. Alternately, these limitations may make *Heir and Back Again* an ideal adventure to run for younger players, or players new to the game, especially those used to video games—they can get the hang of the flow of play and the mechanics without encountering choice paralysis fostered by having too many options.

However you decide to run or play the game, remember that *Heir and Back Again* is, for the most part, intended to be a lighthearted and fun side adventure. Relax, have fun with it!

Enjoy the adventure!

— Jonathan G. Nelson & Jensen Toperzer

At its most basic, an adventure game is an interactive story. They are usually filled with colorful characters and have an engaging story. Where it differs from an RPG, whether tabletop or video game, is that most don’t have any real form of combat. Instead, adventure games prefer to use brains over brawn. Rather than swinging a sword to get through an obstacle, puzzles are generally the way past. Sometimes the puzzles are relatively straightforward, like starting a diesel generator in a modern adventure game to provide electricity to a town. Others... not so much: there’s one puzzle in a classic 90’s adventure game that requires a dental mold, no less than three balloon animals, and a traditional Mexican pastry. But even the silliest puzzles are all in the spirit of the genre.

With a focus more on problem solving, you’d probably think adapting an adventure style to an RPG system wouldn’t work, but classic roleplaying games have a long tradition of puzzle solving themselves. From the strange riddles and traps in classic old-school dungeons of the 70s and 80s, to the elemental-themed catacomb puzzles in AAW Games’ *Snow White*, puzzle solving has long been part of the genre. *Heir and Back Again* leans more to the puzzle-solving side of things than the combat side. Players familiar with the genre should find something to enjoy here.

# Adventure Background

The evil wizard Vaclav had all that a spellcaster could wish for—a grand tower, immense power, and servants to carry out his every whim. But there was one thing he did not have—true immortality. He knew he could follow the path of the lich, but he had no desire to spend his eternity as a cursed bag of shambling bones. No, he wished to be immortal in the flesh.

He poured over his books, sent evil spies across many miles, and, eventually, discovered that the king of the kingdom of Silverlake held a powerful artifact, the *Amulet of Unwound Time*. It was said that the amulet gave the bearer control over time itself. Vaclav vowed that this amulet would be his, and so would the kingdom.

Unbeknownst to Vaclav, the amulet would not grant immunity from old age. Instead, it allowed the bearer to protect their closest companions from grievous harm by unbinding time to let them survive a deadly mistake. The king had used it many times to thwart assassination attempts, but it would not let him see the future, and he could not save everyone.

Even had Vaclav known the amulet's limitations, he likely would not have cared, for the kingdom itself was a fine prize. Vaclav rode to the castle on the back of an enslaved black dragon, Yorathieya, with an army of evil beasts at his back.

The queen was a wizard in her own right, a diviner of some skill, and discovered Vaclav's plan in her nightly rituals. She knew her kingdom could not stand against such an onslaught, even with the *Amulet of Unwound Time*, and so she conferred with the King. They sent the amulet with their only child through a magical mirror to the Queen's youngest sister, a Duchess who ruled the Duchy of Sapphire on the far side of the kingdom, with

instructions to give the child to a kindly peasant family to be raised in secret. Instead of leaving with their beloved child, the King and Queen stayed behind to stall the wizard.

Enraged to find the amulet gone, Vaclav turned the King and Queen into horses, and imprisoned them in their own dungeon. He knew they must have used the magic mirror, but he could not discern how to activate it, not knowing that only one who bore the magical signet rings of the Silver Family could use it. The area around Castle Silver became fetid swampland, filled with terrible monsters, and Vaclav turned the people into his slaves. Yet he was still unsatisfied. What was a kingdom of his own without immortality, without the power of Time?

Meanwhile, without a strong leader to unite them, the nobles of the fiefdoms that owed fealty to the King and Queen bickered and fought, with the Silverlake eventually splitting into smaller principalities. Eventually, they settled into an uneasy truce, but each noble save Duchess Safira of Sapphire has their own designs on the throne. None trust each other. The only thing they could agree on is to have their troops try to keep Vaclav's corruption from spreading... and even those efforts are starting to fail.

Fourteen years later, Vaclav has finally deduced where the magic mirror led. He went to the Sapphire Palace disguised as a gentle old weather wizard, coming to help with the Harvest Festival. He tricked the Duchess, imprisoned her, and tortured her for the location of the Amulet... yet she refused to yield. He returned to the Sapphire Palace to brood and plot his next move. Meanwhile, he imprisons those who come to the Palace in the dungeon of Castle Silver, using the Duchess' signet ring to activate the Magic Mirror.

# The Characters

Since this adventure is designed to work more like a classic adventure game, players should be given their choice of pre-generated characters included with this adventure on **page 41**. They're welcome to change the gender, name, class, race, and to some extent the ages of the characters as they see fit, but the general backgrounds should be the same for the adventure to play out. Regardless of what your players decide to do with these characters, in this adventure they will be referred to by their names: Joylene, Fergus, Talulla, and Bjorn.

The Orphan character, Joylene, can risk stealing the spotlight from the others; it's important to remember that each character has something to offer. The cursed character, Fergus, has more background knowledge on the situation than the others in the party, and the wisdom of a seasoned adventurer; even though she's an exile, Talulla still knows more about dealing with the Fey than the others; and even if he's young, Bjorn knows the customs of his mountain tribe and maybe even secret paths up the mountain to the castle. Everyone has something to offer. As a Dungeon Master, you should do your best to let each player and each character have a moment in the limelight.

With that said, the Orphan character technically needs to be in this adventure for it to be run, so at least one player should pick her. The other three are optional.



## Character Goals

Each character has a goal which drives them forward in this game. They should spend the game trying to reach this goal.

**Joylene Crumb** wants to find out the truth about her heritage and the strange amulet she carries, which in the past Fergus has refused to tell her (according to him, to keep her safe.) As a secondary goal, she wants to make sure her foster father is safe, as she is worried about him.

**Fergus MacDougal** wants to rescue his old adventuring party and King and Queen Silver. He also wants to keep Joylene safe by making sure no one knows of her true heritage, not even herself (though he may tell her if he feels the time is right).

**Talulla** wants to regain the trust of the Elder Feymother and be allowed to atone for her crime and return to the Fey Village. As a secondary goal, she wants to make sure that the woods of Silverlake are safe and clear of unnatural monsters and dark influences (like black dragons and evil wizards).

**Bjorn Bearson** has embarked on his coming-of-age journey, where he leaves the village and must accomplish a great deed to prove that he has become an adult member of the tribe. He also wants to make sure that the lands of Silverlake are safe for his people, and that the valley people understand that his tribe means them no harm.

# A Short Timeline of Events

This timeline uses information about some of the pregenerated characters as examples of how they might fit into the adventure background.

## 20+ years ago

- Evil wizard Vaclav enslaves the black dragon Yoratheiya.

## 14 years ago

- Vaclav invades Silverlake in search of the *Amulet of Unwound Time*
- King Liam & Queen June Silver send Joylene through the magic mirror with the *Amulet of Unwound Time* to Duchess Safira.
- Fergus MacDougal & his adventuring party try to save the King and Queen, but are transformed into animals by Vaclav. Most of the party are animals too large to escape (pigs, horses, etc) but Fergus is turned into a housecat.
- King and Queen Silver give Fergus the signet ring to keep it out of Vaclav's hands & stop him from going after Joylene & Safira. Fergus travels through the mirror to Castle Sapphire.
- Duchess Safira disguises herself as a wanderer, gives Joylene to Renald & Cecilia Crumb.
- Safira tries to reverse Fergus' curse, fails. Knows she isn't strong enough to fight Vaclav. Charges Fergus with watching over Joylene until the girl comes of age.

## Between then and now

- Fergus loses the signet ring while grumpily wandering the countryside.
- Talulla the pooka is exiled from the Fey Village for a prank gone badly
- Bjorn Bearson the werebear is born in the mountain village
- Most residents of the area around Castle Silver flee to other fiefdoms.
- The fiefdoms of Silverlake begin infighting about who should be in charge. This becomes a civil war of succession which prevents anyone from mustering enough troops to lay siege to Castle Silver.
- Thanks to Yoratheiya's presence, the titular silver lake becomes fetid and black, filled with evil mutant crocodiles. The area within 6 miles of the castle becomes impenetrable swamp. Those who try to reach the castle die to strange mutant monsters. Now, even if the fiefdoms did stop fighting, they'd need an even larger force to take on the perils of the swamp. All they can do is keep the swamp creatures from crossing their own borders... and slowly, they fail to do even that!

## About a month before the adventure

- After years of gathering intelligence, Vaclav finally figures out which of the Silver's fiefdoms the magic mirror leads to. He musters his troops & prepares to go. He believes the amulet must be with Safira.

## Right before the adventure

- Vaclav disguises himself as a “wizard adviser” and tricks Safira into inviting him into her castle. He tries to torture Safira to force her to tell him the location of the amulet, but she does not break. He takes her hostage, and uses illusions to take her place. He bewitches the castle guards to serve him. He demands that the harvest festival be canceled, and begins to come up with schemes to both cement control over the Duchy of Sapphire and figure out where the amulet is.
- Yoratheiya is sent out to scout the countryside for the amulet, and told to destroy the road leading to the Sapphire Palace. She takes the Duchess to Castle Silver, and resumes guarding her, the King and Queen, and Fergus’ friends.
- Renald Crumb goes to Castle Sapphire to try to sort out why the harvest festival is canceled and is taken captive, along with a number of other residents of the Duchy of Sapphire. Vaclav figures out that Safira’s signet ring can activate the magic mirror in her bedroom, and uses this to send the captives through to the other side.



that, and must keep going forward in time. Everything resets except the party’s knowledge: hit points, spells used, positions, everything. The

owner of the amulet can designate a new ally to be affected by the amulet (that is, allow them to retain knowledge when the amulet is used) through touch. The amulet does not work on allies if they’re too far away.

The amulet is a bit of a meta item, meant to represent the way that in classic adventure games, the main character often dies... a lot. In hilarious, unexpected ways. The expectation, however, is that death is *not* the end, and that the player can learn from their mistakes and try again.

In that spirit, the Amulet of Unwound Time exists to let players undo their mistakes and try again. It isn’t unlimited or all powerful. Instead, it should be used as a tool to encourage players to be more reckless, creative, and even ridiculous than they normally would be in a tabletop game. Tabletop gamers can often be paranoid, inching along while tapping every floor tile with a 10ft pole. *Heir and Back Again* shouldn’t be like that. Characters should charge ahead fearlessly, they should try to invite the troll out for drinks, or challenge the dragon to a dance-off... and the GM should not only allow this, but encourage it. As for deaths, they can and will happen, just like regular games... but unlike regular games, you can come back from them. As such, try to make the deaths both pointless and amusing, but avoidable once the players know what they’re looking at.

Similarly, you’ll note that the abilities of the amulet are vague. There’s no concrete time limit on how far back you can undo a mistake, nor how far away it can be used. Instead, the authors believe the GM should use common sense and adjudicate the Amulet in ways appropriate for the game. *Heir & Back Again* is

## The Amulet of Unwound Time

This amulet allows the user to unwind time to undo a single, critical mistake made within the last few minutes of real-time gameplay (or whatever the GM decides is appropriate). An example would be to undo a party member’s death, or unswitch a lever that triggered a trap. This ability has unlimited uses at the GM’s discretion, but it cannot be used consecutively to keep going back in time. Basically, if you’ve used it to go back in time 5 minutes, you can no longer rewind further than

meant to be fun, silly, and quick, with a minimum of adjudication and rules to hold things back.

If you or your players insist on concrete rules, limit the Amulet to only rewinding up to 5 minutes of real-time play, that it only works on allies within 50 feet, and it can only be extended to affect 6 allies at a time.



## Quest Items

Each location has numerous **Quest Items** which will help the party advance in their quest. Sometimes these items will be freely **available**, other times the items may need to be **found**, and in most cases the person in possession of an item may require that the party complete a task or give them something before the item can be **given** to the group.

Note that the magic items from this adventure should not be used outside of this adventure. They are “Adventure Game Items” – often deus ex machinas with powerful effects and few limits on their use. If the players want to use these characters in other games, the items should either be altered to be less powerful, or simply cease to function outside the Kingdom of Silverlake.

**All quest items give 50 XP when used successfully to resolve a situation**, unless otherwise noted. This should include creative uses not specifically called out by the text if you, the GM, think it's appropriate. For example, if the players use the **Round Pebbles** to trip **Gludgar the Troll** and you decide that's a fine use of that item, award the XP for using it.

### Quest Item Key:

**Available:** may be freely taken

**Found:** may be found through use of an ability or as described in the text

**Given:** must be given to the party by an NPC, either after negotiation or via a purchase



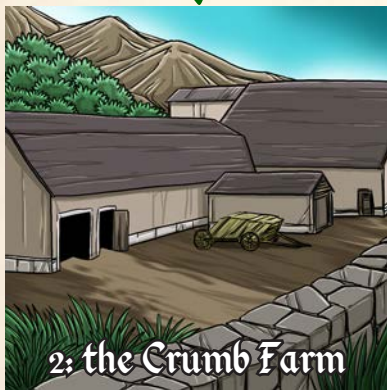
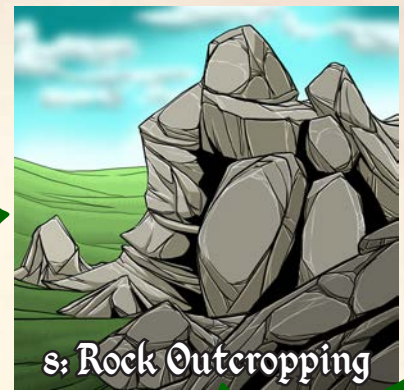
## Starting Equipment

Most of the challenges in this game can be resolved using wits, although brawn may come in handy in places. None of the PCs' gear can be considered quest items, which means the party must only use items found during this adventure. Think of classic PC adventure games, and try to come up with amusing responses to using the “wrong” item... or creative responses to using an unconventional item. For example, just because a party member has soap on her person doesn't mean she can give it to the farmer at the **Forest Pool**. If attempted the farmer will state that he is allergic to that type of soap or something else which requires the group to obtain the specific item (the **Soap** found in the **Farmhouse**) as intended in the quest. This doesn't mean there is only one way out of a problem. There are numerous solutions to every challenge, and **creative players should be rewarded for their ideas especially if they do something you (or we) didn't think of!**



## Introducing the Party

The rest of the party has the option to arrive after the chores are completed or after Joylene has breakfast. There are suggestions in each location for how to introduce each character. It is suggested to introduce these characters within the first half hour of gameplay, so nobody gets bored.



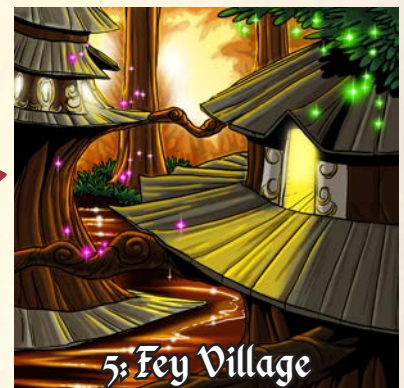
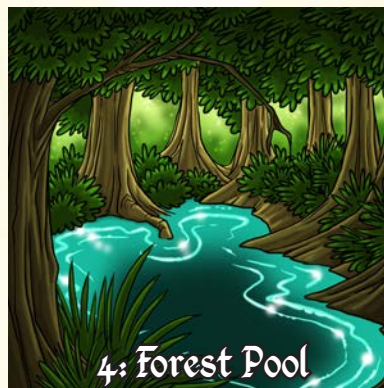
### MAP KEY:



Can travel freely between these two places



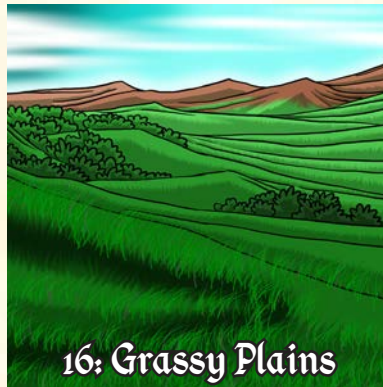
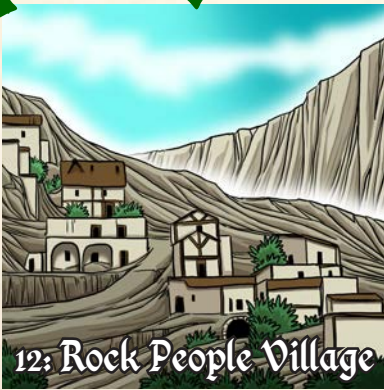
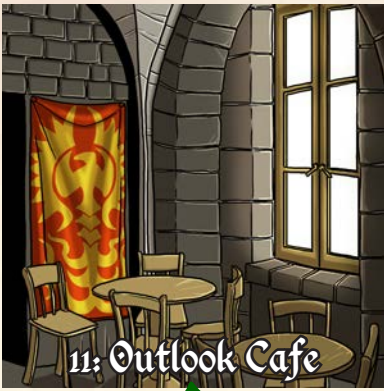
An obstacle must be resolved before you can travel.



All of these pictures are hyperlinks that will take you to the appropriate entry in the adventure. Clicking on the picture for each location entry will take you back to this map for easy navigation.

At the top of each location entry on the following pages are the name and number of the location, plus a page number in parenthesis, color-coded the same way as these arrows.

Example: **7: Old Tree (p. 16)**, **9: Forest Cave (p. 18)**





# Location 1: Farmhouse Interior

*As you enter the farmhouse you are greeted by a kind old woman who smiles at you as you walk inside. She turns back to her cooking, making sure that nothing burns or spoils. Looking around, you can tell that this family must be on hard times as the place looks spartan, with just the bare necessities to get by. Despite appearances the house looks rather well maintained.*

The adventure begins with **Joylene Crumb** walking into the farmhouse she calls home. **Cecilia Crumb**, Joylene Crumb’s foster mother is here cooking breakfast. She tells Joylene that **Renald Crumb**, her foster father, went to the castle a few days ago in an attempt to gain an audience with the Duchess. He was investigating the cancellation of the annual **Harvest Festival**. There has been no word from him since, but Cecilia suspects he was simply waylaid by a normal occurrence. She asks Joylene to head outside and then return for breakfast.

Over breakfast, Mrs. Crumb will make small talk, clearly trying to take her own mind off her missing husband. She’ll gently chide Joylene for losing her sewing **Needle** at the Farms the other day, saying, “You never should have done your mending on that hay bale! That’s a sure way to lose a needle.” This is a clue to the players to look for the **Needle** in a haystack.

A **Broom** sits near the fireplace. A ball of **String** sits on the mantelpiece above that fireplace. Some **Soap** sits on a shelf near the washbasin by the

window. All three of these items are free for the taking; whenever an item is freely available, it should be explicitly pointed out to the players.

## Items and Rewards

Items Obtained	Place Used	XP Gained
<b>Broom</b> 	11: the Outlook Cafe (p. 21), 15: Hillsdale (p. 28)	50
<b>Soap</b> 	4: Forest Pool (p. 12)	50
<b>String</b> 	11: the Outlook Cafe (p. 21)	50



## About Quest Item Tables

The images in these tables are all hyperlinks to their entries in *Appendix A: Quest Item Index*, so you can quickly find more information about them. The names of each location hyperlink to that location (both here and in the Index), so you can quickly jump to exactly where that item will be used. XP listed on item tables is gained when the item is first obtained.



## Location 2: The Crumb Farm

*As you head outside to your family's farm so you can start your chores you're greeted with the sight of hustle and bustle. Off to the side you can spot a pigpen and a corralled-off patch of land housing many sheep, and behind the farmhouse itself you can spot a forlorn and empty chicken coop. There is nobody outside to greet you except the family cat.*

Outside there is an empty chicken coop (**Cecilia** will sigh and remind Joylene that they lost all their chickens to a fox), a pig pen, a fenced in area with a few sheep, and one milking cow. The family cat is **Fergus MacDougal** (a player character).

With a successful **DC 14 Wisdom (Perception)** check, a **Rusty Key** is spotted hidden either in the empty chicken coop or pig pen (up to the GM). If the first check is a failure the GM has the option of moving the item to the alternate location.

### Items and Rewards

Items Obtained	Place Used	XP Gained
<b>Rusty Key</b>	14: the Poisoned Pond (p. 27)	100





## Location 3: The Farms

*Spread as far as one can see from horizon to horizon, the landscape is dotted with farms in various states of planting and reaping. Nestled amongst each field you can barely see farmhouses and barns attached to each plot. The sun is high in the sky and you can see various people tending to their crops and livestock.*

Numerous **Farms** dot the landscape in this part of the kingdom. The farmers and their families are a good source of information for the party. **Bjorn Bearson** (a player character) is here, looking extremely out of place as he wanders **the Farms**, asking awkward questions and trying to be friendly, but mostly coming off as a strange outlander.

**Talulla** (a player character) is also here, disguised as a halfling traveler. She's done this by tying back her ears and wearing a deep hood, and wearing baggy pants and oversized boots. The overall effect is... odd, to say the least. She can be found playing her harp and telling a story to children about a poor pooka who was wrongfully exiled from her home town.

Allow the party to gather information and roll **Intelligence (Investigation)**, **Charisma (Persuasion)**, **Wisdom (Insight)**, and any other skills or ability checks your players can justify using in this situation. Rolls below 10 yield false rumors or gossip, rolls between 10–12 yield useless information, while rolls 13+ produce some

useful or relevant information. You may use the following rumors and information accordingly:

- Something is not right at the **Sapphire Palace**. The main road is closed and no guard patrols have been seen in many days. (**True**)
- The duchess was attacked by assassins; no one is sure if Her Grace survived the attack or not. (**Partially true**; she's been attacked, but it wasn't assassins)
- The **Harvest Festival** was canceled because the castle now employs wizards skilled in the art of magically producing food for the entire population behind the castle walls. (**False**)
- A **Black Dragon** was spotted recently by a farmer named **Leior Burnsworth**. (**True**). The party may visit and confirm this rumor with the farmer who tells the party he saw the dragon circle the forest searching for something then fly off in the direction of **Castle Silver**, which has been abandoned for fourteen years. This happened almost a week ago!
- Monsters have returned to the woods and there are no guard patrols to run them out. Travel in this area is no longer safe. (**True**)
- The lack of patrols has caused criminal activity to run rampant. Just yesterday two pies were stolen off a windowsill. (**False**) Two pies did go missing, but this was the work of a local farm dog. Criminal activity has not actually increased as of yet.
- Children have begun to disappear ever since the dragon was spotted flying over the forest. (**False**)
- Children have been disappearing from local homes ever since monsters appeared in the woods (**False**)

- Ever since that earthquake a few months ago, that pond at the end of the canyon near those weird **Rock People** has become stagnant and foul. The water from the **Magic Waterfall** near the **Fey Village** used to feed it. **(True)**
- The **Rock People** are at war with the **Fey** and blame them for cutting off their water supply. They are warlike monsters who will fight anyone who seems to be an ally of the **Fey**. **(False)**

A **DC 20 Charisma (Persuasion)** check will result in one of the farmers giving the party a **Bit & Bridle** for a horse free of charge. A successful **DC 19 Wisdom (Perception)** check will reveal a **Needle** sitting on a haystack.

One farmer is selling a **Chicken** and a **Goose**. Each bird costs 1 **Golden Coin**.

Another farmer is selling a beautiful **Hand Mirror** for 1 **Golden Coin**.

## Items and Rewards

Items Obtained	Place Used	XP Gained
<b>Bit &amp; Bridle</b>	17: Kuwa-tok, the Mountain Tribal Village (p. 31)	50



## Goose



9: Forest Cave (p. 18), 11: Outlook Cafe (p. 21), or 13: Suspension Bridge (p. 25)	10
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## Items and Rewards

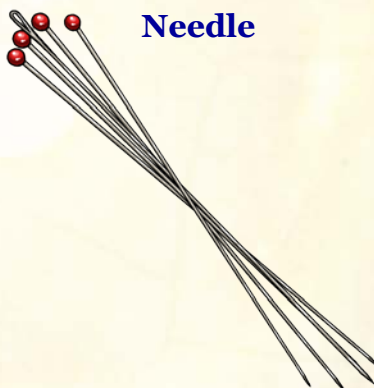
Items Obtained	Place Used	XP Gained
<b>Chicken</b>	9: Forest Cave (p. 18), 13: Suspension Bridge (p. 25)	10



Items Obtained	Place Used	XP Gained
<b>Hand Mirror</b>	9: Forest Cave (p. 18)	25



Items Obtained	Place Used	XP Gained
<b>Needle</b>	17: Kuwa-tok, the Mountain Tribal Village (p. 31)	100



## Items Used

Items Used	Place Obtained
<b>3 Golden Coins</b>	4: Forest Pool (p. 12), 8: Rock Outcropping (p. 17), 14: Poisoned Pond (p. 27), 15: Hillsdale (p. 28)





## Location 4: Pool in the Forest

*You come across a pool in the middle of the forest. While the water itself is warm you can swear that the waterfall to one side is giving off a thin cool mist, roiling around the edges of the embankment. As you stare into the calm waters of the pool you can see a solitary fish swimming about lazily, oblivious to the world around it.*

This shallow bathing pool is only about three feet deep: perfect for wading (unless you're a pooka!). A lone **Fish** swims in the pool minding its own business. A **DC 10 Wisdom (Survival)** or a **DC 15 Dexterity** check is required to catch it. Though no quest items are required for this, using even a makeshift fishing pole or spear gives advantage on the check.

Roll 1d6 each time the party goes through this area:

- 1 or 2** = Farmer **Heldor Grumblidge** is here bathing. He asks the party if they have any **Soap**. Upon receiving **Soap** he hands the party a single **Golden Coin**.
- 3 or 4** = A female fairy named **Ylone** is here bathing. When the party arrives she quickly covers herself and begins to flee to the **Fey Village**. If the PCs have the **Fairy Flower** and present it to Ylone she will stop to accept it and then invite them to visit the **Fey Village**.
- 5 or 6** = No one is here.

### Items and Rewards

Items Obtained	Place Used	XP Gained
<b>Golden Coin</b> 	3: the Farms (p. 10), 11: the Outlook Cafe (p. 21), 13: Suspension Bridge (p. 25)	50

<b>Fish</b> 	13: Suspension Bridge (p. 25)	25
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### Items Used

Items Used	Place Obtained
<b>Soap</b> 	1: Farmhouse Interior (p. 8)

<b>Fairy Flower</b> 	11: the Outlook Cafe (p. 21)
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## Location 5: Fey Village

*As you wander through the forest you stumble upon a beautiful sight. Nestled high up in the treetops you can make out buildings that must be home to the fair folk as you spot several playing blissfully under the canopy. Some are sitting atop strange and magnificent mushrooms while others can be seen scurrying about. As you look up, you can see rainbows glinting in the peaceful rays of the midday sun.*

This is a beautiful village mostly built high in the treetops. Fairies are scattered about playing games and resting on toadstools and flowers throughout this verdant forest. The sun always seems to be shining here, even when it rains. When it does rain, it bathes this section of the forest with a fine mist that casts rainbows in all directions.

If **Ylone** is not at the **Forest Pool**, she will be here, along with two village guards. If the party does not have a **Fairy Flower**, they will instantly be covered in **Sleeping Powder** and wake up in **Location 7** at the base of the **Old Tree**. If the party has a **Fairy Flower**, they will be invited to meet the **Elder Feymother** and join the fairies for some black tea (However, poor **Tallula** will be asked to wait outside). While the party is enjoying their tea the Elder Feymother warns the party that a dangerous **Black Dragon** was seen flying over the forest towards the castle many days ago. She has sensed a great

evil emanating from the realm of the humans and fears it will spread into the countryside as well. She wants to help the party, and will grant them one dose of **Sleeping Powder** which automatically puts one Large or smaller creature to sleep. If they can bring a **Wavy Stick** and **Green Tea Leaves** to craft into a new **Magic Wand**, she will allow them to visit the **Magic Waterfall** to the east of the **Fey Village**. She will then use the **Magic Wand** to cure **Fergus** of his curse (if he's willing) and offer to lend the party the wand for the duration of the adventure, on the condition that they return it once evil has been driven from the land. She warns that if they don't return it, there will be dire consequences (specifics left up to the GM).



### Magic Wand

5 times per day as an action, the Magic Wand can remove the effects of any non-damaging spells within 10 feet, including *polymorph*, *dominate*, *geas*, etc. It recharges automatically each morning, but will cease working if the party leaves Silverlake.

If asked about why **Tallula** was had to wait outside, the **Elder Feymother** will explain that **Tallula** insulted her gravely. Tallula will be let back into the village ONLY once Vaclav is defeated, forgiven her crimes and welcomed as a hero.

The rest of the party has free passage to this location from now on unless they do something particularly rude, boorish, or evil. What counts is left up to the GM; some examples might be trying to steal from the fey, revealing the location of the village to other outsiders, or leading a monster into the village (intentionally or not!). If the PCs manage to get themselves exiled and try to return, they'll be dosed with **Sleeping Powder** and wake up in **Location 7** as before.

## Items and Rewards

Items Obtained	Place Used	XP Gained
 <b>Sleeping Powder</b>	13: Suspension Bridge (p. 25)	100
 <b>Magic Wand</b>	Free uses for clever players	100

## Items Used

Items Used	Place Obtained
 <b>Fairy Flower</b>	11: the Outlook Cafe (p. 21)
 <b>Wavy Stick</b>	7: Old Tree (p. 16)
 <b>Green Tea Leaves</b>	11: the Outlook Cafe (p. 21)



# Location 6: Magic Waterfall


Nestled in a remote corner of the enchanted forest you spot a large waterfall cascading down a nearly vertical cliff, churning the pool underneath it. The splendor of the clear water is matched only by the surrounding vegetation. Impossibly verdant foliage climbs up the cliff face, festooned with flowering buds in a rainbow of beautiful hues.

If consumed, the water from this waterfall will refresh the senses of the PCs, heal even the deadliest of wounds (bringing people back to life), and remove poison and disease from a person or even the land itself. The water may only be removed from the area using a **Potion Bottle** and the dose must be taken fully to be effective. **This location cannot be visited more than 3 times by the party.** The **Feymother** will warn the party as they leave that they can only return to the waterfall twice before being denied passage. The fourth time the party attempts to visit the the **Magic Waterfall**, the Feymother begins putting the party to sleep and returning them to **Location 7** at the base of the Old Tree. If they try to visit twice more after that, the **Feymother** will consider this a great insult, and ban them from the village.

## Items and Rewards

Items Obtained	Place Used	XP Gained
<b>Magic Water</b> 	Can only be used in this location, unless PCs have the potion bottle.	--
 <b>Purifying Potion</b>	14: the Poisoned Pond (p. 27)	50

## Items Used

Items Used	Place Obtained
 <b>Potion Bottle</b>	9: Forest Cave (p. 18)





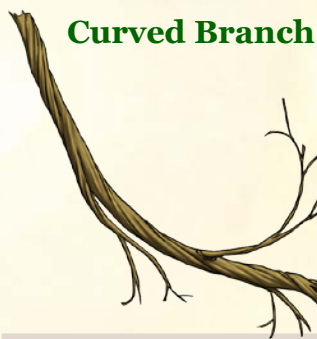

## Location 7: Old Tree

*Traveling through the land you come across a magnificently tall tree, weathered with age but seemingly full of wisdom. Towering over its kin, it overlooks the countryside, a protective beacon to those that live in the forest. Time has taken its toll on the ancient wood: you can spot several dead and dried branches littering the ground surrounding the tree.*

This massive tree is over one thousand years old. A few of the lower branches have dried out and dropped small pieces of wood on the ground which can be retrieved by the party. Among these pieces of wood are a **Wavy Stick**, a **Straight Stick**, and a **Curved Branch**.

There is a small hole near the base of this tree (DC 16 Wisdom (Perception) to find it) which holds a scroll case containing the **Map of Serpent's Cave**. It was left here by an adventurer who planned on exploring the **Forest Cave**, but became too scared to go it alone. He wrote some notes on the map and hid it here so he could return in the future if he regained his courage. The map mentions both the danger of the **Basilisk**, the useful properties of **Basilisk Blood** and how to acquire it, and the the location of a valuable magical **Potion Bottle**. The map is **required** in order to find the cave entrance.

### Items and Rewards

Items Obtained	Place Used	XP Gained
 <b>Wavy Stick</b>	5: Fey Village (p. 13)	--
 <b>Straight Stick</b>	11: the Outlook Cafe (p. 21)	--
 <b>Curved Branch</b>	11: the Outlook Cafe (p. 21)	--
 <b>Map of Serpent's Cave</b>	9: Forest Cave (p. 18); <b>required</b> to enter Location 9!	100



## Location 8: Rock Outcropping

*This area of the forest stands in stark contrast to the other areas that you visited. Foliage is sparse here, the land littered with rocks and debris of all kinds. Skittering amongst the outcropping you can spot something moving just out of the corner of your eye.*

This **Rock Outcropping** is unremarkable at first glance, but upon closer inspection Fergus MacDougal will remember that this is the very spot where he lost the **Signet Ring** many years ago. He knows that this ring is extremely important to the quest, though he'll be evasive as to why and how. If you want to make it harder, have Fergus make a **DC 10 Wisdom check** to recall this information.

The ring is underneath one of several medium-sized rocks. It takes a **DC 14 Strength (Athletics) check** to move each rock. If the person moving the rocks rolls a natural 1, somehow the rock rolls back to crush and kill them in a ridiculous and comical way (remember, the *Amulet of Unwound Time* can be used to reverse this immediately!)



Roll a d8 to see if the party picks the correct rock. Check off each number as the party investigates.

- 1. Nothing.
- 2. A **Rat Swarm** (CR ¼)
- 3. An angry **Poisonous Snake** (CR 1/8) who attacks with surprise.
- 4. The **Signet Ring**!
- 5. A **Rat Swarm** (CR ¼)
- 6. Nothing
- 7. A **Rat Swarm** (CR ¼)
- 8. A **Golden Coin**

The Rat Swarm will only attack once; re-roll if that result comes up a second time. PCs automatically find the ring after five attempts.

If your players get frustrated with the guessing game, they can skip it with **Intelligence (Investigation) checks**: **DC 10** for the **Signet Ring**, (and Fergus gets Advantage on this), **DC 20** for the **Gold Coin**.

### Items and Rewards

Items Obtained	Place Used	XP Gained
<b>Golden Coin</b> 	3: the Farms (p. 10), 11: the Outlook Cafe (p. 21), 13: Suspension Bridge (p. 25)	50
<b>Royal Signet Ring</b> 	20: Sapphire Palace Interior, Duchess' Room (p. 37)	200



## Location 9: Forest Cave

*You come across a dark cave hewn out of the rock face deep in the forest. Wild vegetation covers the majority of the wall while strange stone statues line the path leading up to the pitch black mouth. As you stare at these carvings you can swear that they look alive.*

Known as Serpent's Cave by adventurers in the area, this cavern is home to a **Basilisk**. The **Map of Serpent's Cave** is required to find this area. The **Potion Bottle** can be found in a small hole in the wall of the cave; **DC 12 Wisdom (Perception)** to find it.

The **Basilisk** will attack anyone who becomes totally concealed in darkness. Ironically, in this situation its gaze attack only works on those with darkvision. It avoids light at all costs, slinking into a hidden pool in the cave if confronted with a light source. If the PCs release the **Goose** or **Chicken**, here, the Basilisk will attempt to snatch it and withdraw back into the cave (attack roll vs. bird; if successful, the bird is devoured!).

It is up to the players and the GM to figure out how to obtain and transport the **Basilisk Blood**. Allow players to use their normal inventory items in addition to Quest Items. Reward clever plans accordingly. This blood can be given to **Weldor** to make the **Magic Arrow**. With that said, this item is not required to complete this adventure; it simply provides a nice bonus.

If the party has the **Hand Mirror** they can use it on the Basilisk to reflect its gaze and turn it to stone.

Unfortunately, defeating the Basilisk in this manner means that the players cannot get the blood.



### Basilisk

*Medium monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	15 (+2)	2 (−4)	8 (−1)	7 (−2)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 3 (700 XP)

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.



## XP Rewards






**Killing the Basilisk in combat:** 700 XP  
**Turning the Basilisk to stone using the mirror:** 800 XP





## New Poison

**Basilisk Blood (Injury):** This poison must be harvested from a living or recently slain basilisk. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be turned to stone. If they succeed on this initial save, they must make a DC 10 Constitution saving throw or be poisoned for one minute. If spread on a target turned to stone like a salve it will turn the stone back into flesh.

## Items Used

Items Used	Place Obtained
 <b>Hand Mirror</b>	3: the Farms (p. 10)
 <b>Arrowhead</b>	17: Kuwatok, the Mountain Tribal Village (p. 31)
 <b>Goose</b>	3: the Farms (p. 10)
 <b>Chicken</b>	3: the Farms (p. 10)
<b>Map of Serpent's Cave</b> 	7: Old Tree (p. 16)

## Items and Rewards

Items Obtained	Place Used	XP Gained
 <b>Potion Bottle</b>	6: Magic Waterfall (p. 15)	50
 <b>Basilisk Blood</b>	11: the Outlook Cafe (p. 21), 13: Suspension Bridge (p. 25)	50



## Location 10: Base of the Falls

*You come across a beautiful sight after wandering through the forest. Nestled amongst the shadow of a cliff you see a crystal clear lake, a stillness punctuated occasionally by wispy froth coming from the nearby waterfall. Dancing upon the cool breeze you can spot tufts of flowers of varying purple hues moving as if to a soundless melody. Out of the corner of your eye you can spot something moving amongst the mirror-like surface of the water.*

A beautiful and serene scene like that out of a painting, the waters come to a rest here while tufts of purple altrem flowers whirl about in the wind currents caused by the waterfall.

A **Toy Boat** spins wildly in the center of a pond. Water flows out of the pond and into a crack in the bottom into an underground river. While the boat is buoyant enough that it stays on the surface, anything heavier will be sucked violently into the crack; this is instant death by drowning (no save). Remember, the Amulet of Unwound Time can reverse this fate!

Let clever players come up with their own ideas for exactly how to retrieve the boat. Some examples might be making a makeshift fishing rod from one of the **Sticks**, the **String**, and the **Arrowhead**; the items can be re-used later. The boat is close enough to the edge of the pond that the handle of the **Broom** or, again, one of the **Sticks** could be

used to guide it back to shore. In this case, PCs may also use the contents of their inventory to try to solve the puzzle.

### Items and Rewards

Items Obtained	Place Used	XP Gained
<b>Toy Boat</b>	19: Sapphire Palace Exterior (p. 34)	50





## Location

### 11: Outlook Cafe

*At the edge of the forest you come across a quaint building overlooking the valley below. It is hard to tell from this vantage point, but you can almost feel the majesty of the rolling fields nestled in the shadow of the cliff face. As you approach the front porch of the establishment, you notice leaves of various hues floating upon the silent wind and covering the floor of the clearing. You can hear the hustle and bustle of friendly voices coming from inside.*

The majestic view from the Outlook Cafe attracts hikers, travelers, and even nobility from the nearby villages. An old half-elf ranger named **Weldor** built this place from the ground up and now acts as host, waiter, cook, and proprietor, as well as occasional botanist and bowyer/fletcher. Weldor has become a bit grouchy in his old age, especially trying to keep up with the upkeep of this place on top of his other duties.

When the party arrives at the Outlook Cafe, the floor is covered in dry leaves which blow wildly about the establishment. If the **Broom** was retrieved from the Farmhouse earlier, then it may be used by one of the PCs to clean the Outlook Cafe. Whoever sweeps the floor of the cafe attracts the attention of Weldor, who quickly befriends the do-gooder and offers him or her a meal on the house. This meal includes some **Green Tea Leaves**; **Talulla** knows that these leaves can be

used by the **Elder Feymother** to create a **Magic Wand**. Weldor will tell this PC a bit of his history as a ranger and mention that he still occasionally provides bowyer/fletcher service to friends at the cost of **1 Gold Coin** per project.

A rare **Fairy Flower** adorns one table in a lavishly decorated ornate vase. If the party asks about it, Weldor will mention that he's looking for a live **Goose**, and that he'd be happy to trade the flower for one.

If the party brings Weldor the **Straight Stick** and **Arrowhead** he can craft an **Arrow** for **1 Gold Coin**. If the party brings him the **Curved Branch** and **String** he can craft the **Bow** for **1 Gold Coin**. If the party brings Weldor the **Arrow** and the **Basilisk Blood** he can craft the **Magic Arrow** for **1 Gold Coin**.

If the party asks about where to find arrowheads, both Weldor and Bjorn Bearson (party member) will say that the **Kuwatok tribe** on the slopes of Mount Sapphire are renowned for their finely-crafted arrowheads, and that generally they don't mind giving away a few spares.

Unlike most tavern proprietors, Weldor welcomes fey entertainment, and will gladly let Talulla use her "By Popular Demand" background feature at the Cafe.



### Magic Arrow

Applies one dose of **Basilisk Blood** on a successful hit. The Basilisk Blood is expended on a successful hit, turning this back into an ordinary arrow.



### XP Rewards

**Sweeping the Cafe:** 100 XP  
**Befriending Weldor:** 50 XP

## Items and Rewards

Items Obtained	Place Used	XP Gained
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### Fairy Flower



5: Fey Village (p. 13) 100

### Green Tea Leaves



5: Fey Village (p. 13) —



## Sidebar: There Are No Dead Ends

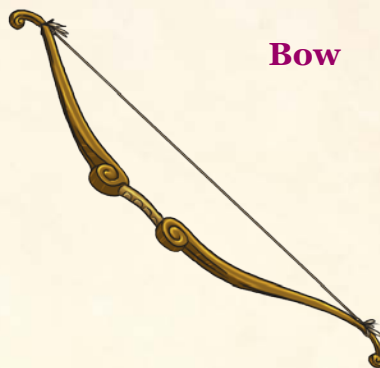
If the players use the **Goose** to pay off **Glugdar the Troll** at **Location 13: Suspension Bridge** or if the **Basilisk** eats it at **Location 9: Forest Cave**, they won't be able to use it here to obtain the **Fairy Flower**. This DOES NOT prevent them from finishing the adventure! The only real "dead end" is if the players somehow lose or fail to obtain the **Signet Ring**, and even then, they can finish the adventure, they just get a sub-optimal ending.

The three items obtained by going to the **Fey Village** are the **Sleeping Powder**, the **Purifying Potion**, and the **Magic Wand**. The **Sleeping Powder** is only one of many ways of dealing with **Glugdar**. The **Magic Wand** is used to restore **Fergus** and the **Royal Family** to their true forms and can

## The Outlook Cafe

Items Obtained	Place Used	XP Gained
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### Bow



Free uses for clever players 50

### Arrow



11: Outlook Cafe (p. 21) AND Free uses for clever players 50

### Magic Arrow



Free uses for clever players 100

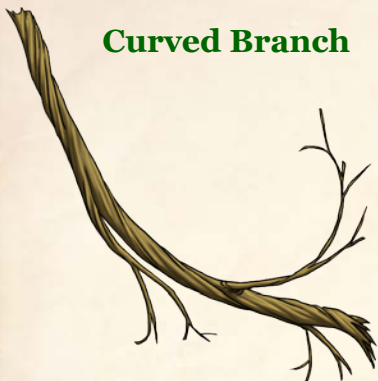
be used to bypass the **guards** at **Sapphire Palace**, but the latter can be done with the **Toy Boat** or a fight. The **Purifying Potion** nets the party a few extra **gold coins**, but the adventure can be finished without them. As for **Fergus** and **Tallula's** personal objectives: if losing out on their goals for want of a **Goose** feels too unfair, the GM may rule that if the party defeats **Vaclav**, the **Feymother** is so pleased that she invites the party to the village, allows **Tallula**, back and restores **Fergus** and the **Royal Family**.

## Items Used

### Items Used

### Place Obtained

#### Curved Branch



7: Old Tree (p. 16)

#### String



1: Farmhouse Interior  
(p. 8)

#### Straight Stick



7: Old Tree (p. 16)

#### Arrowhead



17: Kuwatok,  
the Mountain Tribal  
Village (p. 31)

## The Outlook Cafe

### Items Used

### Place Obtained

#### 3 Golden Coins



4: Forest Pool (p. 12),  
8: Rock Outcropping  
(p. 17), 14: Poisoned  
Pond (p. 27), 15:  
Hillsdale (p. 28)

#### Broom



1: Farmhouse Interior  
(p. 8)

#### Goose



3: The Farms (p. 10)

#### Basilisk Blood



9: Forest Cave (p. 18)



## Location 12: Rock People Village

*You come across a somewhat open field near the border of the forest littered with rocks and stones of varying shapes and sizes. Unlike the other areas, though, the configuration of these rocks doesn't seem natural. Almost as if someone or something is living here and using them as shelter.*

The **Rock People** are isolationists who are at first wary of the party. They will warm up to the PCs should they mention the **Fey Village**, as the **Rock People** are good friends with the fairies who live there. **Tallula** might mention this to the rest of the party...or she might feel like playing a prank (player's choice; if the player goes with a prank, provide a reward for good roleplay). Other party members can intuit this with a **DC 15 Wisdom (Insight)** check. They can also attempt diplomacy, but the **Rock People** are naturally suspicious, so this can be more difficult (**DC 20 Charisma (Persuasion) check**). In any case, if the party convinces the **Rock People** that they mean no harm, the **Rock People** will give the PCs some **Round Pebbles**.

If the party is in any way hostile toward the **Rock People**, they will retreat to cover and pelt the party with rocks (1 damage per PC/per round; no roll to hit or save) for five rounds before disappearing into the stone formations. The Rock People take no other hostile actions, and cannot even be targeted by PCs (they have no stats). They will hide from the PCs completely in the future if this happens.

### Items and Rewards

Items Obtained	Place Used	XP Gained
<b>Round Pebbles</b>	13: Suspension Bridge (p. 25), 19: Sapphire Palace Exterior (p. 34), or 20: Sapphire Palace Interior (p. 35)	100





## Location 13: Suspension Bridge

*Suspended over a perilous drop you come across an unstable bridge spanning the gorge between where you're standing and the other side of the canyon. Before you can cross, however, a nasty Troll leaps out of the bushes near the foot of the bridge! Instead of attacking you on sight, he holds out a warty hand: he seems to be waiting for you to give him something. The Troll wants a toll.*

This precarious suspension bridge spans the gap over Cobbler's Canyon, a 300 foot drop onto the sharp rocks below. Trying to climb down is an automatic failure, with each subsequent attempt more comical than the last.

A **Troll (CR 5)** named Gludgar tolls anyone attempting to cross this bridge asking for **5 Gold Coins** and no less under any circumstances. Gludgar will accept a **Chicken, Goose, or Fish** as an alternate form of payment. With a successful **DC 20 Charisma (Persuasion) check** one of the PCs may be able to persuade Gludgar to take something else in trade for passage. Gludgar is not your typical troll (INT 14, WIS 13) and thus is not as susceptible to trickery. If he suspects (**Insight +5**, used vs any characters' Charisma checks) that the PCs are attempting to fool him into accepting something worthless as payment, he won't hesitate to attack.

If the PCs try ANY funny business such as sneaking around the troll, Gludgar will attack, no questions asked, and will not cease attacking

unless gold, live fish, or live fowl are displayed in a non-threatening display (no attacking with live fowl please!)

The PCs are also able to bypass Gludgar by killing him, putting him to sleep with the **Sleeping Powder**, turning him to stone with the **Basilisk Blood** (though delivery may be difficult), or using the **Round Pebbles** to cause him to slip and fall into the ravine. He gets **no save** against any of these methods.

The **Sleeping Powder** is very potent when used on trolls and will cause Gludgar to sleep soundly for 2d4+4 days. While falling into the ravine due to tripping on the **Round Pebbles** won't kill Gludgar, it is painful and embarrassing enough that he'll lay low 2d4+2 days—after that, he'll be back for revenge!

Once the troll has been dealt with the PCs can come and go as they please. This includes if they pay his toll—the concept of “return fare” hasn't yet occurred to him.



### XP Rewards

Reward combat XP even if the party does not actually “fight” the troll; they have still “defeated” him regardless of how they do it.

**Killing the troll:** Combat XP based on party number, level, and CR of creature

**Paying the troll:** Combat XP +200

**Convincing the troll to take alternative forms of payment:** Combat XP +350

**Using the Sleeping Powder on the Troll:** Combat XP +600

**Using the Bow & Magic Arrow on the Troll:** Combat XP +500

**Using the Round Pebbles to Trip the Troll:** Combat XP +600



## Gludgar the Troll

*Medium monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 84 (8d10 + 40)

**Speed** 20 ft.

STR DEX CON INT WIS CHA  
18 (+4) 13 (+1) 20 (+5) 14 (+2) 13 (+1) 7 (-2)

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Giant

**Challenge** 5 (1,800 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

**Multiattack.** The troll makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

## Items Used

### Items Used

### Place Obtained

5 Golden Coins



4: Forest Pool (p. 12),  
8: Rock Outcropping  
(p. 17), 14: Poisoned  
Pond (p. 27), 15:  
Hillsdale (p. 28)

## Items Used

### Items Used

### Place Obtained

Sleeping Powder



5: Fey Village (p. 13)

Basilisk Blood



9: Forest Cave (p. 18)

Goose



3: The Farms (p. 10)

Chicken



3: the Farms (p. 10)

Fish



4: Forest Pool (p. 12)





## Location 14: the Poisoned Pond

*This area of the forest is in stark contrast to the rest of the green trees and plant life. It stinks of death and decay. What should have been a beautifully clear lake is now a pool of green sludge with nasty looking frogs swimming in the murk. The trees dotting the landscape appear to be dead and rotted, perhaps poisoned by the noxious clouds of gas emanating from the stagnant water.*

Normally the life-giving water of the **Magic Waterfall** above reaches this pond, but a few months ago tectonic forces caused a small crack to open near the waterfall which in turn pushed the life giving stream and its wonderful properties underground. During the time, this small pond has grown stagnant, the water turning green and thickening into a vile goo. Poisonous frogs swim here, their excrement and poison skin being part of the cause of the high toxicity within this water. The trees in this section of the forest drip a waxy sap from the needles which interacts with the existing foul water, creating a putrid poison and causing the occasional cloud of gas to emanate from the area. Drinking or wading into the water in this area will kill a PC instantly (**no save**). The water loses potency once removed from the area, however, becoming merely disgusting, not lethal. Putting water into the **Potion Bottle** purifies it (a clue about the **Purifying Potion**).

A **Purifying Potion** from the **Magic Waterfall** can be used to cleanse this pool of its deadly poison. Pouring out the water into the poisoned waters will turn the water crisp and clear, the trees bright and upright, and the frogs into normal, non-poisonous frogs. This will, in turn, reveal a treasure chest just underneath the surface of the water. The treasure chest is locked, but the **Rusty Key** from the Crumb house unlocks it. The chest contains **3 Golden Coins**.

### Items Used

Items Used	Place Obtained
 <b>Purifying Potion</b>	6: Magic Waterfall (p. 15)
 <b>Rusty Key</b>	2: the Crumb Farm (p. 9)

### Items and Rewards

Items Obtained	Place Used	XP Gained
 <b>3 Golden Coins</b>	3: the Farms (p. 10), 11: the Outlook Cafe (p. 21), 13: Suspension Bridge (p. 25)	150



## Location 15: Hillsdale

*You emerge from the forest on the border of Hillsdale, the largest town in the area... which isn't saying much, given that the Duchy of Sapphire is a small fief mostly populated by farmers. Still, to a country bumpkin, it might seem the height of urbanity. Colorful flags hang from strings strung between the buildings, and wreaths made of wheat and dried gourds decorate many doors, a sign that the Harvest Festival should be well underway. However, things seem eerily quiet: there are no farmers at the market stalls hawking their wares, and only a few people sit on the patio in front of the inn.*

This small village consists of an inn with an open air patio out front, a market where the farmers come to sell their goods to travelers passing through (closed today), and a couple of houses. The interior of the inn is open, but currently a bit of a mess: very dusty, with spilled drinks.

**Fin Starling**, a dashing writer here on a trip, is seated at the outdoor bar, which is in turn run by a woman named **Penny Weatherpence**. In addition, **Old Lady Fannybetter** is skulking about outside the fence, grumbling to herself.

Fin is looking for information about the local surroundings, and will happily give the party **1 Golden Coin** if they're willing to let him interview them. The GM should make this interview long-winded and slightly annoying.

Penny offers **1 Golden Coin** for help cleaning up the inn; the party will need the **Broom** from the Crumb farm for this, as Penny only has one, which she's already using. If engaged in small talk, she will mention that her son has been crying for days because he lost his **Toy Boat** near the stream. If the party offers her the boat, she'll insist they hold onto it for a few more days, since she thinks her son needs to learn to be more careful with his things. She'll also mention that she's worried about her husband, a palace guard, since he didn't come home for dinner yesterday. He's stayed at the palace overnight before, and with the rumors about Count Delfin attacking she understands, but usually the Duchess sends a message ahead if that's the case, and she hasn't this time.

Old Lady Fannybetter is abrasive and rude, and will basically order the party to help her find her missing **Chicken**. The **Chicken** is happily scratching about in the closed farmer's market, and can be easily found by the sound of its contented clucking. Fannybetter will initially offer no reward; if pressed, she'll begrudgingly let the party know that she spotted **1 Golden Coin** in the closed farmer's market, fallen to the dirt under a stall. It can be found with a **DC 10 Intelligence (Investigation) Check**. If the party already found this before speaking to Fannybetter, she'll say that she has no intention of giving such ruffians anything, and storm off. The party may, of course, simply make off with both the **Chicken** AND the **Coin**.

All of the residents of Hillsdale have heard rumors about the goings-on at the Sapphire Palace lately. Everyone except Fannybetter will happily elaborate on the political situation (no skill check needed for everyone but Fannybetter; Fannybetter needs a **DC 25 Charisma (Persuasion) check** before she'll talk) if the characters (and players) don't have the full background: King Silver has been missing for 14 years, his castle overgrown.

The dukes, duchesses, earls, counts, and so on in his kingdom are embroiled in a civil war over who should take over the King's role. In particular, the neighboring fiefdom of Count **Delfin** has designs on the **Sapphire Palace** (the local castle from where **Duchess Safira** administers her fiefdom).


The party is welcome to try to obtain more useful or relevant information here. Once again, they may make **Intelligence (Investigation)**, **Charisma (Persuasion)**, and **Wisdom (Insight)** checks, or any other skill or ability checks they can justify using in this situation. Rolls below 10 yield false rumors or gossip, rolls between 10–12 yield useless information, while rolls 13+ produce some useful or relevant information. You may also use the rumors from **Page 10** if the characters haven't heard them all yet.

### Rumors & Information

1. A black dragon flew here from the direction of the long-abandoned Castle Silver, circled the area, and then left (**True**)
2. Troops from the Count's fiefdom have been seen crossing the nearby plains; they must be forward scouts looking to find weaknesses in the Sapphire Palace's defenses! (**True**)
3. The Harvest Festival was canceled because Duchess Safira is preparing for an attack by Count Delfin (**False**)
4. An assassin sent by the Count has already attacked the Duchess; no one knows if Her Grace is alive or not (partially **False**; the Duchess has been attacked, but not by an assassin)
5. It is said that there used to be a magic mirror in the Sapphire Palace that the Duchess used to talk to her sister, the Queen. (**True**)

6. A wizard is staying at the Sapphire Palace; perhaps he's interviewing for the position of Court Wizard? (partially **False**; a wizard is there, but he's not there for the position of Court Wizard)
7. Most everyone is out working on the farms, or on guard duty at the Palace. (**True**)
8. A barbarian tribe has moved onto the slopes of Mount Sapphire; they're attacking any travelers who try to reach the palace! (**False**; the barbarian tribe has been there for a while, and they only use violence in self-defense)

### Items Used

Items Used	Place Obtained
<b>Broom</b>	
	1: Farmhouse Interior (p. 8)

### Items and Rewards

Items Obtained	Place Used	XP Gained
<b>3 Golden Coins</b>	3: the Farms (p. 10), 11: the Outlook Cafe (p. 21), 13: Suspension Bridge (p. 25)	--
		
<b>Chicken</b>	9: Forest Cave (p. 18), 13: Suspension Bridge (p. 25)	--
		



## Location

### 16: Grassy Plains

*This is a beautiful rolling plain of grass. In the wind, it almost looks like a verdant ocean. You can see the Sapphire Palace high atop a mountain in the distance. A well-trod road, paved in cobblestones, parts the grassy sea and winds its way toward the mountain.*

The grass of this field is quite overgrown, nearly 5 feet tall in some places. The road to the palace is cut through the middle, and is wide and well-paved. The grass counts as **difficult terrain**.

The first time the party enters this area, they will encounter **three Forward Scouts** sent by Count Delfin. They are sneaking through the grass heading toward Hillsdale, intending to reach the town without being spotted. The party must make a **DC 16 Perception (Wisdom) check** to spot them. Meanwhile, the scouts have **advantage** on the check to spot the party in turn; adjust this as necessary to account for the party bothering to be sneaky or not. Since the scouts are trying to hide deep in the long grass they don't have line of sight to the party, but they still only need to beat DC 10 to hear a party that isn't bothering to be stealthy. If the party chooses to sneak, make an opposed check of the lowest stealth roll vs. the scout's Perception.

If the scouts spot the party first, they will approach with bows drawn and ready, and ask questions. Depending on the party's answer, they will either continue on their way, or they will attack. If it seems at any point like the party might

go and inform the Duchess of their presence, or that the party is headed in the direction of Mount Sapphire, they will attack. However, a clever party will perhaps figure out a way to lie their way out of the situation. A **DC 20 Charisma (Deception) check** will do the trick, or the party can use any item (quest or otherwise) or resource at their disposal to deceive, thwart, escape, or otherwise stymie the scouts. Award XP as though the party had defeated the scouts in combat if they avoid them this way. If the party attacks the scouts first, one will try to run off to inform the Count, and there may be serious political consequences down the line (up to the GM to determine what).



### Count Delfin's Forward Scouts

*Medium humanoid (human), lawful neutral*

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

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

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

**Languages** Common

**Challenge** 1/2 (100 XP)

**Keen Hearing and Sight.** The Scout has advantage on Wisdom (Perception) checks that rely on hearing and sight.

#### ACTIONS

**Multiattack.** The scout makes two melee attacks or two ranged attacks.

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

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



## Location 17: Kuwatok, the Mountain Tribal Village

*You climb the wooded slopes of Mount Sapphire, sticking mostly to the well-trod main road. The trees here are just as thick as those in the forest, but now you ascend in tight switchbacks. The trees start to thin, giving way to scrub grass and boulders formed by ancient glaciers. Eventually, you come to a large, flat area, nestled into the mountain's side. A circle of animal skin tents surrounds a large bonfire. Poles hung with painted animal bones dot the area, clattering in the breeze and showing a warning to anyone who would bring violence here. In the distance, a number of beautiful horses graze on short scrub grasses. People dressed in fine animal furs with blue patterns painted on their skin eye you suspiciously, but say nothing as you enter the camp. In the back, there is a cave entrance with animal skins hanging in front to form a sort of door. A tall, stout, old woman dressed in bearskins leans on a massive battleaxe in front of this cave, squinting into the sun. When she sees you, she shakes her head, and goes inside.*

One corner of the village is clearly the workshop of a weaponsmith: there are woodworking supplies, strings, long poles, and hunks of obsidian for turning into arrowheads. There is a single finished **Arrowhead** here for the taking. Unlike the other weapons, no one will mind if it is removed.

**Edda Bearsdottir** is the tribal elder of the village here. A stern old woman, she is also a natural werebear. She is extremely distrustful of the party, even if someone is playing Bjorn Bearson or another character from this tribal village. Initially, she will refuse to speak to the party.

Another member of the tribe, **Rona Swiftwing**, will approach the party and inform them that, should they wish the aid of their tribe and to speak with Edda, there are two items that the tribe is looking for which may endear them to the group. One is a **Bit and Bridle**; the tribe wishes to trade their horses with the lowlanders, and the last time, they had difficulty as their horses are not trained with those devices. The second is a fine metal **Sewing Needle**: since the tribe moves so much, they don't have time to do proper metalworking, and Edda especially would find such a thing helpful.

Rona will loan the party the **Horn of the Misty Tide** in exchange for the **Bit and Bridle**. She will be clear that she expects the Horn returned within one week, or else there will be consequences. If Bjorn Bearson is there, she will give him a pointed look, expecting him to enforce this request. Giving away the **Bit and Bridle** will also cause the tribe to be less suspicious of the party as a whole, and Edda will at least leave her cave to observe further.

After the horn is obtained, Edda will remain outside of her cave. If the party presents her with the **Sewing Needle**, she will sigh, shake her head, and then invite them inside, saying that she cannot ignore portents and has vital information for them. She hates interacting with the valley folk, but she will make an exception as they dealt fairly with her tribe.

If Fergus has not already revealed this information, Edda will identify Joylene as the child of King and Queen Silver and the true heir to the Silver Throne. While she knows not of the King and Queen's fates, she does know that the evil

wizard who caused their disappearance now has designs on the Sapphire Palace and the Duchess, because he believes that she hides the heir to Castle Silver somewhere within. She says she does not concern herself with the petty politics of foolish nobles, but she does know that if the evil wizard gets his way, it will be terrible for everyone in the entire kingdom—not just the Duchy of Sapphire, but the whole of the land. She warns them that the palace guards are bewitched, but that she believes the spell may be broken if the guards are presented with something that reminds them of friends or family. Alternately, she supposes that one could sneak past. She will say that trading the **Bit and Bridle** and **Needle** were actually tests of character, to see if the party was willing to trade with relative strangers in a peaceful way, and part of an omen she received that she was to let one who came bearing those items borrow the **Horn of the Misty Tide**. She reiterates that she'd like to see the **Horn** returned, and warns the party that the fury of skinwalkers is not something to be trifled with.

After this, she shoos the group out. She wishes them luck, but “only since it’ll save our skins, too.”



### Horn of the Misty Tide

5 times per day, the *Horn of the Misty Tide* can be blown to cast *fog cloud* as a 1<sup>st</sup> level druid. The cloud lasts 1 hour with no concentration required to maintain it. The horn can be blown again to immediately dismiss the cloud; this does not expend one of the *Horn's* uses.

### Items Used

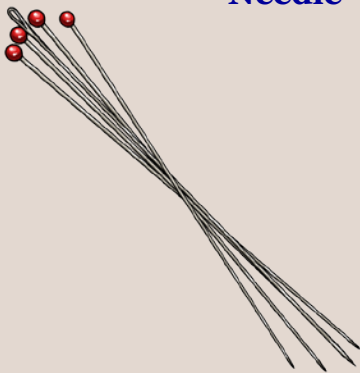
Items Used	Place Obtained
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#### Bit & Bridle



3: the Farms (p. 10)

#### Needle



3: the Farms (p. 10)

### Items and Rewards

Items Obtained	Place Used	XP Gained
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#### Horn of the Misty Tide



Free uses for clever players 100

#### Arrowhead



11: the Outlook Cafe (p. 31) —



## Location 18: Dangerous Path

*You continue up the mountain. Eventually, you come to what was once a wide, sturdy stone walkway that jutted out over a sheer drop, allowing travelers to continue on the road safely. This stone has been broken into pieces, totally destroyed.*

A DC 8 Wisdom (Perception) check yields:

*Sections of the mountain face and walkway are pitted and scored as if by some powerful acid. Enormous claw marks can be seen in both the mountain's face and the broken pieces of the walkway.*

A successful DC 17 Intelligence (Arcana or Nature) check will allow the characters to identify the culprit as a black dragon. Success by 5 points or more reveals that the dragon is young.

A successful DC 14 Wisdom (Perception) check reveals an alternate path, albeit one that is rocky and overgrown (difficult terrain). Alternately, the party can attempt to traverse the broken walkway with a series of five DC 12 Strength (Athletics) or Dexterity (Acrobatics) checks. Rolling a natural 1 on a check to cross the broken walkway means that the character falls to their death.





## Location 19: Sapphire Palace Exterior

*This castle is built of a beautiful pale blue-white marble and sports brilliant blue glass windows. It is the home of Duchess Safira. It is oddly quiet here today. Two guards stare straight ahead, almost unseeing. The portcullis is shut tight, and the doors beyond it closed—unusual, for the Duchess is well known for her policy of leaving her doors open to all who come to her for aid.*

The two guards are bewitched by the evil wizard Vaclav. Though they will not attack unless attacked first, they will bar entry to the castle. The party can break the bewitchment either by presenting one with the **Toy Boat**, or using the **Magic Wand**. The **Toy Boat** will jog one of the guard's memories of his son. Breaking the spell on one guard is enough to start a chain reaction to break it on all the guards.

If the guards are freed of the spell, they will tell the party that Duchess Safira is held hostage by an evil wizard, Vaclav. They know this man as the same wizard who killed (as far as they know) the royal family fourteen years ago. They say that he approached in disguise as a courtly wizard from afar, offering his services in weather magic for the Harvest Festival. Once inside, he revealed his true nature, and took all gathered there hostage. They do not know why Vaclav has attacked the Duchess after all these years. They offer to aid the party in combat against the wizard.

The portcullis and door are set with a mental *alarm* spell that notifies Vaclav if anyone enters through that gate.



### Castle Sapphire Guards

*Medium humanoid (human), lawful neutral*

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1/8 (25 XP)

#### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) if used with two hands to make a melee attack

### Items Used

Items Used	Place Obtained
 <p><b>Toy Boat</b></p>	10: Base of the Falls (p. 20)
 <p><b>Magic Wand</b></p>	5: Fey Village (p. 13)



## Location 20: The Great Hall

### Sapphire Palace Interior

*The Sapphire Palace has beautiful vaulted ceilings. The light inside is cast in hues of deep blue. Far above, chandeliers twinkle with magical light.*

There are two main accessible areas here. Assume all other doors are locked tight and cannot be opened. The party can access these areas in either order; the order is important, because the sequence in which events occur can determine the ending of this module (see Endings, page 39).



#### Sidebar: Players off the rails

If the party really works hard at opening the locked doors, feel free to take them through any random castle map you happen to have on you. There aren't really any enemies in the rest of the palace, but there may be a lot of dangerous security measures to keep out thieves. Go for the most absurd, horrible adventure game punishments you can think of—instantly deadly spike traps, random alligators, horrible curses that turn you into pink goo, that sort of thing. There may be all sorts of valuables as well, but if the party helps themselves to those treasures the Duchess may have something to say about that if she is rescued...

*This enormous dining hall is hung with tapestries depicting noble men and women, gallant knights and powerful spellcasters, all stories and legends from the kingdoms. A newer tapestry shows the plight of the kingdom, the invasion of Vaclav, the changing of Castle Silver into a decrepit ruin and Silverlake into a fetid swamp, and the succession wars between the local nobles. Duchess Safira sits at the head of the room in a large white throne set with sapphires. Curiously, a number of missing villagers are by her side—including Renald Crumb!*

The “Duchess” is Vaclav in disguise; the others here are illusions. Give the party **secret DC 14 passive Wisdom (Perception or Insight) checks** to see if they can see through the illusions. If they broke the spell on the guards outside and spoke with them, they have advantage on this check (+5 for a passive check).

Vaclav will initially try his best to convince the party that he is the Duchess and nothing is wrong. If asked about the ruined road, he will say that he knows of it, and in fact the villagers are here as a work crew to repair it, but they haven't been able to get supplies. He'll try to send the party on a fetch quest to bring up some heavy rocks.

Vaclav will attack if he sees the party has seen through his ruse, or if he notices the **Amulet of Unwound Time** or the **Royal Signet Ring**. In the latter case, he will realize Joylene's true identity and scream, “That amulet! It's mine! I'll take it off your cold corpses myself!” before attacking.



## Vaclav the Evil Wizard

*Medium humanoid (human), lawful evil*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 6 (2,300 XP)

**Spellcasting.** Vaclav is a 9th-level spellcaster.

His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks).

He has the following wizard spells prepared:

Cantrips (at will): *minor illusion, dancing lights, acid splash, prestidigitation*

1st level (4 slots): *alarm, mage armor, magic missile, shield*

2nd level (3 slots): *alter self, suggestion*

3rd level (3 slots): *bestow curse, slow, major image*

4th level (3 slots): *polymorph, phantasmal killer*

5th level (1 slot): *dominate person*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

### TACTICS

If the party did not disable the alarm spells out front, Vaclav will be well-prepared for their arrival. He will already have cast *mage armor* and *shield* on himself. He prefers disruption and trickery to fighting directly. He uses *polymorph* and *phantasmal killer* as last resorts.



### PARTY STRATEGY

If the party identifies Vaclav and manages to keep him thinking that THEY still believe he's Safira, they can get in a surprise attack and use the resources at their disposal to disable him (such as the **Magic Arrow**, the **Sleeping Powder**, the **Horn of the Misty Tide**, the **Round Pebbles**, and so on). The **Magic Wand** can be used to undo harmful spells Vaclav casts, but it is single target and takes an action to use. This fight may be very difficult for the party if they have not obtained many of the items in this adventure.

Unlike the rest of the adventure, if the entire party dies here, **they are dead**. Vaclav will take the *Amulet of Unwound Time*, and that will be the end of the adventure. Bad ending for all! Should this dire scenario occur, the GM is encouraged to come up with a new, fully fleshed out scenario with new characters coming in to take back the castle.

If Vaclav is able to escape (e.g., not disabled by magic or some other method) and fears he will be defeated, he will flee to Duchess Safira's room and use his own **Signet Ring** (stolen from Duchess Safira) to escape to Castle Silver.

## Duchess Safira's Room

*This well-appointed bedroom is all in blue—blue curtains, blue bed sheets, blue carpet, blue windows—save one thing: a beautiful silver mirror in the corner. The mirror glitters oddly in the light, and reflections in it seem slightly distorted.*

If the party has the **Royal Signet Ring**:

*You notice that the symbol on the signet ring matches the crest atop the mirror. As you approach the mirror, both mirror and ring glow, and the mirror distorts into a new vision: an enormous underground vault. You can see in the distance a cage containing a number of farm animals, the Duchess, and Renald Crumb!*

The players can now step through the Magic Mirror and enter the dungeon below Castle Silver. If the party comes here first before facing Vaclav in the Great Hall, he will immediately come through the mirror himself to investigate.

**If the party DOES NOT have the Signet Ring or, for whatever reason, refuses to go through the Magic Mirror, see page 39 for consequences of not entering Location 21.**

As a last-ditch effort to make sure the party gets the **Signet Ring** before this point, Fergus can remember the way the Magic Mirror works (he's gone through it once, after all), recognize the symbol on the Magic Mirror as matching the one on the **Signet Ring**, and remember where he left it. He will then strongly encourage the party to go back and get it before going any further. Alternately, if the party has defeated Vaclav, they can take his **Signet Ring** and use that.





## Location

### 21: Castle Silver Basement

*This enormous vault must have once been a dungeon. It is dark, and dank, and smells of swampwater. Moss hangs from the ceiling; eerie, luminescent fungus grows along the walls, and your boots squelch in the muck. Torches along the walls sputter fitfully in the humid air. You hear a sibilant, mocking voice call out from the darkness, “Well, well, well. The heroes have come to the rescue!” You whirl towards the voice and see a black dragon looming out of the darkness!*

Yorathieya is a **Young black dragon**. She is bound to serve Vaclav, and, specifically, she has been ordered to guard the prisoners. She hates Vaclav for enslaving her and tries, at every opportunity, to subvert his will. Since she enjoys toying with people, she will be content to taunt and torment the party until they either attack her or make a move towards the prisoners. Since Yorathieya loves talking, she can be easily goaded onto the subject of how much she hates Vaclav; this doesn’t require stat checks, just the party asking her if she likes being cooped up in this dungeon (or similar topics). She will also talk about the spell that keeps her bound to his will.

Killing Vaclav or using the **Magic Wand** on Yorathieya frees her from Vaclav’s will. If this is done, she will sneer and briefly threaten to eat the party, but then decide that she’d rather leave the dungeon and get on with her life.

## Yorathieya

*Large dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+1)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

**Saving Throws** Dex +5, Con +6, Wis +3, Cha +5

**Skills** Perception +6, Stealth +5

**Damage Immunities** acid

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 7 (2,900 XP)

**Amphibious.** The dragon can breathe air and water.

### ACTIONS

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Acid Breath (Recharge 5–6).** The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

The encounter in this area can go multiple ways depending on if and how the party dealt with Vaclav in the Sapphire Palace, and what magic items they have.

# Endings

Here are some suggestions for how the game might end based on actions the party took in the last two locations of the adventure.

## If the party did not obtain a **Signet Ring** or go through the Magic Mirror...

In this scenario, the party cannot deal with Yorathieya, and cannot rescue any of the kidnapped or transformed prisoners.

**1. ... and they captured Vaclav alive.** Vaclav's immediate threat to the Duchy of Sapphire is ended, but Yorathieya remains in Castle Silver, cursed to guard the prisoners there. The King and Queen Silver are still transformed into animals, still trapped in the dungeon and presumed dead. Vaclav will scheme to escape captivity, still obsessed with the *Amulet of Unwound Time*. Even if party discovers the fate of the Duchess, they will have difficulty mustering the other fiefdoms to assist them, as the others will claim that Joylene's claims to the throne are illegitimate for their own selfish reasons.

**2. ... and they killed Vaclav.** Yorathieya will leave initially, but she will eventually return, deciding that Castle Silver makes a fine lair. She will devour the prisoners whom she has come to resent, and begin the long process of building a true dragon lair. The area around Castle Silver will become even more overrun with monsters, which will begin to invade the surrounding countryside. Without the Duchess, Joylene will have great difficulty convincing the other nobles of their claim to the



throne, which means Yorathieya's monsters will have the run of a fragmented kingdom in the midst of a civil war. This could, however, prove the setup for a longer campaign.

**3. ... and Vaclav escaped.** This is the worst ending. The party is back where they started, except that Vaclav knows Joylene's true heritage and the location of the *Amulet*. With that said, the party may have time to return to the rest of the area to try to find the **Signet Ring**, or to determine another way to open the mirror. The GM is encouraged to provide clues to how to activate the Mirror, and to perhaps make the Ring easier to find.

See page 40 if the party DID go through the Magic Mirror into Location 21 and took actions there.

## If the party went through the Magic Mirror...

### 1. ... and they did not deal with Vaclav, or Vaclav escaped the battle in the Great Hall.

If the party went straight to Castle Silver, Vaclav will come in behind them, and shout, "The Silver Heir! The Amulet of Unwound Time! I must have it! Yorathieya, assist me!"

If he fled earlier, he will already be here, arguing with Yorathieya. She says that if not for the spell he has on her, she'd finish him off and leave this stupid place.

In either case, if Yorathieya is freed, she will immediately attack Vaclav. The party may aid either side, or neither. If Yorathieya wins, she will leave the dungeon and leave the party alone. If Vaclav wins, he will immediately try to attack the party, even if the party helps him against Yorathieya (and even if he was previously injured). If the party does not or cannot free Yorathieya, she will fight alongside Vaclav. In this case, the party is almost certainly doomed if they do not attempt to flee. If they flee through the mirror, Vaclav will follow, even if he was previously injured, and the party will have another chance to confront him.

### 2. ... and Vaclav was killed before they went through the Magic Mirror to Castle Silver.

Yorathieya will already have left the area. The party will still gain experience for dealing with her.

### 3. ... and Vaclav was captured alive before they entered Castle Silver.

Yorathieya will stalk and taunt the party, but not attack them unless they attempt to go after the prisoners. If the party states that they have defeated Vaclav, Yorathieya will ask why they didn't simply kill the fool. She will roar that they can either go

back and kill "that rat wizard who cursed me to guard his stupid prisoners" or she'll kill them for their stupidity. The party can either go back and murder a helpless Vaclav, or offer to remove the spell with the Magic Wand. If the latter is done, Yorathieya will say that she'd like to kill the party for their idiocy, but that she'd much, much rather kill Vaclav, and that she'll just have to come back and kill them later. She'll leave. The party can leave Vaclav to deal with the angry dragon, or they can try to figure out some way to bring him to a local authority or dungeon or otherwise keep him away from Yorathieya. In any case, as long as Yorathieya and Vaclav are both alive, she will try to hunt him down to destroy him.

## Freeing the Prisoners

The key to the cells is in plain sight, hung on the wall next to the mirror. The Duchess, Renald Crumb, and the other villagers will be grateful to be rescued. Renald will be deeply relieved that Joylene is all right, and will give her a big bear-hug. He'll ask to be introduced to her new friends as well.

The party must then deal with the matter of King and Queen Silver and Fergus' old companions. The King and Queen have been turned into beautiful white horses, and Fergus' friends are a large mastiff dog, a donkey, and an ostrich. They can speak, and will state who they are. The King and Queen welcome their beautiful child, the Orphan, to their home. They will thank the party for saving them and the kingdom and for taking care of their child. If the party has the **Magic Wand**, they can restore everyone to their rightful shapes; otherwise, they will be trapped as animals until someone can use *dispel magic*, *remove curse*, *greater restoration*, or some other appropriate spell on them.

## Aftermath





If the party was fully successful with Vaclav neutralized and Yorathieya gone, the area around Castle Silver immediately begins to clear. The water of the eponymous lake turns from black to crystal clear. Duchess Safira will be overjoyed to have her sister back regardless of the form she's in, and Fergus will feel the same about his old companions. Talulla will be offered the chance to go home to the Fey Village in recognition of her service to the kingdom, and Bjorn Bearson will be considered to have completed his coming-of-age ceremony and thus be inducted as a full adult member of the tribe.





## Further Adventures

If your players enjoy these characters and wish to keep playing, there are still plenty of ways the story could go. Regardless of the outcome, the kingdom will still be divided; even if the King and Queen are returned, many of the lords and ladies of the fiefdoms will be unwilling to give up their power and bow to the monarchs. Joylene may need to gather her friends together again to bring peace to the warring kingdoms. In addition, who knows what strange monsters and evil allies were left behind from Vaclav's rule in Silverlake, waiting to fill the vacuum of power he has left? The possibilities are endless.





# APPENDIX A: QUEST ITEM INDEX

ITEM	LOCATION OBTAINED	LOCATION USED	DESCRIPTION & PROPERTIES
<b>The Amulet of Unwound Time</b> 	Joylene starts with this item.	Used throughout the game.	<p><i>A tiny golden hour-glass filled with silver sand. The bottom is etched with the symbol of a shield bearing a silver rose.</i></p> <p>Rewind time to undo critical mistakes. See page 4 for full description.</p>
<b>Arrow</b> 	<p>11: Outlook Cafe (p. 21)</p> <p>Crafted by Weldor in exchange for <b>1 Golden Coin</b>.</p>	<p>11: Outlook Cafe (p. 21) AND free uses.</p> <p>Weldor can use <b>Basilisk Blood</b> to turn this into the <b>Magic Arrow</b> for the cost of <b>1 Golden Coin</b>.</p>	<p><i>This arrow has a sharp head, solid shaft, and fine fletching.</i></p>
<b>Arrowhead</b> 	<p>17: Kuwatok, the Mountain Tribal Village (p. 31)</p> <p>Free for the taking.</p>	<p>11: Outlook Cafe (p. 21)</p> <p>Weldor can make an <b>Arrow</b> with the <b>Straight Stick</b> and <b>Arrowhead</b> for the cost of <b>1 Golden Coin</b>.</p>	<p><i>This arrowhead is very sharp.</i></p>
<b>Magic Arrow</b> 	<p>11: Outlook Cafe (p. 21)</p> <p>Weldor can use <b>Basilisk Blood</b> with the <b>Arrow</b> to create this for the cost of <b>1 Golden Coin</b>.</p>	<p>Used to overcome any adversary the party chooses. It may be especially useful against Vaclav, given his mediocre Fortitude save.</p>	<p><i>This arrow is magically imbued with the power to turn a creature to stone.</i></p> <p>Contains 1 dose of <b>Basilisk Blood</b> poison, delivered on a successful hit.</p>

ITEM	LOCATION OBTAINED	LOCATION USED	DESCRIPTION & PROPERTIES
<b>Basilisk Blood</b> 	9: Forest Cave (p. 18)  Obtained from, well, the Basilisk. Can't be obtained if the Basilisk is turned to stone.	11: Outlook Cafe (p. 21) Weldor can use this to turn the <b>Arrow</b> into a <b>Magic Arrow</b> for the cost of <b>1 Golden Coin</b> . It could also be used to subdue Gludgar, if the party has an appropriate delivery method.	<i>Strange, thick blood, the color of pinkish stone.</i>  Poison that turns victims to stone. See page 19 for details. Characters can only get enough for 1 dose.
<b>Bow</b> 	11: Outlook Cafe (p. 21)  Weldor can use the <b>String</b> and <b>Curved Branch</b> to craft this for <b>1 Golden Coin</b> .	Free uses.  Used with the <b>Arrow</b> and <b>Magic Arrow</b> .	<i>A fine bow made from strong wood and farmhouse string.</i>
<b>Bit &amp; Bridle</b> 	3: the Farms (p. 10)  Purchased for <b>1 Golden Coin</b> .	17: Kuwatok, the Mountain Tribal Village (p. 31)  Traded for an audience with the Tribal Elder, and the <b>Horn of the Misty Tide</b> .	<i>Leather equipment for riding a horse, all you need is a saddle... and a horse.</i>
<b>Broom</b> 	1: Farmhouse Interior (p. 8)  Free for the taking.	11: the Outlook Cafe (p. 21) and 15: Hillsdale (p. 28)  Cleaning things is a great way to gain the goodwill of tavern proprietors.	<i>An ordinary looking broom.</i>

ITEM	LOCATION OBTAINED	LOCATION USED	DESCRIPTION & PROPERTIES
<b>Chicken</b> 	3: the Farms (p. 10) and 15: Hillsdale (p. 28)  Purchase at the Farms for <b>1 Golden Coin</b> , or steal in Hillsdale from grumpy ol' Fannybetter.	9: Forest Cave (p. 18) or 13: Suspension Bridge (p. 25)  Can be used to distract the Basilisk, or given to Gludgar in exchange for passage across his bridge.	<i>This chicken seems hungry. It scratches and pecks at the ground, looking for food.</i>
<b>Curved Branch</b> 	7: Old Tree (p. 16)  Free for the taking.	11: Outlook Cafe (p. 21)  Weldor can use this with <b>String</b> to create a <b>Bow</b> , at the cost of <b>1 Golden Coin</b> .	<i>This branch looks to be the perfect piece of wood to craft into a bow.</i>
<b>Fairy Flower</b> 	11: the Outlook Cafe (p. 21)  Weldor will give this to you in exchange for a <b>Goose</b> .	5: Fey Village (p. 13)  Used to gain the Feymother's favor, <b>Sleeping Powder</b> , and passage into the Fey Village.	<i>This beautiful flower seems to shimmer with its own inner light.</i>
<b>Fish</b> 	4: Forest Pool (p. 12)  Free for the taking—well, if you're skilled enough to catch it.	13: Suspension Bridge (p. 25)  Gludgar will accept this as a toll payment.	<i>A large, bright orange fish.</i>

ITEM	LOCATION OBTAINED	LOCATION USED	DESCRIPTION & PROPERTIES
<p>Eight <b>Golden Coins</b> (in total)</p> 	<p>4: Forest Pool (p. 12), 8: Rock Outcropping (p. 17), 14: Poisoned Pond (p. 27; three coins), 15: Hillsdale (p. 28, three coins) Found in the most unexpected places.</p>	<p>3: the Farms (p. 10), 11: the Outlook Cafe (p. 21), 13: Suspension Bridge (p. 25) Used to purchase bowyer and fletcher services, chickens, geese, mirrors, bits &amp; bridles, and possibly passage over a bridge.</p>	<p><i>An old gold coin with a crown etched into the surface.</i></p> <p>Not quite GP. These are old coins, mostly only used throughout Silverlake &amp; Sapphire.</p>
<p><b>Goose</b></p> 	<p>3: the Farms (p. 10)  Purchased for <b>1 Golden Coin</b>.</p>	<p>9: Forest Cave (p. 18), 11: the Outlook Cafe (p. 21), or 13: Suspension Bridge (p. 25) Traded to an old half-elf for a <b>Fairy Flower</b>, or used to pay a bridge toll</p>	<p><i>This goose is honking up a storm.</i></p>
<p><b>Hand Mirror</b></p> 	<p>3: the Farms (p. 10)  Purchased for <b>1 Golden Coin</b>.</p>	<p>9: Forest Cave (p. 18)  Used to turn the Basilisk's gaze back upon itself.</p>	<p><i>A beautiful silver hand mirror. The handle is engraved with the initials GRN.</i></p>
<p><b>Purifying Potion</b></p> 	<p>6: Magic Waterfall (p. 15)  Putting the life-giving water from the magic waterfall into the <b>Magic Potion Bottle</b> creates this potion.</p>	<p>14: Poisoned Pond (p. 27)  Used to cleanse the pond of a dreadful blight. May also be used to raise the dead, heal wounds, cure diseases and afflictions.</p>	<p><i>This potion sparkles brightly and glows golden in the moonlight.</i></p> <p>The bottle contains only one dose.</p>

ITEM	LOCATION OBTAINED	LOCATION USED	DESCRIPTION & PROPERTIES
<b>Needle</b> 	3: the Farms (p. 10)  Found in a haystack.	17: Kuwatok, the Mountain Tribal Village (p. 31)  Traded to earn the tribe's goodwill.	<i>A sharp sewing needle.</i>
<b>Magic Potion Bottle</b> 	9: Forest Cave (p. 18)  Found hidden on a ledge.	6: Magic Waterfall (p. 15)  Used to create the <b>Purifying Potion</b> .	<i>An empty glass potion bottle covered in strange magic runes.</i>  Once the <b>Purifying Potion</b> is used, the runes vanish, and this becomes an ordinary glass bottle.
<b>Magic Wand</b> 	5: Fey Village (p. 13)  Created by giving the <b>Wavy Stick</b> and <b>Green Tea Leaves</b> to the Feymother.	May be freely used by clever players. 5x/day as an action, removes 1 non-damaging negative spell effect.	<i>This wavy stick seems to shimmer faintly in the moonlight.</i>  See page 13 for more information.
<b>Magic Water</b> 	6: Magic Waterfall (p. 15)	6: Magic Waterfall (p. 15)  Can only be removed from this location with the <b>Magic Potion Bottle</b> .	<i>This water glows in moonlight.</i>  Can raise the dead, heal wounds, and cure any negative status effect.

ITEM	LOCATION OBTAINED	LOCATION USED	DESCRIPTION & PROPERTIES
<b>Map of Serpent's Cave</b> 	7: Old Tree (p. 16)  Hidden in a hollow of the ancient tree.	9: Forest Cave (p. 18)  Serpent's Cave is well-hidden through many winding paths in the forest. It cannot be found without this map.	<i>This map shows the way to a place called Serpent's Cave. It warns of a Basilisk, but hints of Magic Potion Bottle.</i>
<b>Round Pebbles</b> 	12: Rock People Village (p. 24)  Given in recognition of odd friendship.	13: Suspension Bridge (p. 25), 19: Sapphire Palace Exterior (p. 34), or 20: Sapphire Palace Interior (p. 35)  Marbles on the floor can make things difficult for most people.	<i>These perfectly round turquoise pebbles would make great marbles.</i>
<b>Rusty Key</b> 	2: the Crumb Farm (p. 9)  Hidden by a curious chicken, or a greedy pig.	14: the Poisoned Pond (p. 27)  Used to unlock a hidden treasure chest.	<i>This old rusty treasure chest key is rough to the touch.</i>
<b>Signet Ring</b> 	8: Rock Outcropping (p. 17), or 20: Sapphire Palace Interior (p. 35)  Fergus lost this under a stone many years ago.  Vaclav stole one from the Duchess; you could take it back from him.	20: Sapphire Palace Interior (p. 35)  The key to the Magic Mirror, and restoring Joylene's claim to the throne.	<i>A gold ring bearing the seal of a shield etched with a silver rose.</i>  <i>This is also a ring of protection.</i>

ITEM	LOCATION OBTAINED	LOCATION USED	DESCRIPTION & PROPERTIES
<b>Soap</b> 	1: Farmhouse Interior (p. 8)  Free for the taking.	4: Forest Pool (p. 12)  A grateful farmer will pay you <b>1 Golden Coin</b> for this.	<i>A bar of ordinary white soap.</i>
<b>Straight Stick</b> 	7: Old Tree (p. 16)  Free for the taking.	11: Outlook Cafe (p. 21)  Weldor can combine this with the <b>Arrowhead</b> to create the <b>Arrow</b> in exchange for <b>1 Golden Coin</b> .	<i>A small stick about the length of an arrow shaft.</i>
<b>String</b> 	1: Farmhouse Interior (p. 8)  Free for the taking.	11: Outlook Cafe (p. 21)  Weldor can combine this with the <b>Curved Branch</b> to create the <b>Bow</b> in exchange for <b>1 Golden Coin</b> .	<i>A ball of fine string made from animal sinew. Fergus' favorite toy.</i>
<b>Horn of the Misty Tide</b> 	17: Kuwatok, the Mountain Tribal Village (p. 31)  Loaned to the party in exchange for the <b>Bit &amp; Bridle</b> .	Free uses for clever players. See Page 32 for detailed information.	<i>A musical horn crafted from the twisting horn of a mountain goat.</i>  Can be used to cast <i>fog cloud</i> 5/day as a 1 <sup>st</sup> level druid.

ITEM	LOCATION OBTAINED	LOCATION USED	DESCRIPTION & PROPERTIES
<b>Sleeping Powder</b> 	5: Fey Village (p. 13)  Given in exchange for the <b>Fairy Flower</b> .	13: Suspension Bridge (p. 25)  Gludgar must be so tired from collecting all these tolls. Help him take a nap for a few days.	<i>A small bag of shimmering powder that smells of lavender.</i>  1 use. Automatically puts 1 Large or smaller creature to sleep (no save).
<b>Green Tea Leaves</b> 	11: Outlook Cafe (p. 21)  Free for the taking.	5: Fey Village (p. 13)  Used with the <b>Wavy Stick</b> by the Feymother to create the <b>Magic Wand</b> .	<i>These green tea leaves smell like fresh cut grass and jasmine flowers.</i>  Can also be used to make a nice cup of green tea.
<b>Toy Boat</b> 	10: Base of the Falls (p. 20)  Free for the taking.	19: Sapphire Palace Exterior (p. 34)  Used to clear the fog from a good soldier's mind.	<i>This cute little boat would make a great present for a child.</i>
<b>Wavy Stick</b> 	7: Old Tree (p. 16)  Free for the taking.	5: Fey Village (p. 13)  Used with the <b>Green Tea Leaves</b> by the Feymother to create the <b>Magic Wand</b> .	<i>This wavy stick looks like a magic wand.</i>

# APPENDIX B: PREGENERATED CHARACTERS

## Pregenerated Characters

Joylene Crumb.....	51
Talulla .....	53
Bjorn Bearson .....	55
Fergus MacDougal.....	57

In this section are four biographies, backgrounds, and pre-generated statistics intended for use with this game. Heir & Back Again was written with the assumption that you will use these pregens with the game, but you absolutely don't have to do that at all. The wonderful thing about a tabletop game is that you make the rules, and you can change things as you please. If, instead of a Ranger, Sorcerer, Druid, and Barbarian, your players would rather have a Rogue, Warlock, Cleric, and Fighter, that's absolutely fine! These pregens are intended simply to provide a convenient starting point for quick play.

We still suggest using the biographies and backgrounds of each character (which would still lock your players into a particular race choice) as those provide particular plot hooks and ideas that your players can work with. For instance, it's Joylene's secret heritage that starts off the plot as we've written it, so it still makes sense to use her particular history, even if you decide to make her a Cleric instead of a Ranger.

With that said, you still aren't even bound into these suggestions! Making completely new, unique characters that fit in well with the adventure we've presented here will take a little work, but it's certainly not impossible. The important thing is to play the game how you, and your players, want to play it—and, to have fun.

# THE ORPHAN

JOYLENE CRUMB, HUMAN TEENAGE GIRL

*This blonde girl wears a homespun blue dress with a clean white apron, a wide-brimmed farming hat, and practical boots. She wears an amulet shaped like a small (functional) hourglass, which she fiddles with occasionally. She has gray eyes, and her hair is tied back in a practical braid.*

Joylene Crumb is the 14-year-old adopted daughter of Cecilia and Renald Crumb, a kindly peasant couple in the duchy of Sapphire. Like many teenage girls, she dreams of grand adventure beyond the quiet borders of her farming village home. Though she loves her adopted parents dearly, she can't help but wonder who her birth parents are, and what her mysterious amulet means. As such, she's picked up a few unusual skills by wandering the forest near her home and talking with the hunters that sometimes pass through the local town.

Joylene knows that Fergus can talk, though he's made her swear never to tell her parents. He hasn't told her his true origins; she thinks that he's simply a very gruff magical cat. He doesn't talk much, but he does try to give her advice and to keep her out of trouble; she thinks of him like a very strange uncle.

## BACKGROUND (FOLK HERO)

This adventure is Joylene's defining event. Whatever happens in this adventure will determine how she became a hero of the people. Though she may find fame or infamy in the days ahead, neither she nor anyone else will ever forget that she grew up among peasants on a simple farm.



**Rustic Hospitality.** Joylene does not yet have access to this Background Feature. As she gains renown throughout the Duchy of Sapphire, she may gain access to this at the DM's discretion. Once she does, people will recognize her as a folk hero and offer her whatever assistance they can... within reason.

**Personality Trait.** "I get bored easily. When am I going to get on with my destiny?"

**Ideal.** "Tyrants must not be allowed to oppress the people."

**Bond.** "I love my adopted parents, but I want to know who my real parents were. One day, I hope to meet them for the first time."

**Flaw.** "The tyrant who rules my land will stop at nothing to obtain the mysterious amulet I carry, up to and including killing me."

# Joylene Crumb

## HUMAN RANGER 1

Medium humanoid (human), neutral good

### RANGER FEATURES

**Favored Enemy.** Since you grew up on a farm on the edge of the wilderness, you have a lot of experience with beasts of all types, from your own pigs, to the fox that's always trying to get into the chicken coop, to even the occasional bear. You have advantage on Wisdom (Survival) checks to track beasts, as well as on Intelligence checks to recall information about them.

**Natural Explorer.** You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while

**Armor Class** 11

**Hit Points** 9 (Hit Dice 1d10)

**Speed** 30 ft.

STR	DEX	CON
11 (+0)	16 (+3)	9 (-1)
INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)

**Proficiency Bonus** +2

**Saving Throws** Dexterity +5, Wisdom +4

**Skills** Animal Handling +4, Survival +4, Perception +4, Insight +4

**Armor** Light, medium

**Weapons** Simple, martial

**Tools** weaver's tools

**Senses** passive Perception 14

**Languages** Common, Elven, Sylvan

### ACTIONS

#### Attack

**Dagger.** *Melee weapon attack:* +5 to hit, one target. *Hit:* 1d4 + 2 piercing damage.

**Sling.** *Ranged weapon attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 1d4 + 2 bludgeoning damage.

traveling, you remain alert to danger.

- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

**Equipment.** A set of weaver's tools (missing a **Needle**), a shovel, an iron pot, a set of common clothes, a simple knife, a sling, 20 sling bullets, and the *Amulet of Unwound Time*.

# The Exile

TALULLA, POOKA TRICKSTER

*This tiny fey sports distinctly lagomorphine features—a cute rabbit nose with whiskers, big buck teeth, enormous ears, and a fluffy rabbit’s tail. Her eyes are golden and slightly luminescent. She has brown skin and black fur and hair, but wears extremely colorful, chaotic, even fanciful clothes, decked with flowers. Despite her fanciful dress and sprightly appearance, something about her seems sad, maybe even worried. On closer examination, her colorful clothes are faded, her flowers a bit wilted.*

Talulla loves a good prank—everyone knows it. She was well-known in the village as a merry entertainer and talented jester. Unfortunately, her pranks got her in deep trouble one day with the Feymother of her fairy village. She swears that her intent was to embarrass a rival, but everything went terribly wrong and the prank hit the Feymother instead. Others in the fey village say that no, Talulla intended to prank the Feymother, but the prank went further than she’d expected. None will speak of what exactly occurred, or why exile was the punishment.

Regardless, Talulla was exiled for seven hundred and seventy seven years. She truly feels terrible about how badly things went wrong, and wishes to make it up to the Feymother... but how can she, if she can’t even enter the village? She’s also greatly worried, as she’s been seeing more and more monsters coming back to the once-peaceful woods, something which must surely be a bad omen.

## Background (Entertainer)



Talulla has always loved being the center of attention—it’s in her very nature. She loves cheering people up with bawdy songs, slapstick routines, and (mostly) harmless pranks. Even after her exile, she craves recognition; in fact, the loneliness and need to hide from others has been the part that hurts the most. Still, even in exile, she’s been able to disguise herself just enough to earn a few coins at taverns across the duchy.

**By Popular Demand.** Talulla can always find a place to perform. She receives free lodging and food of a modest or comfortable standard as long as she performs each night. However, she has to disguise her fey nature to perform in human-owned establishments.

**Personality Trait.** “My mood and mind change as quickly as I can change the key of a song.”

**Ideal.** “The world is in need of new ideas and bold action.”

**Bond.** “I will do anything to redeem myself in the eyes of the Fey Village and the Feymother.”

**Flaw.** “I can’t resist a good prank, even if it would put me in a bad situation.”

## Talulla

### POOKA DRUID 1

*Tiny fey (pooka), chaotic neutral*

#### POOKA TRAITS

**Innate Spellcasting.** Your innate spellcasting ability is Charisma (spell save DC 12). You can cast the following spells, requiring only your pooka dust as a component:

At will: *druidcraft*

1/day each: *detect magic*, *sleep*, *silent image*, *charm person*

**Pooka Dust.** As an action, you may blow across your palm to create a 5 ft. radius cloud of dust, centered on her. The target must succeed on a DC 10 Constitution save or become poisoned (as the condition) for one minute. You can use this ability once per short or long rest.

**Shapechange.** You can take the form of a rabbit or house cat. You can use this feature twice per short or long rest. This ability is otherwise identical to the Druid class ability Wild Shape.

#### DRUID FEATURES

**Druidic.** You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

**Armor Class** 14 (leather)

**Hit Points** 6 (Hit Dice 1d8)

**Speed** 30ft

STR	DEX	CON
3 (−4)	16 (+3)	8 (−2)
INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)

**Proficiency Bonus** +2

**Saving Throws** Int +2, Wis +4

**Skills** Acrobatics +5, Performance +4, Nature +4, Perception +4

**Tools** harp, herbalism kit

**Weapons** clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

**Spellcasting.** Wisdom is your spellcasting ability for your druid spells. You use your Wisdom whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. Once a day, you prepare a list of druid spells that are available for you to cast. The spells must be of a level for which you have spell slots. You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

**Armor** light armor, medium armor, shields

**Senses** passive (Perception) 14

**Languages** Common, Sylvan, Druidic

#### Actions

**Attack.** *Dagger.* *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 slashing damage.

**Spellcasting.** Druid class feature.

**Spell save DC:** 12

**Spell attack modifier:** +4

**Spells Known:**

Cantrips (at will): *mending*, *thorn whip*

1st Level (3 slots): *cure wounds*, *faerie fire*, *healing word*, *thunderwave*

**Ritual Casting.** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Equipment.** backpack, bedroll, common clothing, dagger, harp, healer's kit, herbalism kit, leather armor, mess kit, pouch, rations (10 days), scimitar, tinderbox, waterskin, ash wand

# The Wildling

BJORN BEARSON, TRIBAL YOUTH

*Though this boy is only thirteen, he's built like a bear—muscle-bound and strong. He has long brown hair tied back in a braid, brown eyes, and the barest beginnings of a wispy beard on his chin. Well, more like a couple hairs... look, it'll be a beard someday! He wears a loincloth and a deerskin cloak with a necklace of bones and teeth, and carries a spear. He has a huge smile and a friendly disposition.*

As a bear...

*This adolescent bear has a spark of cunning intelligence in its eyes.*

Bjorn is a thirteen year old boy and a natural lycanthrope (that is, he was born this way). Despite his age, he's a fierce fighter. He's deeply curious about the world and wants very much to make friends—there are few children in his own village, and none quite like him. His grandmother is the village shaman, and she worries about her grandson. She, and many of the other village elders, resents Castle Sapphire and the Duchess. Before the Duchess constructed her castle, they had the mountain to themselves; now, the castle looms over their small village, a sign of encroaching civilization. They've never been harassed by the castle guard, but they have occasionally come into conflict with the commoners of the realm.

With the recent wars between the fiefdoms of Silverlake and the return of strange beasts to the woods, many members of the tribe have been advocating for the group to travel to the deep wilderness outside the kingdom. Bjorn's grandmother does not want to leave, as these are her ancestors' lands.

Bjorn doesn't know if he has much of an opinion yet. He's not sure why his people can't get along with the valley people, or with the lady in the castle. Right now he's worried about other stuff: he saw a great black dragon fly to the castle, and he's seen lots of people go up the road to the castle and none of them have come back. He's gone down to the valley to investigate and try to see if anyone down there knows what's going on.



## Background (Outlander)

Bjorn grew up in Kuwatok, the mountain tribal village. A rustic tribe, his people have roamed Mount Sapphire for centuries, long before King and Queen Silver awarded the duchy to Safira. The village itself moves around the mountain and some of the wild woods below with the seasons, following the herds of deer and mountain goats.

**Wanderer.** Bjorn has an excellent memory for maps and geography, and he can always recall the general layout of terrain, settlements, and other features around him. In addition, he can find food and fresh water for himself and up to five other people each day, provided that the land offers enough.

**Personality Trait.** “I’m driven by a wanderlust that led me away from home.”

**Ideal.** “Life is constant change, and I must change with it to survive.”

**Bond.** “Even though I am not part of so-called ‘civilization,’ I’ve seen the signs of an impending disaster, and I would do anything to prevent it.”

**Flaw.** “There’s no room for caution in a life lived to the fullest.”

## Bjorn Bearson

### Natural Werebear

#### Barbarian 1

Medium humanoid (human, shapechanger), chaotic good

#### NATURAL WEREBEAR TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Keen Smell.** Natural Werebears have advantage on Wisdom (Perception) checks that rely on smell.

**Shapechange (1 use per short or long rest).** You can use a bonus action to shapeshift into a Medium bear-human hybrid or a Medium bear, or back into your true form, which is human. This change lasts one minute or until you end the change as a bonus action on your turn.

#### BARBARIAN FEATURES

##### Rage (2 uses per long rest).

You can enter a rage as a bonus action. While raging, the following additional benefits apply:

- You have advantage on Strength checks and Strength saving throws.
- You can't cast or concentrate on spells (however, you can still shapechange into your bear or human-bear hybrid forms)
- When you make a melee weapon attack using

**Armor Class** 13 (Unarmored Defense)

**Hit Points** 14 (1d12 + 2)

**Hit Dice** 1d12

**Speed** 30 ft.

STR	DEX	CON
17 (+3)	13 (+1)	15 (+2)
INT	WIS	CHA
8 (−1)	12 (+1)	10 (+0)

**Proficiency Bonus** +2

**Saving Throws** Str +5, Con +4

**Skills** Athletics +5,

Intimidation +2, Perception +3, Survival +3

**Tools** Drum

**Weapons** simple weapons, martial weapons

**Armor** light armor, medium armor, shields

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Sylvan, Giant

Strength, you gain a +2 bonus to the damage roll.

- You have resistance to bludgeoning, piercing, and slashing damage.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

#### ACTIONS

**Spear.** *Melee or Ranged weapon attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 1d8 + 3 piercing damage (+5 if raging).

**Sling.** *Ranged weapon attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 1d4 + 3 bludgeoning (+5 if raging).

**Bite (Bear or bear hybrid form only).** *Melee weapon attack.* +5 to hit, one target. *Hit:* 1d6 + 3 piercing damage (+5 if raging). If this attack hits a target that is your size or smaller, the target is also grappled.

#### Bonus Actions

**Rage.** Barbarian class feature.

**Shapechange.** Natural Werebear trait.

**Claw (Bear or bear hybrid form only).** Unarmed Strike. +5 to hit, one target. *Hit:* 3 slashing damage (6 if raging).

**Unarmored Defense.** While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier (already included in Armor Class).

**Equipment.** Backpack, bedroll, drum, spear, hunting trap mess kit, pouch, tinderbox, torches (5), traveler's clothing, loincloth, deerskin cloak, waterskin, fishing net, sling, 10 sling bullets.

# THE ACCURSED

FERGUS MACDOUGAL, CURSED DWARF

As a cat...

*Something about the fur on this huge cat's face suggests a handlebar mustache. His fur is a mix of dark auburn and gray. He wears a collar with a tin bell, and a crystal is tied to his tail with a purple ribbon.*

As a dwarf...

*This dwarf is a little gray at the temples, but he's still spry for his age. His hair is dark auburn, and he sports a handlebar mustache and a well-groomed beard. He wears dwarven half-plate under a traveling cloak and carries several well-made axes. The only thing about him that suggests his power as a sorcerer is the crystal tied to his wrist by a purple ribbon.*

When Vaclav captured the King and Queen, the Copper Warband tried to rescue them, but all were cursed, turned into various animals. Fergus, was the smallest, so the King and Queen and sent him though the magic mirror for help

He asked the Duchess for aid, but she didn't have the military power to take on a black dragon and a mad wizard. However, she did know a way Fergus could help: she asked if he would watch over Joylene.

Since then, he has lived with the Crumb family as a fat and well-fed mouser named "Mister Scruffles." He lost the signet ring while hunting a rat off the farm property. He has an idea of where it might be, but he fears encountering Vaclav's servants.

## Background (Soldier)

Originally a mercenary company, the Copper Warband took many contracts with the King and Queen of Silverlake—enough that they were considered part of Silverlake's standing army. Though missing for fourteen years, the warband's name still commands respect. Most assume that they perished trying to rescue King and Queen Silver.

**Military Rank.** Though they had no official rank, the Coppers were nonetheless respected by the Silverlake military as contractors. How that affiliation would be received now would depend on if Fergus can successfully convince them that no, he's not just a magical cat, dammit, he's Fergus MacDougal!

**Personality Trait.** "I've lost too many friends, and I'm slow to make new ones."

**Ideal.** "Our lot is to lay down our lives in the defense of others."

**Bond.** "Despite my cynicism, I hold out hope that my friends can be saved. I would lay down my very life if I thought I could achieve that goal."

**Flaw.** "Vaclav's name makes my blood run cold. I can still hear his laugh as he transformed us into helpless animals. Also, y'know, I'm a cat. That's awkward."



Use these stats for when Fergus is in the form of a cat.

## Fergus MacDougal

**DWARF**

**POLYMORPHED INTO A CAT SORCERER 1**

*Tiny magical beast, Draconic Bloodline (copper), lawful good*

### CAT TRAITS

**KeenSmell.** Cats have advantage on Wisdom (Perception) checks that rely on smell.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Fergus can use this ability in his cat form because it's dependent on his upbringing, not his physical shape.

### SORCERER FEATURES

**Dragon Ancestor.** (Copper) Your damage type is Acid (relevant to later class features). Whenever you make a Charisma check when interacting with dragons, your proficiency is doubled if it applies to the check.

**Draconic Resilience.** As magic flows through your body, it causes physical traits of your dragon ancestor

**Armor Class** 15 (natural armor)

**Hit Points** 7 (Hit Dice 1d6)

**Speed** 40ft., climb 30ft.

STR	DEX	CON
3 (−4)	15 (+2)	10 (+0)
INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)

**Proficiency Bonus** +2

**Saving Throws** Constitution +2, Charisma +5

**Skills** Perception +2, Stealth +4, Arcana +3, Intimidation +5, Athletics −2, Insight +2

**Tools** playing cards, vehicles (land), brewer's supplies

**Weapons** battleaxe, handaxe, throwing hammer,

to emerge. Your hit point maximum increases by 1 at 1st level and whenever you gain a sorcerer level. Additionally, parts of your body are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

**Spellcasting.** Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

warhammer, dagger, sling, dart, quarterstaff, light crossbow

**Armor** light, medium

**Senses** passive Perception 12

**Languages** Common, Dwarven

### ACTIONS

#### Attack.

**Claws.** *Melee weapon attack:* +0 to hit, reach 5 ft., one target.

*Hit:* 1 slashing damage.

**Spellcasting.** Sorcerer class feature.

**Spell save DC:** 13

**Spell attack modifier:** +5

**Spells Known:**

Cantrips (at will): *blade ward, mage hand, ray of frost, friends*  
1st level (2 slots): *sleep, magic missile*

**Equipment.** A leather collar with a small tin bell, and a small crystal tied to his tail with a ribbon. This serves as Fergus' Arcane Focus.

Use these stats for when Fergus is in the form of a dwarf.

## Fergus MacDougal

### DWARF SORCERER 1

*Medium humanoid (dwarf), Draconic Bloodline (copper), lawful good*

### Dwarf Traits

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance to poison damage.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

### SORCERER FEATURES

**Dragon Ancestor.** (Copper) Your damage type is Acid (relevant to later class features). Whenever you make a Charisma check when interacting with dragons, your proficiency is doubled if it applies to the check.

**Draconic Resilience.** As magic flows through your body, it causes physical traits of your dragon ancestor

**Armor Class** 15 (half plate)

**Hit Points** 9 (Hit Dice 1d6)

**Speed** 25 ft.

STR	DEX	CON
14 (+2)	10 (+0)	15 (+2)
INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)

**Proficiency Bonus** +2

**Saving Throws** Constitution +4, Charisma +5

**Skills** Arcana +3, Intimidation +5, Athletics +4, Insight +2

**Tools** playing cards, vehicles (land), brewer's supplies

**Weapons** battleaxe, handaxe, throwing hammer, warhammer, dagger, sling,

dart, quarterstaff, light crossbow

**Armor** light, medium

**Senses** passive Perception 10

**Languages** Common, Dwarven

### ACTIONS

#### Attack.

**Battleaxe.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d10 + 2 slashing damage (used 2-handed)

**Handaxe.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6 + 2 slashing damage

**Spellcasting.** Sorcerer class feature.

to emerge. Your hit point maximum increases by 1 at 1st level and whenever you gain a sorcerer level. Additionally, parts of your body are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

**Spellcasting.** Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**Spell save DC:** 13

**Spell attack modifier:** +5

**Spells Known:**

Cantrips (at will): *blade ward, mage hand, ray of frost, friends*  
1st level (2 slots): *sleep, magic missile*

**Equipment.** backpack, bed roll, battleaxe, 2 handaxes, half plate, arcane focus (crystal), explorer's pack, set of playing cards, brewer's tools, mess kit, pouch, rations (10 days), component pouch including a 50 gp diamond, *potion of healing*, traveler's clothes, belt pouch.

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# A Return to the Golden Era of PC Adventure Games!

Young Joylene Crumb always felt that life on a farm wasn't for her... but with her adoptive father missing and rumors of a black dragon ravaging the countryside, is she really ready to run off on an adventure? Who are we kidding, of course she is, with the help of three unusual companions!

*Heir & Back Again* is an adventure inspired by PC adventure games of the 1980s. Curious puzzles and strange conundrums fill the Duchy of Sapphire, a small fiefdom once part of the great kingdom of Silverlake. Can Joylene and her companions find her father and solve the mystery before it's too late?

This adventure includes:

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