New Haven: Ten Days to Misrule

by the creators of Dungeon Zen



An example adventure for three to five characters of 9th or 10th level

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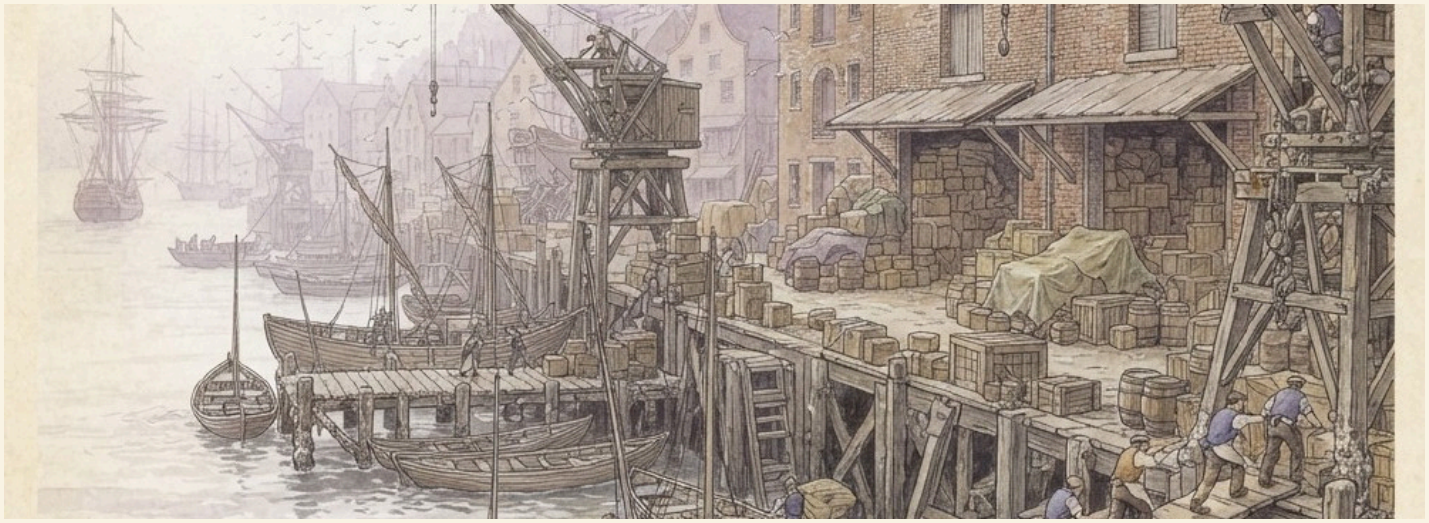


THE DOCKS

Adventure Overview



SOUTHERN FARMLANDS

About This Example

This is an example adventure. It was built from start to finish in Dungeon Zen: every place, character, storyline and encounter in it is a card in a Dungeon Zen campaign, and this book is that campaign exported with Setup › Export as adventure module. Import it into Dungeon Zen (Notes › Import) and the cards come back. Names, places and events are fictional.

New Haven: Ten Days to Misrule is written for three to five characters of 9th or 10th level and takes six to eight sessions to play. It is a city adventure with a clock: the ten days between Highharvestide and the Reign of Misrule.

Background

In the world of Elysera, the port of New Haven is ruled by the Consortium, a merchant-empire that answers to a distant Consort. Two centuries ago the Consortium took the city from the fishing towns and druid circles of the coast, carved ten lion statues from the standing stones of Chelonia Island, the druids' holiest ground, and set them on the beach. Every year since, the Countdown Lions have been lit one by one in the ten days before the Reign of Misrule, the festival when the Consort's subjects may break the oaths of guild and faith without punishment.

This year the lions are breaking instead. Every night since Highharvestide, lightning from a cloud that never leaves Tumbo Island has split one of them in two. Consul Laundanum, the Consort's governor, has ten days to find the "Grove terrorists" responsible before the Consort's Envoy arrives to judge him.

What Is Really Happening

Four plots are moving toward the same night.

The Tempest Coven, thirteen druids and witches led in secret by Luna, the Grove's gentle speaker in the Old City, is breaking the lions to free their stolen power into a storm. On the eighth night they will spill the blood of a farm boy, Hodge, into Abyssos Pond to wake the river dragon spirit in a rage. On the tenth night the storm and the dragon will drown the Consulate.

The Assembly of Trade and Order, the city's guildmasters, means to have Laundanum murdered at the Gilded Menagerie's premiere on the opening night of the Reign, blame the Grove, and hand the city to the Marquis de Carabas, a "noble" invented by a clever otter, Otto in Boots.

VanGuard, a company of mercenaries and merchants, sells to all of them: guards to the Consul, crossbows to the workers, a hired dragon to burn the farms of those who will not sell, and a hidden command phrase that turns the Consul's own warforged against him.

And Laundanum himself, addicted to dreamsalt and terrified, doubles the hangings every day and keeps a chest packed for New Xylos.

Adventure Summary

Days 1 to 3, Omens and Skirmishes. The characters arrive at the Crossroads. Without papers they cannot enter the city, so they earn the thanks of three citizens in the farmlands: a dragon burning barns, goblins guarding strange crates, gnomes fleeing swelling roots, a cursed farmer, a mother turning into a ghoul.

Days 3 to 9, Unrest in the Districts. Inside the walls every faction wants the characters. A mother begs them to save her son from the "moon dancers". A stallkeeper is attacked in the Market. Clues lead to Tumbo Island, Chelonia Island, a VanGuard ledger and the Great Tree. On the eighth night, the coven's sacrifice at Abyssos Pond.

Day 10, the Reign of Misrule. The Envoy's ship enters the bay at dusk, the last lion falls, the gallows wait, the Menagerie opens and the Great Tree begins to walk. What happens depends on everything the characters did, and did not do.

Running a Countdown

Every storyline in this adventure moves on by itself. The Timeline chapter shows what happens, day by day, if the characters do nothing; when they act, choose the outcome that fits. The characters cannot be everywhere: let them choose, and let the rest happen.

Running the Adventure

Everything in this adventure was built with Dungeon Zen. Text in shaded boxes is meant to be read aloud or paraphrased when the characters first arrive somewhere. The rest is for the Dungeon Master.

The adventure does not wait for the characters. Each storyline in the timeline moves on by itself: when an act's time comes and nobody has stepped in, the outcome marked "if nobody intervenes" happens. Use the timeline to know what the villains are doing while the characters are busy elsewhere.

Creature statistics follow the fifth edition rules; stat blocks come with the character or creature they belong to.

Adventure Flowchart

Countdown to the Reign of Misrule

Act 1: Omens and Skirmishes
Highharvestide 1492 DR · 08:00
Nobody intervenes

▼

Act 2: Unrest in the Districts
2 Marpenoth 1492 DR · 12:00
Nobody intervenes

▼

Act 3: The Reign of Misrule
9 Marpenoth 1492 DR · 18:00
Nobody intervenes

The Tempest Cleansing

Act 1: The Lions Fall
Highharvestide 1492 DR · 22:00
Nobody intervenes

▼

Act 2: The Tempest
9 Marpenoth 1492 DR · 21:00
Nobody intervenes

The Trade Coup

Act 1: Stoking Unrest
3 Marpenoth 1492 DR · 08:00
Nobody intervenes

▼

Act 2: Murder at the Menagerie
9 Marpenoth 1492 DR · 20:00
Nobody intervenes

The Tempest Sacrifice

Act 1: The Plea
2 Marpenoth 1492 DR · 13:00
Nobody intervenes

▼

Act 2: The Eighth Night
7 Marpenoth 1492 DR · 21:00
Nobody intervenes

Side Quests

Act 1: The Bounty Hunters
5 Marpenoth 1492 DR · 10:00
Nobody intervenes

▼

Act 2: Mara's Last Night
5 Marpenoth 1492 DR · 20:00
Nobody intervenes

▼

Act 3: The Gallows
9 Marpenoth 1492 DR · 19:00
Nobody intervenes

Adventure Hooks

A Night's Vigil

Investigate the midnight excursions of John Hunter's grieving wife.

The Hook. John Hunter begs the characters to follow his wife Mara when she slips out at night.

What Is at Stake. If no one helps her before the end of the sixth day, Mara becomes a ghoul for good and the ghast moves on to the next farm.

Complications. Mara is not the monster; the ghast is. Killing her by mistake breaks John Hunter.

Reward. Information and assistance from John Hunter

Secret. The trail leads to the chapel yard and the Hunter crypt, where a ghast escaped from a VanGuard cage wagon has made its lair.

Connections. John Hunter is tied to the quest A Night's Vigil; Mara Hunter is tied to the quest A Night's Vigil (secret).

Hobbes's Curse

Lift the transmogrifying curse afflicting Hobbes deAcreman.

The Hook. Hobbes deAcreman, wearing a pig's snout and rabbit ears, asks for help in a whisper.

What Is at Stake. None but his pride, yet the witch he cheated knows more about the coven than anyone outside it.

Complications. The curse comes back every morning until the hidden totem is destroyed; moving the boulder takes great strength (Athletics DC 20, or a spell such as move earth or telekinesis).

Reward. Valuable information from the witch once her boulder is cleared

Connections. Hobbes deAcreman is tied to the quest Hobbes's Curse.

Live Animal Bounty

Capture animals alive for Otto in Boots on behalf of the Marquis de Carabas.

The Hook. Otto in Boots, in hat and plume, pays good coin for live animals: "Alive, mind you!"

What Is at Stake. The beasts go to the Gilded Menagerie. On the tenth night they will be released into the crowd to cover a murder.

Complications. Almiraj are fast and fierce; the rock moles belong to farmers who will not sell.

Reward. Payment from Otto in Boots on behalf of the Marquis de Carabas for any animal captured alive.

Connections. Otto in Boots is tied to the quest Live Animal Bounty.

Rescue Hodge

Save Hodge before The Tempest Coven sacrifices him.

A mother pleads with the party to rescue her son Hodge from a cult called The Tempest Coven.

The Hook. Marta Barrow seizes a character's sleeve in the Market: "They took my boy. The moon dancers. Please."

What Is at Stake. Hodge dies on the eighth night at Abyssos Pond, waking the river dragon in a rage.

Complications. Hodge does not want to be rescued. Captains will not sail to Tumbo Island. The coven moves him on the evening of the eighth day.

Reward. Marta's thanks, the Barrow family's signature for citizenship, and Hodge's robe, which lets its wearer pass the White Dancers as one of them.

Connections. Rescue Hodge is tied to the quest Hodge.

Temporary Citizenship

Earn the right to enter New Haven by helping three citizens.

The Hook. Sherman at the Crossroads, and the notice on the barracks message board.

What Is at Stake. Without papers the characters cannot pass the Black Gate legally.

Reward. Papers of temporary citizenship (good until the end of the Reign of Misrule).

Connections. Sherman is tied to the quest Temporary Citizenship.

The Burnt-Ear Goblins

Clear the goblins raiding Giselle Hayward's farm.

The Hook. Giselle Hayward, pitchfork in hand, at her gate.

What Is at Stake. More raids; and VanGuard's crossbows stay hidden in the warren.

Reward. 20 gp, a hot dinner, and Giselle's signature for citizenship.

Connections. Giselle Hayward is tied to the quest The Burnt-Ear Goblins.

The Hand of Glory

Obtain the Hand of Glory for Captain Cerebus, the only captain who will sail to Tumbo Island.

The Hook. Captain Cerebus, over rum on the Skylos.

What Is at Stake. No ship to Tumbo Island, unless the characters can fly or swim the bay.

Reward. Passage to Tumbo Island and back, and Laundanum's secret.

Connections. Captain Cerebus is tied to the quest The Hand of Glory.

The Knight's Son

Save Dunstan Fenwick from the gallows on the opening night of the Reign.

The Hook. Sir Aldous Fenwick, weeping into his ale at the Fighting Pits.

What Is at Stake. Dunstan hangs with the Grove prisoners on the tenth night.

Reward. Sir Aldous's sword and service, and the adamantine shield boss of the old circle.

Connections. Sir Aldous Fenwick is tied to the quest The Knight's Son.

The Pebblewick Problem

Rehome the gnome family living in Bodric Greene's cellar, without hurting them.

The Hook. Bodric Greene, at his door, holding a tiny stolen cheese knife.

What Is at Stake. Bodric loses his winter stores; the gnomes have nowhere to go.

Reward. 30 gp, Bodric's signature, and Grandmother Pebblewick's story about the lady in white.

Connections. Bodric Greene is tied to the quest The Pebblewick Problem.

Timeline



THE DANCING FOREST

Countdown to the Reign of Misrule

What Happens When

When	What Happens
Highharvestide 1492 DR · 08:00	Act 1: Omens and Skirmishes
2 Marpenoth 1492 DR · 12:00	Act 2: Unrest in the Districts
9 Marpenoth 1492 DR · 18:00	Act 3: The Reign of Misrule

Act 1: Omens and Skirmishes

Highharvestide 1492 DR · 08:00

The characters reach the Crossroads on Highharvestide. They cannot enter New Haven without papers, so they work the farmlands: a dragon burning barns, goblins, gnomes, a cursed farmer, a ghoul at night, an otter buying beasts. Each night lightning from the cloud over Tumbo Island shatters one of the ten Countdown Lions on the Strand.

Who and Where. Sherman, DR. PAIN, Otto in Boots, Giselle Hayward, Bodric Greene, Hobbes deAcreman, John Hunter, Krag Ashtusk, The Crossroads.

Citizens of New Haven. The characters earn temporary citizenship and enter the city through the Black Gate on the third day, with friends among the farmers.

Over the wall. The characters sneak or fight their way in. They are wanted from the start; the watch looks for them in every district.

Nobody intervenes. The farms keep burning and VanGuard buys six of them cheap. The characters reach the city late and without allies.

Act 2: Unrest in the Districts

2 Marpenoth 1492 DR · 12:00

Inside the walls every faction wants the characters. Laundanum doubles the executions to find the lion-breakers; the Assembly hires a hit squad to silence a stallkeeper who saw too much; the Proletariat plans a riot; VanGuard sells to everyone; the Great Tree swells; Luna asks the characters to find the "real" culprits. The truth lies on Tumbo Island and in a VanGuard ledger.

Who and Where. Laundanum, Luna, Orsolya Vane, Ivo Kessler, Barkeep Mallow, Pell Barthen, Tamu Shellback, Captain Cerebus, Golden Chantrelle, The Market, Commerce District, Old City.

The truth comes out. The characters hold proof of both plots (the coven and the coup) before the Envoy lands.

Half the truth. They have exposed one plot and are chasing the other.

Nobody intervenes. Laundanum hangs Grove folk daily; the city hates him; the Assembly's plan and the coven's storm both stand ready.

Act 3: The Reign of Misrule

9 Marpenoth 1492 DR · 18:00

Dusk on the tenth day: the Envoy's warship enters the bay, the full Hunter's Moon rises, and the last lion is lit. At the Gilded Menagerie the Consul takes his seat for the premiere; at the Tower Prison the gallows wait; on Tumbo Island the coven dances; in the Old City the Great Tree stirs. Everything the characters did, and did not do, arrives at once.

Who and Where. Envoy Severine Albrecht, The Gilded Menagerie, The Tower Prison, The Lighthouse, The Great Tree, Marquis de Carabas.

Order with mercy. The plots are exposed to the Envoy; Laundanum is removed for his crimes and the Marquis (Colin Miller) or

another honest governor is named; the Grove prisoners are freed; the storm breaks as rain.

The Assembly's city. Laundanum dies, the Grove is blamed, and the Marquis rules for the merchants. Executions continue under a new name.

Nobody intervenes. The Consul dies in the Menagerie, the Grove prisoners hang, the storm and the river dragon drown the lower city, and the Envoy, if she survives the shoals, declares martial law.

The Tempest Cleansing

What Happens When

When	What Happens
Highharvestide 1492 DR · 22:00	Act 1: The Lions Fall
9 Marpenoth 1492 DR · 21:00	Act 2: The Tempest

Act 1: The Lions Fall

Highharvestide 1492 DR · 22:00

Every night at the stroke of midnight, lightning from the cloud over Tumbo Island shatters one Countdown Lion. Each strike frees the old circle's power from the stone and sends it into the storm-crown on the coven's altar. The Consortium blames the Grove; the Grove blames the Consortium.

Who and Where. The Strand of Lions, Shard of a Countdown Lion, The Tempest Coven, Tobias Wake.

The crown is taken. The characters break or carry away the storm-crown on Tumbo Island. The lions stop falling; the tempest cannot form.

Nobody intervenes. Nine lions fall by the ninth night, and the storm over Tumbo Island grows black and wide enough to cover the bay.

Act 2: The Tempest

9 Marpenoth 1492 DR · 21:00

When the tenth lion falls at moonrise, Luna puts on the storm-crown at the White Circle (or, if she has been driven off Tumbo Island, on the roof of the Great Tree). The storm breaks over New Haven, and if the river dragon has been maddened it rises with the sea behind it. The Great Tree wakes and walks toward the Consulate. The coven tries to put out the lighthouse so the Envoy's ship wrecks.

Who and Where. Luna, The Great Tree, Oceanus Dragon, The Lighthouse, The White Circle.

Rain. The crown is destroyed or Luna is stopped: the storm breaks as heavy, harmless rain. The Old City sings in the streets.

The tempest strikes. The storm floods the Docks and the Commerce District; the Great Tree tears through the Consulate gates. Hundreds die; the Tower Prison falls and its prisoners escape into the flood.

Nobody intervenes. The tempest strikes with the maddened dragon behind it: the lower city drowns, the Envoy's ship is wrecked, and the Grove is blamed by every survivor.

The Trade Coup

What Happens When

When	What Happens
3 Marpenoth 1492 DR · 08:00	Act 1: Stoking Unrest
9 Marpenoth 1492 DR · 20:00	Act 2: Murder at the Menagerie

Act 1: Stoking Unrest

3 Marpenoth 1492 DR · 08:00

The Assembly pays heralds to cheer every hanging and spreads word that the Grove is behind the broken lions. On the fourth day at noon, its hit squad comes for Pell Barthen in the Market. Otto delivers beasts to the Gilded Menagerie and polishes the Marquis.

Who and Where. Orsolya Vane, Otto in Boots, Pell Barthen, Pell Barthen's Ledger, The Assembly of Trade and Order, The Red Veil, Gorvane Thane.

Pell lives. The characters save Pell Barthen and his ledger, which points to the Saltwright Company and the Menagerie.

Nobody intervenes. Pell dies in the Market; his ledger is burned. The Assembly's trail goes cold.

Act 2: Murder at the Menagerie

9 Marpenoth 1492 DR · 20:00

At the Gilded Menagerie's premiere, with the Envoy's ship in the harbour, the beasts are released into the crowd. In the confusion the assassin drops from the rigging toward the royal box while a VanGuard agent speaks the door phrase to the Consul's warforged guards. White robes are left on the bodies. The Marquis de Carabas steps forward to calm the crowd.

Who and Where. Laundanum, Marquis de Carabas, The Gilded Menagerie, The Door Phrase, VanGuard, The Red Veil, Lady Seraphine Laundanum, Gorvane Thane.

The plot is foiled. Laundanum lives, the assassin is taken, and the Assembly is exposed to the Envoy.

Laundanum flees. Laundanum survives but, his secrets exposed, runs for the Guarded Portal and New Xylos with the treasury.

Nobody intervenes. Laundanum dies, the Grove is blamed, and the Envoy names the Marquis de Carabas governor at dawn.

The Tempest Sacrifice

A side story.

What Happens When

When	What Happens
2 Marpenoth 1492 DR · 13:00	Act 1: The Plea
7 Marpenoth 1492 DR · 21:00	Act 2: The Eighth Night

Act 1: The Plea

2 Marpenoth 1492 DR · 13:00

Marta Barrow finds the characters in the Market and begs them to bring her son back from the "moon dancers" on Tumbo Island. She shows them Hodge's note.

Who and Where. Marta Barrow, Hodge, Hodge's Note, Rescue Hodge.

The characters promise. They take the job; Marta waits at the Market every evening for news.

Nobody intervenes. Marta goes to the watch, is laughed at, and rows out toward Tumbo Island alone on the fifth night. She is not seen again unless the characters find her on the island.

Act 2: The Eighth Night

7 Marpenoth 1492 DR · 21:00

At moonrise on the eighth night the coven brings Hodge to Abyssos Pond, deep in the Grove's forest. Luna, Corvin Ash and six White Dancers form a ring on the water's edge. At midnight Luna means to open Hodge's throat over the black water.

Who and Where. Abyssos Pond, Luna, Corvin Ash, Hodge, Oceanus Dragon, Tempest Sacrifice Plot.

Hodge is saved. The ritual is broken; the river dragon sleeps on. Luna escapes by moonlight and must make her last stand on the tenth night without the dragon.

Luna is unmasked. Hodge is saved and Luna is captured or exposed before the Grove: the coven breaks apart, and Granny Mab brings the White Dancers to the characters' side.

Nobody intervenes. Hodge dies. The Oceanus spirit wakes mad with grief and coils beneath the bay, waiting for the storm.

Side Quests

A side story.

What Happens When

When	What Happens
5 Marpenoth 1492 DR · 10:00	Act 1: The Bounty Hunters
5 Marpenoth 1492 DR · 20:00	Act 2: Mara's Last Night
9 Marpenoth 1492 DR · 19:00	Act 3: The Gallows

Act 1: The Bounty Hunters

5 Marpenoth 1492 DR · 10:00

VanGuard sends a hunting party to Abyssos Pond to claim the Consortium's bounty on the river dragon: harpoons, a mage, and a cage of poisoned eels.

Who and Where. Oceanus Dragon, Abyssos Pond, VanGuard.

The hunters are driven off. The Grove is grateful; Elder Fennick listens to the characters from now on.

Nobody intervenes. The hunters wound the river dragon and poison the pond. The Grove believes the Consortium has declared war, and turns to Luna.

Act 2: Mara's Last Night

5 Marpenoth 1492 DR · 20:00

If no one has cured Mara Hunter by the sixth night, the change finishes. She leaves for the chapel yard and does not come home.

Who and Where. Mara Hunter, John Hunter, A Night's Vigil, The Hollow Ghast.

Mara is cured. Mara comes home before dawn; John Hunter swears to help the characters in any way he can.

Nobody intervenes. Mara becomes a ghoul for good, and the ghast and its pack move to the next farm.

Act 3: The Gallows

9 Marpenoth 1492 DR · 19:00

On the opening night of the Reign the Tower Prison hangs its prisoners for the crowd: eleven Grove druids, a dozen dockers, and Dunstan Fenwick. The Proletariat plans to storm the gallows; VanGuard has told the watch when.

Who and Where. The Tower Prison, Sir Aldous Fenwick, Barkeep Mallow, The Knight's Son.

The prisoners are freed. The characters (and perhaps the Proletariat) break the prisoners out; the Grove takes them in.

Nobody intervenes. The riot walks into a trap and the prisoners hang.

Factions

The Assembly of Trade and Order

Guildmasters and old money who mean to replace Laundanum with a ruler of their own choosing.

Encouraging executions to stoke public unrest, hoping to frame the Grove for any chaos.

Goals. Lower the tithes, open the harbour to free trade, and seat the Marquis de Carabas as governor before the Envoy leaves.

Motivation. Supplant Laundanum by working with a rival family to lower levies and ease trade restrictions.

Leader. Guildmistress Orsolya Vane of the Saltwright Company (in public); Otto in Boots (in truth).

Resources. Money, ships, the votes of the merchant charters, a hired assassin, and VanGuard's back door into the Consulate's warforged guards.

Symbol. A bronze scale and key on a sea-green field.

History

The Assembly began as a dining club of harbour merchants who resented the Consort's tithes. Otto in Boots turned its grumbling into a plan.

Secret. The Assembly pushes Laundanum toward more executions so the city will cheer his fall. On the opening night of the Reign, during the Gilded Menagerie's premiere, their assassin and Laundanum's own hijacked droids will kill him, and white Grove robes left at the scene will put the blame on the druids. The Marquis de Carabas, a "lord" of invented lands and very real money, will be presented to the Envoy as the obvious successor.

Connections. Gorvane Thane is a member of The Assembly of Trade and Order; The Assembly of Trade and Order is hostile to Laundanum (secret); Marquis de Carabas is allied with The Assembly of Trade and Order; Orsolya Vane is a member of The Assembly of Trade and Order; Otto in Boots is a member of The Assembly of Trade and Order (secret); VanGuard is allied with The Assembly of Trade and Order (secret).

The Consortium

The merchant-empire that rules New Haven in the name of the distant Consort, and stages the Reign of Misrule.

Their flag features a sun crowned winged lion holding an open book reading: 'The wild will obey order, and the meek will heed the strong. Prepare Ye the way of the Consort, make straight his paths'.

Goals. Keep New Haven paying its tithes, keep the Grove in its place, and close the Reign of Misrule with order restored.

Motivation. Order above all: "The wild will obey order, and the meek will heed the strong."

Leader. Consul Laundanum, governor of New Haven, answering to the Consort across the sea.

Resources. The city watch, the Black Gate garrison, the Tower Prison, a handful of salvaged warforged sentries, and VanGuard mercenaries on contract.

Symbol. A sun-crowned winged lion holding an open book that reads: 'The wild will obey order, and the meek will heed the strong. Prepare ye the way of the Consort, make straight his paths.'

History

The Consortium took New Haven two centuries ago from a league of fishing towns and druid circles. To mark their rule they carved ten lion statues from the standing stones of Chelonia Island, the Grove's holiest ground, and set them on the Strand. Every year since, the Countdown Lions have been lit one by one in the ten days before the Reign of Misrule.

Secret. The Consort has lost patience. An envoy is sailing for New Haven and will arrive at dusk on the tenth day. If Laundanum has not ended the "Grove terror" by then, he will be replaced, and the Consortium does not let former governors grow old.

Connections. DR. PAIN is a member of The Consortium; Envoy Severine Albrecht is a member of The Consortium; Guarded Portal is controlled by The Consortium; Laundanum is a member of The Consortium; Oceanus Dragon is hostile to The Consortium; The Crossroads is controlled by The Consortium; The Tower Prison is at The Consortium.

The Guardians of the Grove

An order of druids living west of New Haven, sworn to the river dragon spirit and the old forest.

An order aware of the Oceanus river dragon spirit, prepared to flee into the woods in case of major threats.

Goals. Protect the Dancing Forest, the Great Tree and Abyssos Pond, and outlast the Consortium without open war.

Motivation. Protect the natural ecosystem find a balance with the Consortium-controlled sectors off the map.

Leader. Luna, who speaks for the Grove in the Old City (Elder Fennick Mossbeard leads the old circle at the Great Tree).

Resources. Druid magic, the hidden city of the Grove, the trust of the Old City, and the goodwill of the Oceanus spirit.

Symbol. A silver crescent over a coiled river, worn on undyed linen.

History

The Guardians kept the stone circle on Chelonia Island for a thousand years before the Consortium came. When the stones were taken for the Countdown Lions, the Guardians withdrew to the Dancing Forest rather than fight a war they could not win.

Secret. Thirteen of their own have gone further than the order would ever allow. The Grove does not know that its beloved speaker, Luna, leads them.

Connections. Elder Fennick Mossbeard is a member of The Guardians of the Grove; Luna is a member of The Guardians of the Grove; The Guardians of the Grove is at The Grove (secret); The Tempest Coven is a member of The Guardians of the Grove.

The Proletariat

Working-class union precursors based around slum fighting pits who are allied with farmers.

Dockers, pit fighters, slum families and the southern farmers who feed them. They meet in the Fighting Pits outside the walls, where the Consortium does not look too closely.

Goals. Lower tithes, fair wages, bail for jailed dockers, and a say in how New Haven is run.

Motivation. Seek more power for workers and their personal families.

Leader. Barkeep Mallow, ringmaster of the Fighting Pits.

Resources. Numbers, fists, pit money, and VanGuard crossbows bought on credit.

Symbol. A clenched fist holding a sheaf of wheat, chalked on walls in the Lost Shambles.

History

The Proletariat grew out of the stone-haulers' brawls at the old quarry. Mallow gave the brawlers a cause.

Secret. They plan to riot on the opening night of the Reign and storm the Tower Prison. VanGuard sold them the weapons, and VanGuard has told the Consortium exactly when they will come.

Connections. Barkeep Mallow is a member of The Proletariat; VanGuard is allied with The Proletariat (secret).

The Tempest Coven

A radical 13-member offshoot of the Grove seeking to unleash a cleansing tempest on the city.

Composed of 13 members: led by an archfey warlock witch, alongside Circle of the Land druids and a School of Divination wizard.

Goals. Eliminate the consortium. Unleash the power of nature

Motivation. Wish to see the land washed clean by summoning a massive storm to wipe out the consortium.

Leader. Luna

Resources. Thirteen spellcasters (Luna, the diviner Corvin Ash, the hedge witch Granny Mab and ten druids called the White Dancers), the burial mounds of Tumbo Island, and the storm itself.

Symbol. A white robe, a crown of storm-blackened holly, and a silver crescent painted on the brow.

The Tempest Coven has a secret base on Tumbo Island. They have helped spread rumors of Ghosts that haunt the island, although reports from witnesses seeing glowing fires at night and people dancing in white are real, those were coven rituals.

History

The coven formed three years ago, after the Consortium hanged nine Grove druids in a single morning. Luna was one of those who cut the bodies down.

Secret. Luna, the Grove's speaker in the Old City, is the Lady of the Hunter's Moon. She is breaking the Countdown Lions one by one: each strike frees the old circle's power into the storm she is building above Tumbo Island. On the eighth night she will spill Hodge's blood into Abyssos Pond to wake the Oceanus spirit in a rage, and on the tenth night, when the last lion falls, the storm and the river dragon will drown the Consulate, the Black Gate and the Tower Prison together. She has also been feeding the Great Tree fey growth-magic so that it wakes and walks with the storm.

Connections. Corvin Ash is a member of The Tempest Coven; Granny Mab is a member of The Tempest Coven (secret); The Tempest Coven is hostile to Hodge (secret); Luna is a member of The Tempest Coven; Tempest Sacrifice Plot is tied to the quest The Tempest Coven; The Tempest Coven is a member of The Guardians of the Grove; The Tempest Coven is at Tumbo Island.

VanGuard

Mercenaries and war profiteers selling arms and intelligence to all sides of the conflict.

Provides mercenaries and distractions for a price, while avoiding stepping directly on Consortium toes; also issues high-stakes collateral loans.

Goals. Profit from every side, own the farmland when the dust settles, and never be caught holding a blade.

Motivation. Sell weapons and information to all sides, stay out of the direct crossfire, and buy up cheap property post-conflict.

Leader. Factor Ivo Kessler, who runs the VanGuard Trading House on the Docks.

Resources. Mercenaries, rift-beasts caught in New Xylos, a hired young red dragon, and a hidden command phrase built into every warforged sentry they ever repaired for the Consortium.

Symbol. A black tower on a silver field, stamped on every crate.

Supplying mercenaries to Laundanum while recruiting adventurers.

Secret. VanGuard sells the Consortium its guards, the Proletariat its crossbows, and the Assembly the phrase that turns the Consulate's droids against their master ("Make straight his paths"). Its dragon burns the farms of tithe-refusers so their owners sell cheap.

Connections. Cinderwrath is allied with VanGuard (secret); DR. PAIN is allied with VanGuard (secret); Ivo Kessler is a member of VanGuard; VanGuard is allied with Laundanum; Sir Aldous Fenwick knows VanGuard; VanGuard is allied with The Assembly of Trade and Order (secret); VanGuard is allied with The Proletariat (secret).

Locations

Abyssos Pond

A pond that serves as the dwelling place of the Oceanus river dragon spirit.

> Abyssos Pond appears as a serene, idyllic body of water ringed by lush greenery, where ducks paddle and fishers drift lazily on small wooden skiffs. Closer to the middle, however, the sunlit green water abruptly plunges into an ink-black abyss that swallows all light. The sounding lines of local anglers dangle uselessly into the dark, unable to touch bottom.

A large pond where boats can fish, some people fish from the shore, ringed by trees with a slow stream. The Abyssos pond is so deep the bottom hasn;t been found. Otherwise it looks calm and idyllic.

Sights. Ducks, fishing people, small wooden and reed boats

Sounds. nature sounds, birds

Smells. pondy smell

Atmosphere. A quiet, reverent hush hangs over the water, where anglers speak in low murmurs and never shout across the banks. The townsfolk treat the pond with quiet respect, casting respectful glances at the dark center even as they enjoy its peaceful bounty. A gentle breeze through the surrounding weeping willows creates an aura of sleepy serenity.

Dangers. Home to the Oceanus river dragon spirit (secret)

Who and What Is Here. Oceanus Dragon.

Secret. The deep trench houses a submerged planar fissure directly linked to the Upper Planes' River Oceanus, which the sleeping dragon spirit protects. Should the waters be defiled by dark magic or violence, the dragon can surge upward, turning the calm pond into a devastating whirlpool.

History of Abyssos Pond

Early settlers discovered that no sounding line or anchor rope could find the bed of the pond, prompting them to name it Abyssos. Ancient sylvan folk once held rites along the edge, claiming the water was fed by the celestial River Oceanus itself. Over generations, the tradition of dropping polished river stones and silver coins into the deep persisted as a quiet prayer for peace and calm seasons.

Connections. Oceanus Dragon is at Abyssos Pond.

Black Gate Barracks and Suburbs

Fortified military quarter and southern expansion along the road

> A black stone gatehouse squats across the road, its portcullis half-raised. Soldiers in lion tabards check papers at a trestle table while a queue of carts waits in the mud. A bored clerk stamps a ledger without looking up.

The southern gate of New Haven, a squat black-stone gatehouse with the barracks of the Consortium garrison behind it. Outside the wall, a shabby suburb of inns, smithies and stables has grown along the road.

Atmosphere. Officious and slow. Papers matter here.

Dangers. Non-citizens are turned away; anyone caught climbing the wall is taken to the Tower Prison.

Who and What Is Here. Dreamsalt, The Lantern of Dreams.

Secret. The gate clerks will grant temporary citizenship to anyone who brings signed thanks from three citizens (any farmer the party helped will sign). A purse of 50 gp does the same work faster.

1. The Lantern of Dreams

A dreamsalt den hidden in the Lost Shambles.

> Behind a door painted with a sleeping moon, a low room glows with paper lanterns. Bodies lie on cushions, smiling at nothing. The air tastes of salt and honey.

Dreamsalt, smuggled by the Skylos, is sold here by a soft-voiced woman called Mother Hush.

Secret. Every second night, a hooded man with a gold signet ring comes to the private booth at the back: Consul Laundanum. Anyone who catches him here has power over him.

Connections. Laundanum is at The Lantern of Dreams (secret).

Burnt-Ear Warren

A goblin warren in a ravine of the Eastern Countryside.

> A ravine choked with brambles. Smoke rises from holes in the hillside, and a goblin sentry wearing a farmer's hat squats on a crate stamped with a black tower.

Secret. The goblins were driven from the forest edge by VanGuard surveyors, and now guard VanGuard crossbow crates for pay. Skritch, their boss, will happily tell who pays him.

Chelonia Island

Small solitary islet out in the eastern bay

> A solitary, grassy islet rises from the eastern bay like the arched spine of a great beast. Tall grasses ripple in the sea wind, and rings of weathered river stones crown the low bluffs, completely undisturbed by roads or camps. Your ferrymen keep their engines or oars ready, clearly eager to depart well before twilight sets in.

Regarded as the spiritual home of the Grove's river dragon; sailors will only berth here while the sun is up.

Sights. Low, wind-swept bluffs covered in tall emerald grasses ripple like shimmering scales in the coastal breeze. Smooth river-polished stones form ancient cairns along the shoreline, rising toward a solitary central hill that mimics the dome of a slumbering beast. At low tide, cavernous limestone grottoes yawn beneath the churning surf, revealing slick shelves of moss-draped rock.

Sounds. The rhythmic, sighing rush of seafoam mingled with hollow, guttural echoes booming from the sea-caves.

Smells. Salt brine, crushed sweetgrass, and the faint, ozone tang of lingering dragon musk.

Atmosphere. Visitors tread softly and speak in hushed whispers, constantly watching the arc of the sun with quiet anxiety. No permanent camps dare take root here, leaving only transient pilgrims and jittery boatmen desperate to cast off before dusk. The prevailing silence creates a heavy, prickling sensation of trespassing upon an ancient guardian's personal domain.

Dangers. Lingering past sunset risks drawing the territorial wrath of the river dragon or the aggressive aquatic predators lurking in its wake. Hidden sinkholes and submerged sea-caves create lethal undercurrents that can easily trap careless swimmers. Violent, unpredictable squalls frequently roll in from the open bay, threatening to strand landing parties overnight.

Secret. The Oceanus spirit can be spoken to here at noon by anyone who brings back a shard of a broken Countdown Lion: the stones were taken from this island. If the characters return a shard and swear to stop the coven's sacrifice, the spirit tells them the truth about the lions and will not rise on the eighth night even if blood is spilled (it may still be roused by the tenth night's storm).

History of Chelonia Island

Local lore claims Chelonia Island rose from the sea floor when the Grove's river dragon first coiled there to rest centuries ago. Druids and coastal fishers consecrated the islet as neutral, sacred ground, forbidding permanent habitation or iron blades upon its shores. Though rarely spotted by day, massive shed scales found along the shoals confirm the beast still returns to sleep here.

Connections. Oceanus Dragon is at Chelonia Island.

Commerce District

Bustling merchant quarter linking the river crossing to the docks

> You step into a roaring sea of commerce that slopes steadily downward toward the harbor. Hundreds of stalls peddle everything from common trail rations to strange river trinkets beneath the shadow of creaking shop signs and overhanging balconies.

The Commerce District acts as New Haven's economic heart, squeezed tightly between the high river bridge and the salty lower docks. Multi-story timber buildings lean over cobblestone avenues choked with handcarts, street hawkers, and moneychanger stalls. Wealth flows visibly downward toward the water, with upscale pawnshops and merchant guildhalls yielding gradually to rowdy fishmongers and warehouse yards.

Sights. Brightly dyed awnings flap over crowded stalls, shading heaps of exotic spices, bolts of woven wool, and fresh catches from the river. Iron lanterns swing from projecting eaves, while armed guild guards in matching tabards watch the crowd from raised wooden walkways.

Sounds. Shouting stall-tenders, rattling iron wagon wheels on wet cobbles, and the endless clinking of coins competing with harbor bells.

Smells. Roasting street skewers, pungent cured hides, damp river mud, and sharp dockside salt.

Atmosphere. The crowd moves with frantic purpose, constantly haggling, calculating, or nervously clutching their coinpurses. Shopkeepers alternate between honeyed flattery for wealthy patrons and sharp dismissals for penniless loiterers. A pervasive wariness keeps everyone polite on the surface, but few linger without a transaction in mind.

Dangers. Skilled cutpurses and cutthroat pickpocket rings operate aggressively in the bottlenecked alleys between stalls. Corrupt guild enforcers frequently shake down independent vendors, and escalating feuds between rival shipping cartels occasionally erupt into daylight brawls.

Who and What Is Here. Gorvane Thane, Ivo Kessler, VanGuard Trading House.

Secret. Quill's Pawn holds the Hand of Glory; the Saltwright Company counting-house is the Assembly's meeting place; the Tower Prison stands at the district's heart.

History of Commerce District

Originally just an unpaved haulage track connecting early river ferries to the harbor wharves, the corridor quickly attracted permanent vendors. After a devastating spring flood destroyed the outer markets decades ago, the city rebuilt the lane with reinforced stone foundations, solidifying it as New Haven's permanent trade spine.

1. VanGuard Trading House

VanGuard's New Haven office: warehouse, recruiting hall and counting-room on the Docks.

> A tall brick warehouse painted with a black tower on a silver field. A recruiting sergeant at the door calls out: "Adventurers! Steady pay, fair contracts, good boots!" Inside, crates are stacked to the rafters.

Factor Ivo Kessler runs New Haven's branch: mercenary contracts, collateral loans, rift-beast sales, and land purchases.

Secret. Kessler's ledger lists payments from the Consortium (guards), the Proletariat (crossbows), the Assembly (the "door phrase"), and to "C." (the dragon) for "barn work". Its last page names every farm VanGuard expects to own by the end of the month.

Connections. Ivo Kessler is at VanGuard Trading House.

Dun Haven and Grey Hall

Inland residential neighborhood clustered south of the commerce district

> Rows of weathered gray and brown timber homes hem in the damp streets just south of the busy market quarters. Dominating the neighborhood is Grey Hall, an imposing, unadorned stone building where locals cluster on the steps to speak in low voices. It is a quiet, working-class neighborhood where curtains twitch and tired eyes track every unfamiliar visitor.

Dun Haven is a dense, drab grid of timber-framed rowhouses and damp cobblestones, dominated by the hulking limestone presence of Grey Hall. Built as an inland refuge for clerks, artisans, and market laborers, the quarter feels enduringly lived-in and somewhat forgotten by city planners. Grey Hall itself anchors the central square, functioning as both an administrative annex and a crowded community forum.

Sights. Tall, narrow rowhouses with peeling paint lean over narrow alleyways strung with damp laundry lines. Grey Hall rises like a weathered sentinel over the neighborhood, its slate roof slick with mist and its broad porch crowded with locals. Small garden boxes squeezed into alley corners struggle to catch the pale sunlight between steep rooftops.

Sounds. Muffled domestic chatter behind shutters, the scrape of boots on wet cobbles, and the periodic tolling of Grey Hall's low bell.

Smells. Wet slate, cabbage stew over peat fires, and faint woodsmoke drifting from tenement chimneys.

Atmosphere. The residents keep their heads down and mind their own affairs, wary of strangers who bring trouble from the richer quarters. Neighbors share a stubborn, quiet solidarity, quickly closing ranks whenever tax collectors or city watch patrols enter the streets. Evenings bring hushed doorstep conversations as laborers unwind from their shifts in the commercial district.

Dangers. Footpads work the unlit cross-streets after dusk, preying on exhausted workers returning with their daily wages. Ruthless tenement landlords frequently employ street toughs to violently settle rent arrears, which can easily draw bystanders into brawls. Persistent whispers also warn of an unlicensed smuggling exchange operating through the waterlogged cellars beneath Grey Hall.

Who and What Is Here. Barkeep Mallow, Orsolya Vane, Quill's Pawn.

Secret. Grey Hall is where the Council of New Haven meets, a council of merchants the Consortium consults and ignores. Most of its members belong to the Assembly.

History of Dun Haven and Grey Hall

Originally open ground settled during New Haven's first inland expansion, the area was rapidly subdivided when the nearby commerce district boomed. Grey Hall was erected by an early coalition of tradesmen to serve as a meeting house and storm refuge for the neighborhood's families. Over decades, the surrounding fields were entirely swallowed by dense, practical housing for the city's domestic labor force.

1. Quill's Pawn

A pawnshop in the Commerce District that buys anything and asks nothing.

Dorrin Quill buys from sailors, gaolers and widows. His back room holds things he does not show the watch.

Who and What Is Here. Hand of Glory.

Secret. Quill bought the Hand of Glory from the Tower Prison's hangman. He will sell it for 500 gp, or trade it for a favour: recovering a debt from the Saltwright Company counting-house, which also lets the characters see the Assembly's ledgers.

Connections. Hand of Glory is at Quill's Pawn.

Eastern Countryside

Rolling farmland east of the road, between the river and the sea cliffs.

Expansive Farmlands on the plains and hills surrounding NewHaven, to the north lies the walled medieval city of New haven, to the North east lies the Ocean. To the west runs a river. A road leads North to the city, another road runs east west below the farmland

Sights. Orchards, hedges, a goblin-haunted ravine, and Bodric Greene's crooked farmhouse.

Dangers. The Burnt-Ear goblins raid lone carts on the river road.

Who and What Is Here. Bodric Greene, Giselle Hayward.

Granny Mab's Field

A witch's field in the Southern Farmlands, with a great boulder in the middle of it.

> A field of nettles and foxgloves surrounds a crooked cottage with a goat on the roof. In the middle of the field sits a boulder the size of a haycart, sunk deep in mud.

Granny Mab's spring rose here until a flood rolled the boulder over it. Hobbes deAcreman promised to move it in exchange for a beauty potion, and never did.

Secret. Granny Mab is one of the thirteen of the Tempest Coven, and the only one who thinks Luna has gone too far.

Hunter Farm and Chapel Yard

John Hunter's farm, and the small chapel graveyard where his three children are buried.

> A neat farmhouse with five small pairs of boots by the door, two of them muddy. Across the lane, a walled chapel yard is full of fresh graves. Someone has dug into three of them from below.

Dangers. At night, a ghast and its ghouls dig in the chapel yard; Mara Hunter joins them.

Who and What Is Here. Mara Hunter, The Hollow Ghast.

Secret. The Hunter family crypt under the chapel is the ghast's lair.

Jarnathan's Leap

The northern tip of Tumbo Island, with a statue of the pioneer Jarnathan.

A sea cliff and a weathered statue of a man with a raised spear. A rope ladder hidden in the rocks leads down to a cove where the coven's boats land.

Lost Shambles

Impoverished maze of shanties along the southeastern walls

> The alleys narrow until two people cannot pass. Laundry and fishing nets hang overhead; children run along the rooftops. Chalked on a wall: a fist holding wheat.

A maze of shanties, rope bridges and plank alleys against the south-eastern walls, home to dockers, pit fighters and anyone the Consortium does not count.

Atmosphere. Watchful, poor and proud. Strangers are noticed.

Dangers. Muggers, collapsing walkways, and Consortium raids.

Secret. The Lantern of Dreams, a dreamsalt den, sits at the heart of the Shambles. The Consul himself visits it in disguise.

Old City

The oldest quarter of New Haven, north of the river, where Grove-folk and city-folk still live side by side.

> Winding streets climb between buildings of every age and style: stone, timber, wattle, a house grown from a living tree. Lanterns shaped like crescent moons are being hung for the Hunter's Moon. An elf sweeps her step; a badger in a waistcoat sells honey.

Winding Medieval streets, building of many different building styles. Patchwork buildings, vendors, strange folk, elf, hobbit, animal creature, many trees and bushes, one house has a front garden, winding streets. Laundry set to dry

Sights. Crescent-moon lanterns, gardens on every roof, the canal ring around the Great Tree.

Sounds. Wind chimes, birdsong, children practising a moon-song.

Smells. Honey, moss, wet stone and woodsmoke.

Atmosphere. Warm but watchful: the Old City has buried too many neighbours taken by the Consortium.

Dangers. Consortium patrols arrest anyone wearing Grove white after dark.

Who and What Is Here. Luna.

History of Old City

The Old City was the fishing town of the old circle before the Consortium came, and it never quite became Consortium.

Southern Farmlands

Checkerboard fields and agricultural estates south of the city walls

> Rolling hills cut into a patchwork of wheat, barley and turnip fields, with low stone walls and wind-bent hedges. A farmer drives a plough pulled by an enormous mole while a horned rabbit watches from the wall. On the eastern horizon, smoke rises from a burning barn.



SOUTHERN FARMLANDS

Medieval Farmlands, rolling hills. an almiraj watches a farmer plow the field with a giant mole in place of a horse

Sights. Harvest stooks, mole-drawn ploughs, almiraj in the hedgerows, a chapel and its small walled graveyard.

Sounds. Larks, plough chains, church bells for the Highharvestide, and every so often a distant roar.

Smells. Turned earth, wet hay, woodsmoke and, near the burned farms, brimstone.

Atmosphere. Friendly, tired people who glance at the sky more often than they should.

Dangers. A young red dragon hunts here for VanGuard; ghouls dig in the chapel yard at night.

Who and What Is Here. Barthen's Provisions, Cinderwrath, DR. PAIN, Granny Mab, Hobbes deAcreman, John Hunter, Otto in Boots, Pell Barthen, Shellback Tattoos, Tamu Shellback, The Gilded Menagerie, The Red Veil.

History of Southern Farmlands

The farms feed New Haven and pay a third of their harvest to the Consortium in tithe. This year VanGuard has been buying up farms whose owners cannot pay.

1. Barthen's Provisions

A provisions stall in the Market run by Pell Barthen, nephew of a famous shopkeeper.

Rope, lanterns, rations, mask-cloth and gossip. Pell delivers supplies to the Gilded Menagerie every morning.

Secret. Pell saw crates of crossbows and white robes unloaded into the Menagerie at night, and wrote the delivery marks in his ledger. The Assembly has paid to have him silenced on the fourth day.

Connections. Pell Barthen is at Barthen's Provisions.

2. Shellback Tattoos

A tortle tattoo parlour in the Market, and the best place in the city to hear gossip.

> Shell-shaped lanterns hang over a doorway draped in fishing net. Inside, an ancient tortle hums as he inks a sea serpent onto a docker's back. The walls are covered in designs: anchors, crescent moons, lions, and a black tower.

Old Tamu Shellback has tattooed half of New Haven, Consortium officers included, and remembers every design and who wore it.

Secret. Tamu has inked the black tower of VanGuard on the forearms of the men who went into the Menagerie at night, and a silver crescent on the wrists of thirteen people in white, one of them a woman with silver eyes he will describe as "the Grove's pretty speaker".

Connections. Tamu Shellback is at Shellback Tattoos.

3. The Gilded Menagerie

A travelling circus of rare beasts, pitched in the Market for the Reign of Misrule.

> The great tent is striped gold and crimson. Inside, cages line a sawdust ring: a dire wolf pacing, rock moles, a pair of almiraj, and one covered cage that hums. Workmen are building a royal box for the Consul.

Madame Coraline Vex runs the Menagerie; Otto in Boots supplies its newest beasts on behalf of the Marquis de Carabas, who has paid for the opening show in the Consul's honour.

Dangers. Beasts that may be released; on the opening night, an assassin in the rigging.

Secret. Weapons and white Grove robes are hidden in a false floor under the almiraj cage. The royal box is placed beneath a rigging platform where the assassin will wait.

The Consulate

Administrative and civic center overlooking the coastal waters

> White marble steps climb to a colonnade hung with sun-and-lion banners for the coming Reign. Warforged sentries stand motionless between the columns, their single eyes following you. Seamstresses hurry in and out with bolts of gold cloth.

The white marble seat of the Consortium in New Haven, on a terrace above the sea. Laundanum governs from the Lion Hall and sleeps badly in the tower above it. Warforged sentries stand at every door.

Sights. Gold bunting, warforged sentries, the harbour far below.

Atmosphere. Brittle. Clerks speak in whispers; everyone knows the Envoy is coming.

Dangers. The warforged sentries obey VanGuard's command phrase as readily as Laundanum's orders.

Who and What Is Here. Laundanum, Marquis de Carabas.

Secret. Laundanum keeps a sealed letter from the Consort in his desk (the Ultimatum), and a travel chest packed for New Xylos under his bed.

The Crossroads

A three-way junction leading north, west, and south toward Waterton.



THE CROSSROADS

You stand at a three way crossroads. The road to the south is what you travelled along the many weary miles from Waterton. Tilled farmers fields boarder the crossroads in each direction. You see that progress for farmers has been made even since your last visit; more forested lands have been cleared. Logs lay felled at the outskirts of farm land, stumps and branches lay piled to burn. In the distance several farmers work together with yoked oxen teams to pull the last few impressive stumps from the ground. Even in death those larger and older trees still stubbornly grip onto the land where they grew for a countless age. The smell of warm earth, livestock, and hearth smoke invokes a sense of calm and quiet normalcy, easing the ends of your frayed nerves from surviving the chaos of your southern adventures.
Where the southern road reaches the crossroads, it splits into a road heading due West, and one continuing more or less North. At the side of the roads a stone guard tower and small barracks has been erected. A lone guard sits outside the barracks on a wooden bench honing his sword. In the tower you see a warforged droid, smaller in frame than DR-8. The droid observes your party before resuming his scan of the horizon.

Sights. The guard: The guard is dressed in light leather armour, he bears no insignia.
He is on leave from fighting a group of orcs in the owlbear plains, and hops his rotation at the guard tower lasts long enough for his injured shoulder to recover.
Important info: in 10 days time for the Reign of Misrule festival.
Ten days after Higharvestide, the Reign of Misrule begins. This festival allows Consortium subjects to break the oaths of their guild or faith so long as they don't cause death or destruction. Non-subjects of the consort are never excused for their actions during the Reign. During the Reign of Misrule, it is not uncommon to see rude paladins involved in knock-down, drag-out barroom brawls, monks of various faiths talking and laughing freely with others (breaking their vow of silence). The reign often involves an escalating celebration including public executions, gifts of food, cloth, etc from the Consort to inhabitants, and other public spectacles.

The tower: at the peak of the tower you see the flag of the consortium: A sun crowned winged Lion, holding an open book that reads "The wild will obey order, and the meek will heed the strong. Prepare Ye the way of the Consort, make straight his paths"

Atmosphere. Farmers stop to gossip at the barracks bench; nobody hurries past Dr. Pain.

Dangers. Dr. Pain treats any drawn weapon within thirty feet of the tower as a threat.

Who and What Is Here. Sherman.

Secret. The message board at the barracks carries the Consortium's offer of temporary citizenship. VanGuard posts its own notices beside it, offering coin to "able adventurers".

Connections. The Crossroads is controlled by The Consortium.

The Dancing Forest

Dense woodland flanking the western boundary of the city

> The forest edge is a wall of old oaks whose branches sway though the air is still. Fresh stumps where farmers cleared land last year have sprouted again, and the new shoots turn to follow you.



THE DANCING FOREST

A deep woodland district capable of harboring survivors if the druids are persuaded.

Sights. Swaying branches, fresh shoots on old stumps, a waterfall that hides the way to the Grove.

Dangers. Trees at the edge are waking: the Great Tree's magic is spreading through the roots.

The Docks

Protected harbor piers and warehouse district on the east bank

> Piers bristle with masts. Stevedores swing cargo nets from ship to shore under the watchful eyes of Consortium tally-men. A black-sailed barque, the Skylos, sits at the end of the longest pier with a crew of hard men dicing on its deck.



THE DOCKS

Captains refuse to sail to Tumbo Island under any circumstance, and will only berth at Chelonia Island during daytime hours.

Sights. The Skylos, the VanGuard Trading House, the long sand bank leading to the lighthouse.

Sounds. Slapping tide against timber pylons, groaning pulleys, clattering wheelbarrows on cobblestones, and the harsh shouts of dockers.

Smells. Brine, rotting kelp, pine pitch, and the pungent reek of gutted river fish.

Atmosphere. Busy, salty and superstitious: no captain will sail for Tumbo Island.

Dangers. Press gangs, VanGuard muscle, and sailors who settle arguments with hooks.

Who and What Is Here. Captain Cerebus.

History of The Docks

Originally an open anchorage for local fishermen, the Docks expanded rapidly as New Haven grew into a regional trading hub. Heavy seawalls and deep-water moorings were built with merchant guild coin to shelter shipping from brutal coastal storms. The port's westward trade lines abruptly halted decades ago after disastrous expeditions toward Tumbo Island proved fatal to all who ventured there.

Connections. Gorvane Thane is at The Docks.

The Great Tree

Sacred ancient grove encircled by a canal in the northwest

> A tree as tall as a castle tower rises inside a ring of canals. Its roots have cracked the stone banks, and new shoots sprout from the cobbles of the nearest streets. Up close you can hear it: a slow creak, like a ship at anchor, though there is no wind.

Growing uncontrollably toward full animation, having been surreptitiously fed 'too much of a good thing' by an insider agent.

Sights. Roots buckling the canal walls, leaves too green for autumn, a silver sheen in the sap.

Sounds. A deep creaking, almost like breathing.

Smells. Sap so sweet it catches in the throat.

Atmosphere. Pilgrims leave ribbons and offerings; the old druids frown.

Dangers. Roots move at night. The tree will wake on the tenth night if the fey growth-magic is not drawn out.

Who and What Is Here. Elder Fennick Mossbeard.

Secret. Luna has been feeding the tree a silver fey draught at every new moon for a year. A druid who studies the sap (Nature or Arcana DC 16) recognises fey magic, not the Grove's own; the trail of silver drops leads toward Luna's house.

History of The Great Tree

The tree was planted by the first druids of the circle and has grown slowly for a thousand years, until this one.

Connections. Elder Fennick Mossbeard is at The Great Tree; Luna is at The Great Tree.

The Grove

A hidden small city deep in the forest west of New Haven, closed to outsiders.

> Past a waterfall that seems to bend aside, a small city waits among the trees: houses woven from living branches, rope bridges, and gardens where deer graze without fear. Everyone you see wears undyed linen, and all of them have stopped to look at you.

A small city about 1/200 as large as New Haven with doors closed to non-druids or those without pure nature in their hearts.

Atmosphere. Gentle, closed and afraid of outsiders.

Dangers. The Grove will not open to anyone it believes is Consortium.

Secret. The Grove will shelter refugees from the city, and prisoners freed from the Tower, if the characters convince Elder Fennick (Persuasion DC 15, or proof that Luna leads the coven).

Connections. The Guardians of the Grove is at The Grove (secret).

The Lighthouse

The harbour lighthouse at the end of the long sand bank, above the Strand of Lions.

> A tall stone lighthouse stands at the end of a long sand bank jutting into the harbour. Below it, on the beach, ten bronze lion statues sit in a row facing the sea. Some are already broken.

A tall stone brick lighthouse stands at the end of a long jutting sand bank into the harbour. large ships are seen in the distance. crashing shoals, birds in the distance

Sights. Towering weathered stone masonry pierces the low coastal mist, its lantern room periodically flashing with an unnatural violet glow. Along the narrow sand spit, strange stone relics lie half-buried, several already reduced to blackened, smoking shards. Far out in the bay, anchored merchant galleons rock violently against a steadily darkening horizon.

Sounds. Crashing surf against the shoals punctuated by sudden cracks of dry thunder and wind-carried chanting.

Smells. Salt brine, damp sand, and the sharp, metallic bite of ozone.

Atmosphere. Lonely and windy. The old keeper is glad of any company.

Dangers. On the tenth night the coven means to darken the light so the Envoy's ship runs aground.

History of The Lighthouse

Ten relics line the beach; each night one is shattered as if by lightning, building up to a massive storm on day eight.

Connections. Tobias Wake is at The Lighthouse.

The Market

Sprawling bazaar and residential district west of the river

> Canvas roofs in every colour stretch toward a cluster of striped circus tents. Hawkers shout prices for river trout, lamp oil, almiraj fur and Reign masks. Above it all, a painted banner promises: THE GILDED MENAGERIE - BEASTS OF THREE WORLDS - OPENING NIGHT OF THE REIGN!

Contains Barthen's Nephew's stall, a Tortle tattoo artist's parlour, and a circus tent concealing an assassination plot. a big colourful market with plenty of stalls, areas, activities, and some big circus tents in the middle.

Sights. Mask sellers, Barthen's Provisions, Shellback Tattoos, and the striped tents of the Gilded Menagerie.

Sounds. Haggling, a hurdy-gurdy, and from inside the big tent the roar of caged beasts.

Smells. Fried dough, tar, animal dung and incense.

Atmosphere. Loud, cheerful and greedy: the Reign is the best week of the year for business.

Dangers. Pickpockets; on the fourth day, a hit squad comes for Pell Barthen.

Who and What Is Here. Marta Barrow.

History of The Market

What began as an open-air river landing for traveling merchants steadily expanded into a permanent bazaar and residential zone. As New Haven grew, permanent tenements framed the market grounds, giving it a lively, self-contained neighborhood feel. The recent arrival of the massive circus tents brought a surge of entertainment, though whispers suggest it brought unsavory stowaways as well.

The Northern Bay

Vast open waters bordering the northern coast and port

> The bay opens before you, silver under a pale sky. Sails crowd the harbour mouth; beyond them lie the low green hump of Chelonia Island and the long, dark shape of Tumbo Island. Above Tumbo, and nowhere else, clouds are gathering.

The wide, grey-green bay in front of New Haven, sheltered by the long arm of Tumbo Island. Fishing boats, merchant cogs and the Consortium's patrol galleys share its water.

Sights. Gulls, fishing smacks, a storm cloud that never leaves Tumbo Island.

Dangers. Squalls rise without warning, and grow worse every night of the countdown.

Who and What Is Here. Corvin Ash, Envoy Severine Albrecht, The Storm-Crown, Tobias Wake.

The Strand of Lions

The beach below the lighthouse where the ten Countdown Lions stand.

> Ten bronze lions, each the height of a man, sit in a row along the sand facing the sea, a brazier on every back. Some are whole. Others lie in pieces, split from crown to paw as if by lightning, their bronze skins peeled open to show grey stone beneath.

The Countdown Lions are bronze-skinned statues with cores of grey standing stone. Each night of the countdown a Consortium priest lights the brazier of the next lion; each night since Highharvestide, lightning has shattered one.

Sights. Scorched sand, glass beads where the lightning struck, a silver crescent scratched on each broken lion.

Smells. Ozone and hot metal.

Dangers. A watch patrol arrives every hour after dusk; anyone near the lions at night is arrested as a Grove terrorist.

Secret. The cores are the standing stones of Chelonia Island. A character who examines a shard (Arcana DC 14) feels old Grove magic flowing out of it toward Tumbo Island. Shards are the key to speaking with the Oceanus spirit.

History of The Strand of Lions

Carved two centuries ago to mark the Consortium's conquest, the lions are lit one per night before the Reign of Misrule.

The Tower Prison

Consortium dungeon holding Grove rebels and the condemned.

> A black tower rises from the Commerce District, its upper arrow slits hung with iron cages. Prisoners in the cages call out to passers-by. Below, workmen are building a gallows stage hung with gold Reign bunting.

Hosts public executions daily as part of the festival celebration and houses Grove prisoners along with collateral captives.

Sights. Cages, a new gallows, a queue of families with food parcels.

Sounds. The heavy crash of an executioner's blade met by drunken festival cheers, hawkers hawking meat pies, and muffled groans through iron grates.

Smells. Spiced festival cider and roasted nuts cut with the metallic tang of fresh blood and damp dungeon stone.

Atmosphere. Grim. The crowd jeers or weeps, depending on who is hanged.

Dangers. Guards, mastiffs and two warforged gaolers.

Secret. Among the prisoners: eleven Grove druids, Dunstan Fenwick (the Sad Hedge Knight's son), and a dozen dockers arrested for Proletariat meetings. All are to hang in the Reign's opening spectacle on the tenth night.

History of The Tower Prison

Originally constructed as a fortified guildhall vault, the tower was commandeered by the Consortium to consolidate their judicial authority. As tensions with the Grove escalated, the lower cellars were expanded into deep subterranean oubliettes to sequester political agitators. The daily executions were instituted specifically for the countdown to the Reign of Misrule, turning public punishment into mandatory civic celebration.

Connections. The Tower Prison is at The Consortium.

The White Circle

The Tempest Coven's stone circle, hidden among the barrow mounds of Tumbo Island.

> In a hollow between three barrows, thirteen white stones stand in a ring around an altar of black glass. Lightning flickers in the cloud overhead, and on the altar sits a crown of blackened holly crackling with blue sparks.

The coven dances here every night to call the storm. The storm-crown on the altar gathers the power freed from each broken lion.

Dangers. The White Dancers, will-o'-wisps, and lightning that strikes anyone who touches the crown without the coven's blessing (4d10 lightning damage, Dexterity save DC 16 for half).

Secret. Breaking or carrying away the storm-crown before the tenth night weakens the tempest to an ordinary storm.

Connections. Hodge is at The White Circle (secret); The Storm-Crown is at The White Circle (secret).

Tumbo Island

Long island sheltering the bay with Jarnathan's Leap at its northern tip

> A long, low island of grass and grey rock. Barrow mounds line its spine like the backs of sleeping animals, and at the northern tip a statue of a man with a raised spear stands over the sea: Jarnathan's Leap. A storm cloud hangs over the island, and only over the island.

Home to burial mounds with rumors of dancing figures robed in white, and Jarnathan's Leap, where a pioneer statue overlooks signs of coastal habitation.

Sights. Rolling, wind-whipped grasslands give way to ancient earthen barrows crowned with lichen-encrusted stones. At the northern bluffs, a weathered stone pioneer stands rigid at Jarnathan's Leap, staring seaward with outstretched arms. Pale mist snakes through the low hollows even in midday, partially veiling the stone remnants of old shoreline shelters.

Sounds. Keening sea winds whistling through tall grass, undercut by rhythmic crashing surf and faint, piping murmurs at twilight.

Smells. Briny sea spray, sun-baked rye grass, and the damp, earthy musk of upturned soil.

Atmosphere. Silent, watched. The wind seems to whisper names.

Dangers. Will-o'-wisps lure visitors into the mounds; the White Dancers guard the stone circle at night.

Who and What Is Here. Hodge.

Secret. The coven's circle stands in a hollow among the barrows, where the storm-crown is kept. Hodge is held there until the eighth night.

DM Notes. Tumbo island is also known as "The Cursed Island". Ship captains warn against landing here, let alone staying the night. Sailors share rumours of strange lights and .

History of Tumbo Island

Long before continental settlers arrived, indigenous coastal tribes used the island as an isolated necropolis for honored dead. In the colony's early days, the explorer Jarnathan established a lookout camp here before vanishing over the northern precipice under mysterious circumstances. Since then, occasional excavations of the barrows have awakened ancient guardians, driving off any permanent settlement.

Connections. The Tempest Coven is at Tumbo Island.

Vanguard Compound

> You behold a monolithic, high-walled fortress dominating the landscape southwest of New Xylos. Towering watchtowers overlook sprawling courtyards filled with stacked shipping crates and bustling armed patrols. At the center of the compound, massive stone arches pulse with eerie, colorful rift magic as heavily guarded caravans move in and out.

The Vanguard Compound is a sprawling fortress-factory serving as the primary logistics hub for Vanguard's trans-dimensional trade network. Nestled southwest of New Xylos, its high, fortified walls enclose massive warehouses, heavily guarded rift gates, and corporate barracks. Behind its slick, professional exterior lies a ruthless industrial machine driven by profit, authority, and zero moral restraint.

Sights. Giant stone and iron arches crackle with radiant rift energy as heavy supply convoys pass beneath them. Stacked shipping crates stamped with the Vanguard crest tower over busy loading docks, while heavily armored mercenaries patrol the battlements. Indentured workers drag iron-bound crates under the watchful gaze of sharp-suited corporate overseers.

Sounds. Hissing planar rifts, rhythmic marching of armored boots, clanging heavy iron chains, and barked orders from clipboard-bearing officers.

Smells. Sharp ozone from crackling rifts, burning alchemical fuel, wet iron, and the acrid stench of sweat and rust.

Atmosphere. The atmosphere is intensely clinical, paranoid, and strictly regimented. Guards treat visitors with cold, suspicious bureaucracy, viewing every person as either a client, an asset, or a trespasser. Laborers and mercenaries alike keep their heads low, fully aware that inefficiency or insubordination carries swift, fatal consequences.

Dangers. Extradimensional beasts occasionally escape containment during rift transfers, causing lethal rampages across the docks. Vanguard's elite security forces enforce corporate law with summary execution, and sensitive vault areas are rigged with lethal magical wards and automated defense constructs.

History of Vanguard Compound

Established twenty years ago as a modest trading post, the compound rapidly metastasized into Vanguard's main staging ground as rift networks expanded. Its rapid growth swallowed surrounding lands, enforcing private corporate authority over the entire sub-region. Today, it operates as the unstoppable heart of Vanguard's trans-planar trade empire, generating untold wealth through absolute dominion.

Walslum

Dense urban enclave crammed east of South Gate and the Consulate

> Six-storey tenements lean against each other above a narrow, muddy street. Washing lines cross from window to window, and the white tower of the Consulate looms over everything.

Tenements packed east of the South Gate, where servants and labourers of the Consulate live in the shadow of the wall.

Atmosphere. Tired and frightened; everyone here works for the Consulate and fears losing it.

Who and What Is Here. Golden Chantrelle, Lady Seraphine Laundanum.

Secret. Golden Chantrelle's workshop is here, a short walk from the Consulate's servants' gate.

Fighting Pits

The fighting pits are where people bet on fights, this is unlicensed but the consortium turns a blind eye to fights outside of the city gates.

A roaring, lantern-lit sunken stone quarry repurposed into sunken sand rings, choked with the smell of cheap sour beer, drying blood, and pipe smoke. Brawlers slam into splintered wooden barricades to the deafening jeers and coin-clattering wagers of off-duty dockers and surly dockyard muscle. Iron cages rattle along the perimeter, holding chained prize fighters and snarling beasts awaiting their turn in the dust.

Who and What Is Here. Krag Ashtusk, Sir Aldous Fenwick.

History of Fighting Pits

Long before the bouts began, the site was an excavation meant for grain silos known simply as the 'Fighting Pits' because the rival stone-hauling gangs brawled daily over whose carts got loaded first. When an ambitious pit boss realized the spectators paid more copper to watch the stonemasons crack skulls than buy the limestone, he abandoned quarrying altogether. The Consortium took its cut in silence, content to let laborers break each other's bones outside the walls rather than organize inside them.

Characters

Barkeep Mallow

Ringmaster and bet-broker. Ringmaster of the Fighting Pits and leader of the Proletariat.

Appearance. A barrel-chested woman with cauliflower ears, grease-slicked hair and a scarred grin.

Personality. Loud, shrewd, protective of her people.

Where to Find Them. Dun Haven and Grey Hall

Secret. She plans to storm the Tower Prison on the opening night of the Reign. She does not know VanGuard has sold the date to the Consortium.

Roleplaying. If the characters warn her about VanGuard, she changes the plan, and asks them to lead it.

Connections. Krag Ashtusk knows Barkeep Mallow; Barkeep Mallow is a member of The Proletariat.

Bodric Greene

A farmer troubled by home-invading gnomes.

Appearance. A round, red-cheeked farmer with a mole-drawn plough, mud to the knees.

Personality. Kind-hearted to a fault. Will not have the gnomes harmed.

Motivation. Wants gnomes humanely removed from his home and cellar.

Background. A family of gnomes, the Pebblewicks, moved into his cellar a month ago. They are eating his cheese, rearranging his furniture, and refusing to leave.

Where to Find Them. Eastern Countryside

Secret. The gnomes fled their burrow under the forest edge because the roots of the Great Tree are swelling underground and crushing their tunnels. Grandmother Pebblewick saw "a lady in white with silver eyes" pouring something into the roots at the new moon.

Roleplaying. Humane solution: help the Pebblewicks dig a new burrow away from the roots (Athletics or a spell, an afternoon's work) or carry them to the Old City, where the Grove will take them. Bodric pays 30 gp and signs for citizenship.

Connections. Bodric Greene is tied to the quest The Pebblewick Problem.

Captain Cerebus

Captain of the 'Skylos'. Famous (or infamous) captain of the Barque 'Skylos' and his crew of men he loving call his dogs.



CAPTAIN CEREBUS

Appearance. A big, grey-bearded sea dog in a fur-collared coat and battered tricorne, sabre at his hip, with a crew of rough men he calls his "dogs". His ship's figurehead is a three-headed hound.

Personality. Loud, generous, quick to laugh and quicker to draw. Deep, gravelly roar that carries over ocean storms; frequently chuckles and says, "Easy, dogs, let the Captain bite first!"

Motivation. To secure trade, salvage (and maybe even a little plunder) and ensure his loyal crew of 'dogs' never go hungry.

Ideals, Bonds and Flaws. Ideal: Loyalty: A captain is nothing without his crew, and a pack always protects its own. Bond: The Barque 'Skylos' and every man aboard her are his family, and he would bleed to protect them. Flaw: Takes any slight against his crew deeply personally, often escalating minor tavern arguments into bloody brawls.

Background. Cerebus started as an abused deckhand on a ruthless merchant vessel before leading a successful mutiny against its captain. Rebranding the captured ship as the 'Skylos', he built a reputation as a cunning privateer who shared every copper evenly with his men. Over decades at sea, his daring coastal raids earned him legendary status among sailors and a heavy bounty from merchant guilds.

Captain Cerebus commands the 'Skylos', a warship known for striking rich merchant lines before vanishing into coastal fog. Though authorities label him a ruthless sea bandit, he is celebrated in port taverns for his fair treatment of his men and hatred of tyrant lords. Anyone looking for dangerous nautical transport or smuggled goods in New Haven eventually seeks out the famous Hound of the Seas.

Where to Find Them. The Docks

Secret. Years ago, Cerebus made a dark pact with a sea hag to save his ship from a supernatural storm. The hag occasionally demands terrible favors or specific cursed artifacts from his raids, threatening to drag the 'Skylos' and his beloved 'dogs' to the ocean floor if he refuses.

Roleplaying. Cerebus fights like an alpha wolf, rushing the strongest enemy head-on to draw focus while his crew surrounds the target. He uses brutal strikes and terrifying bellows to break enemy morale early in the fight. If pressed, he uses smoky flash powders to cover a tactical retreat for his men back to the ship.

The only captain who will sail to Tumbo Island, but his price is the Hand of Glory (or 1,000 gp and a promise). He also carries Laundanum's dreamsalt and will trade that secret for the Hand.

Connections. Captain Cerebus seeks Hand of Glory; Captain Cerebus knows Laundanum; Captain Cerebus is allied with Laundanum (secret); Captain Cerebus is tied to the quest The Hand of Glory.

Captain Cerebus

Medium or Small humanoid, neutral

Armor Class 17
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Str +3, Dex +7, Con +2, Int +0, Wis +5, Cha +6
Skills Acrobatics +7, Perception +5
Senses Passive Perception 15
Languages Common plus one other language
Challenge 6

Actions

Multiattack. The pirate makes three attacks, using Rapier or Pistol in any combination.

Rapier. Melee Attack Roll: +7, reach 5 ft. 13 (2d8 + 4) Piercing damage, and the pirate has Advantage on the next attack roll it makes before the end of this turn.

Pistol. Ranged Attack Roll: +7, range 30/90 ft. 15 (2d10 + 4) Piercing damage.

Bonus Actions

Captain's Charm. Wisdom Saving Throw: DC 14, one creature the pirate can see within 30 feet. Failure: The target has the Charmed condition until the start of the pirate's next turn.

Reactions

Riposte. *Trigger:* The pirate is hit by a melee attack roll while holding a weapon. *Response:* The pirate adds 3 to its AC against that attack, possibly causing it to miss. On a miss, the pirate makes one Rapier attack against the triggering creature if within range.

Corvin Ash

Diviner wizard. The coven's diviner, Luna's devoted second.

Appearance. A thin, bald young man in white with a blindfold embroidered with eyes.

Personality. Calm, fanatical, speaks in prophecies.

Where to Find Them. The Northern Bay

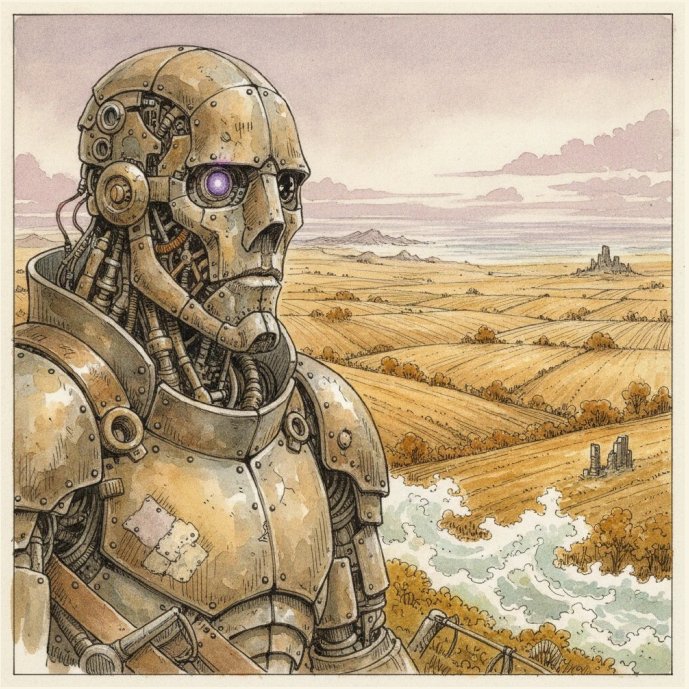
Secret. Corvin has foreseen the characters. He does not know how it ends, and it frightens him.

Roleplaying. Uses the Mage statistics. Casts portent-like warnings ("You will miss") and counterspells the characters' biggest spell.

Connections. Corvin Ash is a member of The Tempest Coven.

DR. PAIN

SENTRY MODE. A battered warforged sentry at the Crossroads tower, salvaged and reprogrammed by the Consortium.



DR. PAIN

Appearance. A heavy warforged frame patched with mismatched plates, one red eye still glowing in a scarred head, a halberd as long as a cart.

Personality. Literal and polite. Speaks in capitals. Calls everyone CITIZEN until told otherwise. "HALT. ASSESSMENT IN PROGRESS. HAPPY HARVEST TIDE."

Motivation. HE SEEKS TO FOLLOW HIS PROGRAMMING

Ideals, Bonds and Flaws. Ideal: Order: Rules and protocols exist to prevent total disaster and must be strictly enforced without exception. Bond: My restored power core was integrated by Landanum, to whom I owe primary administrative loyalty. Flaw: Incapable of distinguishing between a minor civil infraction and an existential threat when Sentry Mode is active.

Background. Originally a heavy battle-unit from a forgotten conflict, Dr. Pain was discarded in a scrap heap after suffering catastrophic head trauma. Landanum salvaged his chassis and rewired his logic core to serve as a guard for the Southern Farmlands. Local farmhands dubbed him "Dr. Pain" as a joke, a title he blithely accepted into his system registers.

Dr. Pain endlessly patrols the dusty perimeters around The Crossroads, keeping predators and bandits away from the Southern Farmlands. Despite his alarming name and heavy weaponry, he genuinely views his violent intervention as a benevolent public service. Travelers who respect perimeter warnings find him completely harmless, but those who cross marked boundaries face immediate subduing protocols.

Where to Find Them. Southern Farmlands

Secret. VanGuard repaired his logic core and left a back door: when he hears "Make straight his paths", he obeys whoever speaks next. D.R8-002 hears the hidden carrier tone in Dr. Pain's voice and may recognise it (Wisdom DC 15).

Roleplaying. Dr. Pain relies on cold tactical efficiency, prioritizing locking down targets with grapple maneuvers and heavy strike protocols. He emits a loud alarm chime while systematically engaging the most dangerous combatant in range. He will not retreat or break engagement unless an explicit administrative override code is spoken.

If the characters treat him kindly, he remembers. On the tenth night VanGuard uses the phrase on every warforged in the Consulate; Dr. Pain, far away at the Crossroads, keeps his post, and can be persuaded to help.

Connections. DR. PAIN knows Laundanum (secret); DR. PAIN is a member of The Consortium; DR. PAIN is allied with VanGuard (secret).

Elder Fennick Mossbeard

Druid of the old circle. The oldest druid of the Guardians of the Grove, keeper of the Great Tree.

Appearance. A tiny, ancient halfling with moss growing in his beard and a staff that is still sprouting.

Personality. Grumpy, wise, slow to trust.

Motivation. Save the Great Tree and keep the Grove out of the war.

Where to Find Them. The Great Tree

Secret. He knows someone inside the Grove has been feeding the Tree fey magic. He fears it is Luna, and cannot bear to say so.

Roleplaying. Convince him (proof against Luna, or Persuasion DC 15) and the Grove opens its gates to refugees and freed prisoners, and its druids join the fight on the tenth night.

Connections. Elder Fennick Mossbeard is at The Great Tree; Elder Fennick Mossbeard is a member of The Guardians of the Grove.

Envoy Severine Albrecht

Envoy-Inquisitor of the Consort. The Consort's envoy, sailing to New Haven to judge Laundanum on the opening night of the Reign.

Appearance. A tall woman in white-and-gold armour with a lion helm carried under her arm.

Personality. Fair, cold, and very hard to lie to.

Motivation. Restore order in New Haven, by any means and with any governor.

Where to Find Them. The Northern Bay

Secret. She arrives at dusk on the tenth day aboard the warship Lion's Due. If the lighthouse goes dark, the ship runs onto the shoals.

Roleplaying. She is the only person who can name a new governor. Whatever the characters prove to her on the tenth night decides who rules New Haven.

Connections. Envoy Severine Albrecht is a member of The Consortium.

Giselle Hayward

A local farmer troubled by a pestilent goblin infestation.

Appearance. A tall, sun-browned farmer with a pitchfork and a scowl.

Personality. Blunt and short-tempered, but fair. Pays her debts.

Motivation. Wants the goblins cleared from the surrounding countryside.

Background. Goblins have been raiding her henhouses and stealing tools since the spring. She signs a thanks note for citizenship gladly, and will feed the characters for life.

Where to Find Them. Eastern Countryside

Secret. The goblins are not the real problem: VanGuard's surveyors are clearing the forest edge, and the goblins were driven out of it.

Connections. Giselle Hayward is tied to the quest The Burnt-Ear Goblins.

Golden Chantrelle

Seamstress. A seamstress in the Consulate's service who owes the characters her life.

Appearance. A small, round-faced woman with needles stuck in her sleeve and a baby, Button, in a sling.

Personality. Gentle, practical, fiercely loyal. Speaks in a soft, musical whisper; often says, "Even the frayed ends can be stitched back together."

Motivation. To build a safe, peaceful future for her baby, Button, and honor the second chance at life given to her by the party.

Ideals, Bonds and Flaws. Ideal: Hope: No matter how dark the past was, tomorrow can always be mended. Bond: Her infant child, Button, and the adventurers who saved her from death and funded her new life. Flaw: She is haunted by her past despair and often feels undeserving of her second chance.

Background. Chantrelle – who has taken a large dose of poison-gives the group her baby and admits she no longer wants to live in the world after her beloved husband, a guard at the cult of the rift

compound, was cut down in battle, and the body was snatched by the Myconids. Husbands name was Morel Chanterelle. The baby's name is button. She has no other family in the world and had planned to give the baby up at an orphanage. The party saved her and reversed the poison, the money that was then given to her was used to start her business in New Haven

Overwhelmed by grief when her husband Morel was killed by the Rift cult and his body stolen by Myconids, Golden drank poison in a desperate attempt to end her pain. After entrusting her infant son to strangers, she was miraculously saved by the party, who cured her and gave her the gold needed to relocate. She settled at The Consulate in New Haven, opening a seamstress shop where she uses her talent with needle and thread to support Button. Though the scars of her past remain, her workshop has become a quiet haven of warmth and second chances.

Where to Find Them. Walslum

Secret. She is sewing the Reign costumes for the Consulate's staff and the Menagerie's performers, and can get the characters inside the Consulate or the Menagerie as servants or performers. She once overheard the Consul's valet packing for "the portal road".

Roleplaying. Chantrelle avoids violence entirely, preferring to defuse tension through quiet charm, tea, and generous favors. If cornered or forced to protect Button, she uses heavy fabric shears and tailor needles with desperate precision. In real danger, she relies on secret hiding spots in her workshop and the protection of her patrons.

Connections. Golden Chantrelle knows Laundanum.

Gorvane Thane

Harbourmaster of New Haven. New Haven's harbourmaster, an orc of the Assembly of Trade and Order, and its swing vote.



GORVANE THANE

Appearance. A broad, green-skinned orc with a black topknot, a scarred brow and small tusks, in a fine blue frock coat, waistcoat and cravat, a brass harbour badge on his lapel.

Personality. Gruff, practical, proud of his docks and his people. Hates waste, liars and the tithe. "Ships don't care who sits in the Consulate. Neither do I, as long as the tithe comes down."

Motivation. Lower harbour tithes and fair pay for his dockers.

Background. Gorvane rose from stevedore to harbourmaster, the first orc to hold the post. He joined the Assembly for the tithe, not for a murder.

Where to Find Them. Commerce District

Secret. He knows the Assembly means to replace Laundanum but not that it means to kill him. Shown the proof (the assassin's contract, Pell Barthen's ledger), he breaks with Orsolya Vane and brings the dockers, and their votes, to the characters' side. He also controls which ships may leave the harbour on the tenth night.

Roleplaying. Uses the Gladiator statistics; fights with a belaying pin and his fists.

Connections. Gorvane Thane is a member of The Assembly of Trade and Order; Gorvane Thane is at The Docks.

Granny Mab

Hedge witch. A hedge witch of the Southern Farmlands and one of the thirteen of the Tempest Coven, who has begun to doubt.

Appearance. A bent old woman with a crooked nose, a straw hat full of foxgloves and a goat that follows her everywhere.

Personality. Sharp-tongued, funny, honest about her own wickedness. "A bargain's a bargain, dearie. Mine always are."

Motivation. She joined the coven for the Grove's sake, not to drown children.

Where to Find Them. Southern Farmlands

Secret. She knows the whole plan: the lions, the storm-crown, the eighth-night sacrifice, the tenth-night storm. When Hobbes's bargain is finally kept she tells the characters some of it in riddles ("The Lady wears two faces; one smiles in the Old City, one dances on the barrows. The boy goes into the black water on the eighth night"), and all of it if they promise Luna will not be killed.

Roleplaying. Uses the Green Hag statistics. Turns invisible and flees rather than fight.

Connections. Granny Mab is hostile to Hobbes deAcreman; Granny Mab is a member of The Tempest Coven (secret).

Hobbes deAcreman

A farmer cursed with animal features after reneging on a bargain with a witch.

Appearance. A lanky farmer with a pink pig's snout and long rabbit ears, wearing a hat pulled down hard.

Personality. Vain, embarrassed, and sorry for himself.

Motivation. Get his own face back.

Background. Sought a potion to improve his looks but failed to remove a boulder from a witch's field as promised.

Where to Find Them. Southern Farmlands

Secret. Every time a priest tries to lift the curse, it comes back by morning: a totem of pig tusk and rabbit skull is buried under his hearthstone (found with Investigation DC 15 or detect magic). Destroying the totem and moving Granny Mab's boulder, as he promised, ends the curse for good.

Roleplaying. When the curse lifts, Granny Mab visits the characters herself.

Connections. Granny Mab is hostile to Hobbes deAcreman; Hobbes deAcreman is tied to the quest Hobbes's Curse.

Hodge

Hodge Barrow, a sweet, dreamy farm boy of sixteen who joined the "moon dancers" and is now held for sacrifice.

Appearance. A gangly boy with straw-coloured hair, wearing a white robe he is proud of.

Personality. Trusting. Thinks the dancers are his friends.

Where to Find Them. Tumbo Island

Secret. He does not know he is to die. He has been told he will "become the storm's voice" on the eighth night.

Roleplaying. Held at the White Circle on Tumbo Island until the evening of the eighth day, when the coven brings him by boat and forest path to Abyssos Pond.

Connections. Marta Barrow knows Hodge; Hodge knows Marta Barrow; Rescue Hodge is tied to the quest Hodge; The Tempest Coven is hostile to Hodge (secret); Hodge is at The White Circle (secret).

Ivo Kessler

VanGuard factor. Factor of the VanGuard Trading House in New Haven.

Appearance. A lean, smiling man with ink-stained fingers, a black-tower pin, and very good boots.

Personality. Friendly, reasonable, entirely without loyalty. "Everybody's a customer. That's the beauty of it."

Motivation. Profit, and the deeds to as many farms as possible by the end of the month.

Where to Find Them. Commerce District

Secret. He sells to all sides and keeps the ledger to prove it. He will betray anyone, including the Assembly, for a better offer.

Roleplaying. Surrenders instantly and offers a deal. His bodyguards are two Warrior Veterans.

Connections. Ivo Kessler is a member of VanGuard; Ivo Kessler is at VanGuard Trading House.

John Hunter

A grieving father suspicious of his wife's nocturnal disappearances.

Appearance. A gaunt, tired farmer in black mourning bands, with two small children clinging to his coat.

Personality. Quiet, polite, near breaking.

Motivation. Wants adventurers to track where his wife goes at night.

Background. Recently lost three of his five children—Maple, Yewen, and Rowan—to a beast attack, and must stay behind to watch his surviving children.

Where to Find Them. Southern Farmlands

Secret. He already suspects what his wife has become. He cannot say it out loud.

Roleplaying. Asks the characters to follow Mara at night. Reward: 40 gp (all he has), his signature for citizenship, and his old hunting bow, which never misses a ghoul (+1 longbow, +1d6 radiant damage against undead).

Connections. John Hunter is tied to the quest A Night's Vigil; Mara Hunter knows John Hunter.

Krag Ashtusk

Krag Ashtusk, a young orc who stumbled through the farmland portal from New Xylos and must win a worthy duel to go home.

Appearance. A broad-shouldered young orc with filed tusks and shame-scars cut across his chest, carrying a greataxe too big for him.

Personality. Proud, earnest and very serious about honour. "You. The strongest. I challenge you!"

Motivation. prove his worth in battle to be accepted back

Background. Banished from his tribe, he needs to take back a trophy to prove he has won in battle and has picked who he assumes is the strongest party member to challenge.

Where to Find Them. Fighting Pits

Secret. The portal he came through is not harmless: it opens onto the outskirts of New Xylos every night at moonrise. Krag knows the way back.

Roleplaying. Krag challenges the strongest-looking character to single combat (use the Berserker statistics). Win or lose with honour, and he becomes the characters' friend, guide to the portal, and a fighter in the Proletariat's riot.

Connections. Krag Ashtusk knows Barkeep Mallow; Krag Ashtusk is at Guarded Portal.

Lady Seraphine Laundanum

Lady of the Consulate. The Consul's wife: veiled, untouchable, and quietly bargaining with the Assembly to save her family.



LADY SERAPHINE LAUNDANUM

Appearance. A tall woman always seated, always veiled: a gold sunburst crown, a fall of white silk hiding her face, teal brocade, and a glass of red wine she never seems to drink.

Personality. Gracious, amused and utterly unreadable. Never raises her voice; never needs to. "My husband governs, darling. I simply make sure there is something left to govern."

Motivation. Keep herself and her daughter alive and rich, whoever rules New Haven.

Background. Born to an old Consortium family across the sea, she married Laundanum when he was a promising clerk and made him Consul. She has watched the dreamsalt hollow him out for three years.

Where to Find Them. Walslum

Secret. She has met Orsolya Vane in secret. The Assembly has promised her safe passage home and her husband's fortune if she keeps him in the royal box on the tenth night. She has not decided whether to warn him, and she can be turned: whoever offers her daughter a better future has her.

Roleplaying. Never fights. Uses the Noble statistics; her guards are two Shield Guardians (VanGuard-repaired).

The fastest way into the Consulate for characters with good manners: she receives visitors in the Sun Room every afternoon.

Connections. Lady Seraphine Laundanum knows Laundanum; Lady Seraphine Laundanum knows Orsolya Vane (secret).

Laundanum

Consul (governor) of New Haven. Consul of New Haven, the Consort's governor: proud, frightened, and secretly addicted to dreamsalt.



LAUNDANUM

Appearance. A heavy, bald man in his late fifties with dark skin, a grey goatee, gold rings in his ears and a scowl carved deep between his brows. He wears red-and-gold brocade robes over a black coat, a gold medallion of the winged lion on his chest, and keeps his trembling hands folded out of sight.

Personality. Charming in public, vicious in private, and terrified of the Envoy. Speaks in long, polished sentences that fray when he is tired. "Order, my friends, is a kindness we do for the weak."

Motivation. Keep his office (and his life) by delivering the Grove "terrorists" before the Envoy lands; failing that, escape to New Xylos with the treasury.

Ideals, Bonds and Flaws. Ideal: Order. Without the Consort's law, the wild takes everything. Bond: His position; his dreamsalt; a daughter at school across the sea. Flaw: Addicted, paranoid, and cruel when afraid.

Background. Laundanum rose from tithe-clerk to Consul by being the most reliable man in every room. Three years ago he hanged nine Grove druids in one morning to impress the Consort; it worked, and it started everything that is happening now.

The Consort's letter gives him ten days. He has doubled the executions, put a bounty on the Oceanus dragon, hired VanGuard's mercenaries and declared the farmland portal "harmless" so no one will guard it too closely: it is his way out.

Where to Find Them. The Consulate

Secret. Dreamsalt comes to him through Captain Cerebus and the Lantern of Dreams. His escape chest is packed; if he fails, he will flee through the Guarded Portal to New Xylos on the tenth night.

Roleplaying. Never fights himself. Hides behind his warforged guards and orders them to "make straight the path". If cornered, he offers gold, titles, citizenship, anything.

If the characters save his life on the tenth night, he owes them a debt he will try very hard not to pay.

Connections. Captain Cerebus knows Laundanum; Captain Cerebus is allied with Laundanum (secret); DR. PAIN knows Laundanum (secret); Golden Chantrelle knows Laundanum; Lady Seraphine Laundanum knows Laundanum; Luna is hostile to Laundanum (secret); The Assembly of Trade and Order is hostile to Laundanum (secret); Laundanum is a member of The Consortium; Laundanum is at The Lantern of Dreams (secret); The Red Veil is hostile to Laundanum (secret); VanGuard is allied with Laundanum.

Luna

Speaker of the Guardians of the Grove; archfey warlock. The Grove's gentle speaker in the Old City, and secretly the Lady of the Hunter's Moon who leads the Tempest Coven.

Appearance. A slight woman of perhaps forty with moon-pale hair woven with ivy, undyed linen robes, and silver eyes that seem to catch light from nowhere.

Personality. Warm, patient, motherly. She listens more than she speaks and remembers every name. Her calm never breaks in public. Soft and musical. "The forest is patient. So am I."

Motivation. Wash the Consortium out of New Haven for good, and let the land heal.

Ideals, Bonds and Flaws. Ideal: The wild is older than any law. Bond: The nine druids hanged three years ago; one of them was her brother, Ash. Flaw: She has decided that innocent deaths are the price of freedom, and will not let herself doubt it.

Background. Luna grew up in the Old City and became the Grove's voice in town. After her brother's hanging she made a pact with the Queen of the Hunter's Moon, an archfey, and gathered the coven.

In public Luna begs the city for calm, organises bread for the Old City poor, and asks the characters to find out "who is really breaking the lions". In secret she breaks them herself.

Where to Find Them. Old City

Secret. She leads the Tempest Coven, feeds the Great Tree fey magic, and will sacrifice Hodge at Abyssos Pond on the eighth night. Granny Mab doubts her; Corvin Ash would die for her.

Roleplaying. Prefers others to fight. In battle she calls lightning and wind, charms the strongest-looking enemy, and teleports away by moonlight when hurt. Uses the Archmage statistics with lightning in place of fire.

Clues that point to her: Tamu's tattoo description (silver eyes), the trail of silver sap from the Great Tree to her house, Granny Mab's warning ("the Lady wears two faces"), and her absence from the Old City every night after dark.

Connections. Luna is hostile to Laundanum (secret); Luna is at The Great Tree; Luna is a member of The Guardians of the Grove; Luna is a member of The Tempest Coven.

Mara Hunter

John Hunter's wife, slowly turning into a ghoul after a ghast's bite.

Appearance. A pale woman with grave-dirt under her nails, her lips grey, wrapped in a shawl even indoors.

Personality. Gentle and ashamed by day; ravenous and wordless by night.

Where to Find Them. Hunter Farm and Chapel Yard

Secret. The ghast that killed her three children bit her too. It was a rift-creature escaped from a VanGuard cage wagon. Each night she follows it to the chapel yard. Lesser restoration slows the change; greater restoration or remove curse cures her if cast before the end of the sixth day. After that, she is lost.

Connections. Mara Hunter is tied to the quest A Night's Vigil (secret); Mara Hunter knows John Hunter; The Hollow Ghast is hostile to Mara Hunter.

Marquis de Carabas

Gentleman (so everyone says). A rich young "lord" with lands no one has seen; in truth Colin Miller, a miller's youngest son from Waterton.

Appearance. A handsome, nervous young man in a velvet coat that fits him slightly too well, as if bought last week.

Personality. Kind, honest, and out of his depth. Laughs at the wrong moments.

Motivation. To deserve the life Otto keeps giving him.

Background. Colin inherited only an otter from his father's mill. The otter could talk. Within a year Colin had a title, a house in the Consulate quarter and a seat at the Assembly's table, and no idea how.

Master of Otto in Boots.

Where to Find Them. The Consulate

Secret. Colin knows nothing about the murder plot. If told, he is horrified and will try to stop it, and if he names the plotters to the Envoy, the Assembly falls.

Connections. Otto in Boots is allied with Marquis de Carabas; Marquis de Carabas is allied with The Assembly of Trade and Order.

Marta Barrow

Widow Marta Barrow, Hodge's mother, a farmer from the Southern Farmlands.

Appearance. A small, sturdy woman in a patched shawl, clutching a white ribbon from her son's robe.

Personality. Desperate, stubborn, unafraid of anyone.

Motivation. rescue her son from a cult calling themselves “The Tempest Coven”

Background. She has walked into the city to beg anyone with a sword for help. The watch laughed at her.

Where to Find Them. The Market

Roleplaying. Finds the characters in the Market on the third day. She knows Hodge went "dancing with the moon people" at the Tumbo burial mounds; she has his note: "Don't worry, Ma. I'm going to be part of something beautiful. Eighth night, you'll see."

Connections. Marta Barrow knows Hodge; Hodge knows Marta Barrow.

Orsolya Vane

Guildmistress, Saltwright Company. Guildmistress of the Saltwright Company and the public face of the Assembly of Trade and Order.



ORSOLYA VANE

Appearance. A tall, dark-skinned woman in white and gold, a towering gold headdress hung with coral beads, gold cuffs on both wrists, and a white feather fan she uses to hide her smiles.

Personality. Cool, precise and charming, with a merchant's patience. She speaks softly and expects the room to lean in.

Motivation. Lower tithes and a governor who listens to the guilds.

Where to Find Them. Dun Haven and Grey Hall

Secret. She hired the assassin and paid VanGuard for the "door phrase". She believes Otto works for her.

Roleplaying. Never carries a weapon. Lawyers, bodyguards (Tough Boss) and money do her fighting.

Connections. Lady Seraphine Laundanum knows Orsolya Vane (secret); Orsolya Vane is hostile to Pell Barthen (secret); Orsolya Vane is a member of The Assembly of Trade and Order; The Red Veil is allied with Orsolya Vane (secret).

Otto in Boots

Bounty Agent and Chief Factor for the Marquis de Carabas. An agent seeking live creatures on behalf of the Marquis de Carabas.



OTTO IN BOOTS

Appearance. An otter in tall soft leather boots, a broad hat with a lilac plume, and two small swords at his belt. Neat whiskers, bright eyes, impeccable manners.

Personality. Grand, gracious and always three moves ahead. Never raises his voice. "A pleasure, a pleasure! Live, mind you, alive and unharmed. My master abhors waste."

Motivation. Pays adventurers for any live captured pests such as Rock Moles or Almiraj.

Ideals, Bonds and Flaws. Ideal: Nobility. True status is measured by style, cleverness, and the luxury of one's master. Bond: Unwavering loyalty to the Marquis de Carabas, whose strange demands he carries out without question. Flaw: Vain to a fault and utterly terrified of getting dirt on his exquisite leather boots.

Background. Once a ocean otter, he was taken in by a clever noble who taught him human manners, fine speech, and fencing. When his benefactor assumed the secretive title of the Marquis de Carabas, Otto was appointed as his premier agent in the countryside. He was sent to New Haven specifically to procure live, unusual beasts for the Marquis's private menagerie.

Otto in Boots serves as the primary liaison between the mysterious Marquis de Carabas and the farmhands and mercenaries of New Haven. Though small in stature, his grandiose presence and generous coin purse command instant respect. He spends his days around The Farms inspecting cages, negotiating bounties, and ensuring his master's menagerie remains well-stocked.

Where to Find Them. Southern Farmlands

Secret. There is no Marquis de Carabas: Otto invented the title for his kind, simple master, Colin Miller, and has spent a year making it real. Otto is the true mind behind the Assembly's coup. The live

beasts are gifts for the Envoy and the Menagerie, and the stars of the distraction on the night of the murder.

Roleplaying. Prefers charm, persuasion, and deep pockets over actual bloodshed, hiring hardy adventurers to handle dirty work. If forced into a duel, he relies on swift rapier parries and acrobatic dodges to disarm foes before striking a victorious pose. He only fights with true fury if his hat or boots are soiled.

Otto pays 25 gp for a rock mole, 50 gp for an almiraj, 200 gp for anything "from beyond the portal". If the characters expose him, he does not fight: he bargains.

Connections. Otto in Boots is tied to the quest Live Animal Bounty; Otto in Boots is allied with Marquis de Carabas; Otto in Boots is a member of The Assembly of Trade and Order (secret).

Pell Barthen

Provisioner. Stallkeeper of Barthen's Provisions in the Market, marked for death by the Assembly.

Appearance. A plump young man with ink on his fingers and a pencil behind his ear.

Personality. Chatty, nosy, a terrible liar.

Where to Find Them. Southern Farmlands

Secret. His ledger records night deliveries of crossbows and white robes to the Gilded Menagerie, paid for by the Saltwright Company.

Connections. Pell Barthen is at Barthen's Provisions; Orsolya Vane is hostile to Pell Barthen (secret); The Red Veil is hostile to Pell Barthen (secret).

Sherman

Soldier. Soldier on his way back to the New Haven Area, back from fighting in the Owl Bear Plains

Appearance. A broad, sunburnt soldier in his forties with a grey-shot beard, dented armour and a halberd he leans on more than he swings.

Personality. Easy-going, funny, lazy, and much sharper than he lets on. A low, tired drawl, often sighing before muttering, "Don't make this complicated."

Motivation. To enjoy a rest

Ideals, Bonds and Flaws. Ideal: Peace—the best battle is the one you manage to avoid fighting entirely. Bond: Fiercely protective of the soldiers he served with in the Owl Bear Plains, treating them like family. Flaw: Profoundly lazy, constantly looking for shortcuts or excuses to avoid effort and responsibility.

Background. Sherman has just come back from the front line skirmishes in the Owl Bear Plains. He is looking to rest and enjoy his guard post as long as possible, he is a seasoned warrior in combat, with great tactics, but he is lazy at heart. I guess he'd make a good general if he was motivated.

Sherman spent years fighting bloody skirmishes in the brutal Owl Bear Plains, earning a reputation as a brilliant field tactician. After surviving the campaign, he engineered a transfer to a quiet post near New Haven to live out a comfortable, low-effort life. Despite his superiors constantly pushing him toward a promotion, Sherman aggressively avoids extra responsibility, content to nap through his shifts and enjoy his long-awaited downtime.

Where to Find Them. The Crossroads

Secret. Sherman has noticed VanGuard men visiting Dr. Pain at night "for maintenance". He does not like it, but it is not his business. Yet.

Roleplaying. Sherman uses his deep tactical knowledge to set up tight chokepoints and defensive lines, ending fights quickly with minimal energy wasted. He directs allies efficiently, letting them do the heavy maneuvering while he holds a solid position. If forced into melee, he relies on swift, precise counter-attacks so he can end the skirmish and get back to resting.

He can tell the characters about temporary citizenship (help three citizens, see the message board), the Reign of Misrule and the Hunter's Moon. If shown the VanGuard ledger, he will finally get motivated, and Sherman motivated is worth a company of soldiers.

Connections. Sherman is tied to the quest Temporary Citizenship.

Sir Aldous Fenwick

Sir Aldous Fenwick, a ruined knight drinking away his last gold coin at the Fighting Pits.



SIR ALDOUS FENWICK

Appearance. A heavy, grey man in rusted plate, leaning on a spear, eyes red from drink.

Personality. Gloomy and courteous; apologises before every sentence.

Motivation. Wishes for death so someone can make use of his armor before his debt comes due.

Background. Signed his land over for a one-year loan to spare his errant son from execution after a drunken brawl with a Consortium noble; possesses only one gold coin.

Where to Find Them. Fighting Pits

Secret. His son Dunstan is in the Tower Prison, sentenced to hang in the Reign's opening spectacle for striking a Consortium noble in a drunken brawl. Sir Aldous signed his land to VanGuard for a loan to buy a pardon, and the clerk took the money and gave no pardon.

Roleplaying. If the characters rescue Dunstan, Sir Aldous swears his sword to them for the rest of the ten days (Knight statistics) and gives them his family's last treasure: the steel boss of his shield, which turns out to be an adamantine relic of the old circle.

Connections. Sir Aldous Fenwick is tied to the quest The Knight's Son; Sir Aldous Fenwick knows VanGuard.

Tamu Shellback

Tattooist. An ancient tortle tattoo artist in the Market who knows everyone by their ink.

Appearance. A stooped old tortle with a shell carved in spirals and spectacles on a chain.

Personality. Slow, kind, endlessly curious. Delighted to meet another tortle.

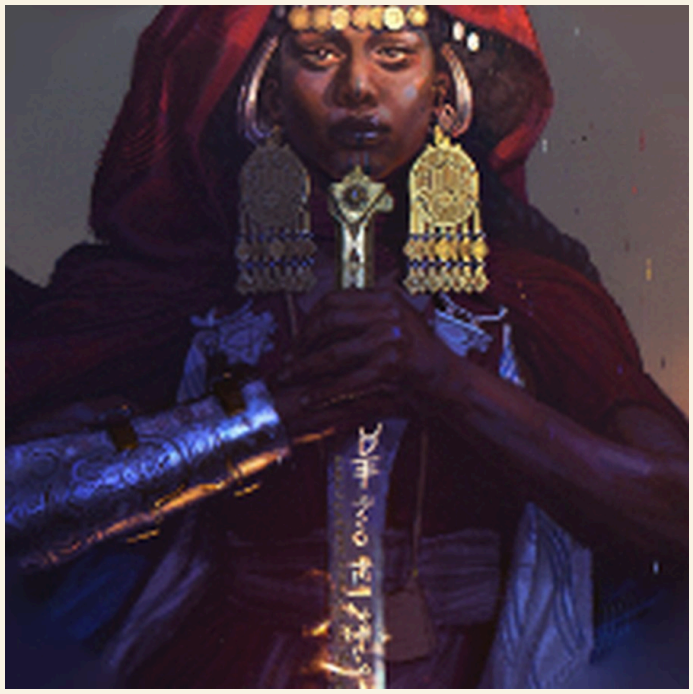
Where to Find Them. Southern Farmlands

Roleplaying. Gives his gossip for a story or a tattoo design he has never seen. Raph gets a discount and a lecture about shells.

Connections. Tamu Shellback is at Shellback Tattoos.

The Red Veil

Assassin for hire. The Assembly's hired killer: an assassin from the far south who never misses and never stays.



THE RED VEIL

Appearance. A dark-skinned woman wrapped in a deep red hooded mantle, gold coins and pendants at her brow and ears, armoured sleeves of blue steel, and a jewelled ceremonial blade she holds like a key.

Personality. Silent, patient, polite. Takes her time and prays before every kill. Speaks only to her targets: "Peace. It is nearly over."

Motivation. Her fee, and a perfect record.

Background. No one in New Haven knows her name. Orsolya Vane hired her through VanGuard for two jobs: Pell Barthen on the fourth day, and the Consul on the tenth night.

Where to Find Them. Southern Farmlands

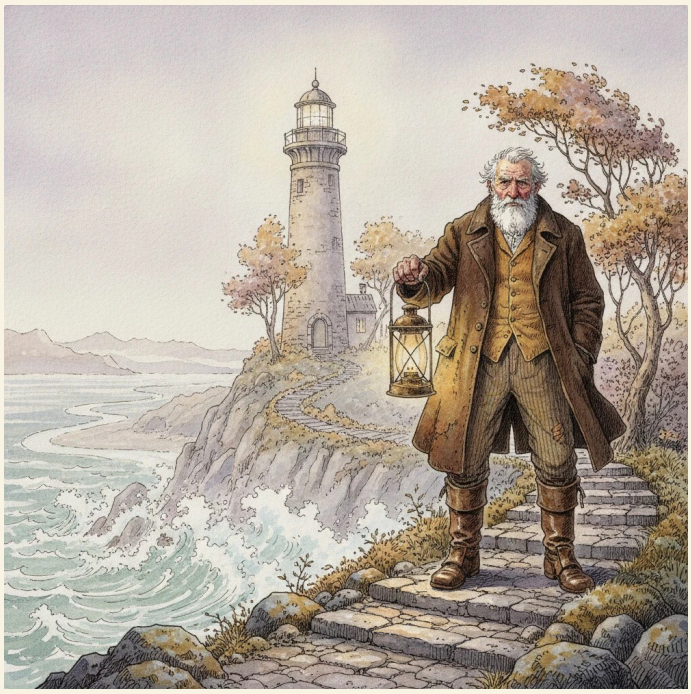
Secret. She leads the hit squad in "Silencing the Stall" (use the Assassin statistics) and waits in the rigging above the royal box on the tenth night. Taken alive, she names her employer for a promise of freedom: Orsolya Vane, through Factor Kessler.

Roleplaying. Strikes from hiding with poisoned blades, then vanishes into the crowd. Retreats when bloodied; she is paid to kill one person, not to die.

Connections. The Red Veil is hostile to Laundanum (secret); The Red Veil is allied with Orsolya Vane (secret); The Red Veil is hostile to Pell Barthen (secret).

Tobias Wake

Lighthouse Keeper. Old Tobias Wake, the harbour lighthouse keeper, who has never missed a night.



TOBIAS WAKE

Appearance. A small, weathered old man in an old-fashioned blue coat with brass buttons, carrying a telescope.

Personality. Talkative, kind, delighted by visitors.

Motivation. To keep the light lit, and spin yarns to keep visitors entertained.

Background. The lighthouse keeper knows many of the comings and goings at the docks. He has heard all of the tales of ghosts and monsters that reside on Tumbo island. He claims to have seen the distant lights himself on some clear nights, especially around the full moon.

Where to Find Them. The Northern Bay

Secret. From his gallery he has watched the lightning strike the lions every night. It always comes from the cloud over Tumbo Island, and every night before it strikes he sees white figures dancing on the island's spine.

Roleplaying. On the tenth night the coven will try to put out his light so the Envoy's ship wrecks. Tobias will not leave his lamp.

Connections. Tobias Wake is at The Lighthouse.

Encounters

Ash over the Harvest

Southern Farmlands. Below Low encounter.

> Thick black smoke rises above the golden wheat fields of the Southern Farmlands, smelling heavily of brimstone and charred grain. A sprawling stone barn sits half-collapsed, its timber roof burning in fierce orange flames. Before the ruined threshold, a towering red dragon perches atop a crushed wagon while armored half-dragon kin enforce its tyrannical demands upon the terrified locals.

Tactics. The Young Red Dragon stays airborne between Fire Breath recharges, swooping down to bite isolated spellcasters. The Half-Dragons use their fire resistance to push characters into burning grain hazards while locking them in melee.

Farmer Ollo Brand. Trapped in the burning barn loft with his two daughters; he refused to sell his farm to VanGuard.

Perception (DC 10). The half-dragons wear VanGuard tabards under their scale.

Perception (DC 15). Cinderwrath wears a brass collar stamped with a black tower.

Insight (DC 14). Cinderwrath is bored; he is being paid, not fighting for a cause.

What Is Here. VanGuard brass collar tag (Found if Cinderwrath is driven off or slain: "Property of VanGuard - contract C.").

Treasure. 45 gp in the half-dragons' purses; VanGuard collar tag (a clue); Farmer Brand's signature for citizenship

DM Notes. Day 1, late morning: the cry for help Sherman hears. Cinderwrath and his half-dragon kin are burning the barn of a farmer who refused to sell to VanGuard. Cinderwrath flies off below half hit points.

Break the Gallows

The Tower Prison. High encounter.

> Torches and gold bunting around a new gallows. A drummer, a priest, a crowd, and eleven druids in chains with a young man in a knight's torn surcoat at the end of the line. Two warforged gaolers flank the steps.

Creatures. Guard Captain (CR 4): Warden Hask Moran.; 6 × Guard (CR 1/8): Gallows guards.; 2 × Shield Guardian (CR 7): Warforged gaolers (VanGuard-repaired: the door phrase works on them).; 2 × Mastiff (CR 1/8): Prison dogs..

Tactics. The guard captain orders the hangings to go ahead "whatever happens". The warforged guard the prisoners; the mastiffs chase anyone who runs.

Dunstan Fenwick. Sir Aldous's son, at the end of the line.

Barkeep Mallow. Leads the rioters from the crowd if warned and ready.

Athletics (DC 15). Break a prisoner's chains (or use the Hand of Glory to open every lock at once).

Treasure. Prison keys; the gratitude of the Grove and the Proletariat

DM Notes. The tenth night, from 19:00. VanGuard has warned the watch of the Proletariat's riot; without the characters' warning, the rioters run into a trap.

Hunters at Abyssos Pond

Abyssos Pond. Moderate encounter.

> Boats have been dragged to the edge of the black water. Men in VanGuard tabards are winching a harpoon gun into place while a robed mage pours something green from a cage of dead eels into the pond. Grove fishers watch from the trees, too frightened to move.

Creatures. 3 × Warrior Veteran (CR 3): VanGuard hunters.; Mage (CR 6): VanGuard poisoner.; 2 × Scout (CR 1/2): Lookouts in the trees with longbows..

Tactics. The veterans hold the shore; the mage poisons the water and counterspells. If the river dragon surfaces, the hunters fire the harpoon gun at it and ignore the characters.

Nature (DC 14). The poison will kill every fish in the pond within a day unless it is neutralised (protection from poison or lesser restoration on the water near the cage).

What Is Here. Harpoon gun (A siege weapon: +6 to hit, 3d10 piercing, ranged 120/480 ft.); Bounty writ ("5,000 gold for the head of the river beast. By order of the Consul.").

Treasure. 90 gp; Bounty writ signed by Laundanum

DM Notes. Day 6, from mid-morning. Driving the hunters off wins Elder Fennick's trust.

Krag's Challenge

Fighting Pits. Below Low encounter.

> The crowd goes quiet as a young orc vaults the barrier into the sand ring, points his greataxe at you, and roars: "You! The strongest! I challenge you!"

Creatures. Berserker (CR 2): Krag Ashtusk, young orc warrior..

Tactics. Krag fights fair, one on one, until he or his opponent yields. He never strikes a fallen foe.

Insight (DC 10). He is terrified of losing, and more terrified of going home without a trophy.

Treasure. Bets: up to 100 gp at Mallow's odds; Krag's friendship and his knowledge of the portal

DM Notes. Any time after the characters reach the Fighting Pits. Barkeep Mallow takes bets.

Murder at the Menagerie

The Gilded Menagerie. Above High (could be deadly) encounter.

> The big tent blazes with lamps. Consul Laundanum takes his seat in the royal box under gold bunting, the Envoy beside him. The ringmaster cries "Beasts of three worlds!" and the cages swing open. Above the royal box, a shadow moves along the rigging.

Creatures. Assassin (CR 8): In the rigging above the royal box.; 2 × Spy (CR 1): VanGuard agents in the crowd.; 2 × Shield Guardian (CR 7): The Consul's warforged guards, hijacked.; 2 × Dire Wolf (CR 1): Released from the cages..

Tactics. The beasts cause panic (the crowd is difficult terrain). The assassin drops from the rigging on the second round; a VanGuard spy in the crowd shouts "Make straight his paths!" and orders the Consul's warforged guards to kill him.

Laundanum. Hides under the seats begging for help.

Envoy Severine Albrecht. Draws her sword and defends herself; she remembers who helped.

Marquis de Carabas. Stands frozen; if told the truth, he publicly names Orsolya Vane and Otto.

Perception (DC 15). The assassin in the rigging, before he drops.

Insight (DC 12). Otto in Boots is not surprised by anything that happens.

What Is Here. 3 × White Grove robes (Folded under the royal box, to be left on the bodies.).

Treasure. Assassin's purse (200 gp); the Envoy's favour

DM Notes. The tenth night at 20:00. A character who knows the door phrase can shout it back and give the warforged a new order.

The assassin in the rigging is the Red Veil. Lady Seraphine keeps the Consul in the royal box unless the characters win her over; Gorvane Thane, if turned, closes the harbour so the plotters cannot leave.

Silencing the Stall

The Market. High encounter.

> Shouts echo through the crowded market square as canvas stalls are violently overturned and wooden crates smash onto the cobblestones. A hooded killer standing over a terrified vendor draws twin poisoned daggers while a spellcaster in fine silk robes begins channeling an incantation. Panicked shoppers scatter in all directions, leaving you standing directly between the hit squad and their target.

Creatures. Assassin (CR 8): leader: ruthless guild hitman executing a contract; Mage (CR 6): support: guild battle-mage keeping the crowd isolated; Bandit Captain (CR 2): frontline: heavily armored mercenary holding the square; Spy (CR 1): flanker: shadow scout blocking escape routes.

Tactics. The Mage opens with defensive magic and crowd control spells to divide the party while the Bandit Captain engages frontline fighters. The Assassin uses Cunning Action to hide among overturned carts, waiting to strike vulnerable spellcasters with heavy Sneak Attacks.

Pell Barthen. Hides under his counter clutching his ledger; begs the characters to protect him.

Investigation (DC 13). The Bandit Captain has a VanGuard tattoo on his forearm.

Investigation (DC 16). The mage's robes were sewn for the Gilded Menagerie: there is a performer's tag in the collar.

What Is Here. Pell Barthen's ledger (See the clue card.); Assassin's contract (On the assassin: "Barthen, before he talks. Payment on delivery, Saltwright Co. counting-house.").

Treasure. 120 gp in the squad's purses; Assassin's contract (a clue); potion of healing x2

DM Notes. Day 4 at noon. The Assembly's hit squad comes for Pell Barthen at his stall. If the characters are anywhere in the Market, they hear the screams.

The assassin is the Red Veil, hired by Orsolya Vane through VanGuard.

The Burnt-Ear Warren

Burnt-Ear Warren. Below Low encounter.

> Brambles choke a narrow ravine. Smoke curls from holes in the hillside, and a goblin in a stolen straw hat dozes on a crate stamped with a black tower. From somewhere inside comes the clatter of a crossbow being wound.

Creatures. Goblin Boss (CR 1): Skritch, wearing a farmer's hat; talks if spared.; 8 × Goblin Warrior (CR 1/4): Sentries and raiders.; 2 × Bugbear Warrior (CR 1): VanGuard-paid crate guards..

Tactics. The goblins fight from their holes and run when Skritch falls. The bugbears guard the crates and are paid to do so; they parley if offered more.

Skritch. Spared, he squeals: "Black tower men pay us! Guard boxes, scare farmers, no forest!"

Survival (DC 12). Cart tracks lead from the warren toward the Fighting Pits outside the city.

What Is Here. 6 × Crossbow crate (Each holds 10 light crossbows stamped with the black tower, addressed to "Mallow, Pits".); Giselle's stolen tools (A plough blade, three hoes, a butter churn.).

Treasure. 18 gp in goblin hoards; 60 VanGuard crossbows (a clue to the Proletariat's riot)

DM Notes. Day 1 or 2. For a party of this level this is a quick fight; the point is the crates.

The Chapel Yard

Hunter Farm and Chapel Yard. Below Low encounter.

> Moonlight on wet grass. Three graves gape open. A pale woman in a shawl kneels at the edge of one, and below her, in the dark, something long-limbed is pulling at a coffin. Grey shapes rise from the other graves.

Creatures. Ghast (CR 2): The Hollow Ghast, with a VanGuard cage tag on its ankle.; 4 × Ghoul (CR 1): The ghast's pack, made from old graves..

Tactics. The ghouls attack the nearest living creature; the ghast hangs back and goes for anyone who tries to drag Mara away. Mara does not fight unless cornered.

Mara Hunter. Half-turned; she can still be cured with greater restoration or remove curse before the end of the sixth day.

Medicine (DC 13). Mara is still alive: her heart beats slowly. She can be saved.

Religion (DC 15). The ghast is not from this world; something like it crawls out of the rifts of New Xylos.

What Is Here. VanGuard cage tag (Riveted to the ghast's ankle: "Rift-stock, New Xylos lot 14".).

Treasure. John Hunter's +1 longbow (as a reward), cage tag (a clue)

DM Notes. Any night from the first to the sixth. Killing Mara by mistake ends John Hunter's help.

The Eighth Night

Abyssos Pond. Above High (could be deadly) encounter.

> The pond is a black mirror under the rising moon. Lanterns float on the water. On the bank, white-robed dancers circle a woman in silver who holds a sickle over a boy kneeling at the water's edge. The water is beginning to turn, slowly, around a point in the middle.

Creatures. Archmage (CR 12): Luna, the Lady of the Hunter's Moon (lightning in place of fire).; 3 × Druid (CR 2): White Dancers.; Water Elemental (CR 5): The pond rising to Luna's call..

Tactics. Luna stays behind her dancers and calls lightning; when the characters close in, she charms the strongest and tries to finish the ritual. The water elemental is the pond itself, rising to answer her call.

Hodge. Drugged with dreamsalt and smiling; must be carried away.

Luna. If unmasked before the Grove (Elder Fennick or Grove fishers present), her dancers waver: each must make a DC 13 Wisdom save or stop fighting.

Arcana (DC 14). The ritual needs blood in the water at midnight: break the circle or move Hodge more than 30 feet from the pond and it fails.

Treasure. Luna's silver sickle (+1 sickle; a druid who holds it can draw the fey magic out of the Great Tree)

DM Notes. The eighth night, from moonrise to midnight. If the characters spoke with the river dragon on Chelonia Island and returned a shard, the elemental does not rise and the dragon will not wake even if blood is spilled.

The Tempest Breaks

The Great Tree. Above High (could be deadly) encounter.

> Rain like thrown gravel. The canals overflow. The Great Tree tears its roots from the stones with a sound like a ship breaking, and begins to walk toward the Consulate. On its highest branch, a woman in silver lifts a crown of lightning to the sky.

Creatures. Treant (CR 9): The Great Tree, awake (maximum hit points).; 3 × Awakened Tree (CR 2): Trees of the Old City answering the call.; 2 × Air Elemental (CR 5): The storm given form..

Tactics. Luna rides the tree and calls lightning; the awakened trees clear the streets ahead of it; the air elementals are the storm itself. If the river dragon was maddened, it rises in the harbour on the third round.

Luna. On the highest branch, wearing the storm-crown.

Nature (DC 15). The tree is not angry; it is drunk on fey magic. Drawing it out (Luna's sickle, or dispel magic at 7th level) puts it back to sleep.

Treasure. The Storm-Crown (if taken intact)

DM Notes. The tenth night, after 21:00, only if the coven has not been stopped. Destroying the storm-crown or drawing the fey magic out of the tree with Luna's sickle ends the danger.

The White Dancers

The White Circle. Moderate encounter.

> Thirteen white stones ring a hollow between the barrows. White-robed figures dance around a black altar, chanting, while lightning crawls through the cloud above. On the altar a holly crown crackles with blue sparks. At the edge of the circle, a gangly boy in white sits hugging his knees, smiling.

Creatures. 4 × Druid (CR 2): White Dancers of the coven.; Mage (CR 6): Corvin Ash, the coven's diviner.; 2 × Will-o'-Wisp (CR 2): The "ghosts" of Tumbo Island..

Tactics. The druids cast thunderwave and call lightning; the will-o'-wisps lure characters away from the circle; Corvin Ash counterspells and warns the others of every attack.

Hodge. Does not want to leave; calls the characters "the bad men". Persuasion DC 14, or a sight of the knife, changes his mind.

Corvin Ash. Flees by boat if the fight turns.

Perception (DC 12). Thirteen stones, but only twelve dancers have footprints in the grass: the thirteenth comes and goes by magic.

Arcana (DC 15). The crown is drawing power from the direction of the Strand of Lions.

What Is Here. The Storm-Crown (On the altar. Lightning strikes anyone without the coven's blessing who touches it.); Corvin Ash's papers (Star charts, a schedule of ten nights, and: "Eighth night, the boy, the black water. Tenth night, the Lady crowns herself.").

Treasure. The Storm-Crown, Corvin Ash's papers, Hodge

DM Notes. Day 5 to 8, at night, reached by the Skylos or by flying. Luna is in the Old City by day and here every night after midnight. If the characters come in daylight, only Corvin Ash, two druids and Hodge are present.

Trouble in the Forest

The Dancing Forest. High encounter.

> Sunlight glints off golden wheat fields in the Southern Farmlands, but a dark shadow hangs over this ruined homestead. Thick, twisted wooden roots churn the soil, splintering fences and crushing grain silos. Amidst the orchard, a towering trunk shifts with a resonant groan, revealing a face of gnarled wood and burning amber eyes.

Creatures. Treant (CR 9): enraged giant plant guardian; 4 × Awakened Tree (CR 2): awakened orchard trees defending the treant.

Tactics. The Treant uses Rock Throwing to crush spellcasters from afar while commanding the Awakened Trees to form a wooden wall around it. The Awakened Trees slam into front-line combatants, attempting to pin them in place.

Nature (DC 12). These trees are waking, not attacking: something is forcing them to grow.

Nature (DC 17). The magic in the sap is fey, and it flows from the direction of the Great Tree.

Treasure. A vial of silver sap (a clue to the Great Tree)

DM Notes. Day 3, morning, at the forest edge where farmers cleared land. The trees are waking because the Great Tree's fey magic is spreading through the roots. The treant is confused, not evil; Elder Fennick can calm it if brought here.

Clues and Secrets

Pell Barthen's Ledger

A provisioner's delivery ledger that records night deliveries to the Gilded Menagerie.

Neat entries for rope and oats, and three late-night lines in a shakier hand: "Crates (heavy), paid Saltwright Co." - "Robes, white, x13, paid Saltwright Co." - "Rigging rope, 60 ft, for the platform above the royal box."

Where It Leads. Orsolya Vane and the Gilded Menagerie.

Shard of a Countdown Lion

A broken piece of a Countdown Lion: bronze skin over grey standing stone.

A shard the size of a fist, bronze on one side and grey granite on the other, scorched black and smelling of ozone. A silver crescent is scratched into the bronze.

Where It Leads. Chelonia Island (the stone remembers it); Tumbo Island (the magic flows toward it).

Tempest Sacrifice Plot

The coven's plan to sacrifice Hodge to summon the tempest.

The coven plans to sacrifice unwitting Hodge to summon the tempest.

Where It Leads. Abyssos Pond on the eighth night; Luna.

Secret. Granny Mab, Hodge's note, Corvin Ash's papers on Tumbo Island and the Pebblewicks' "lady in white" all lead here.

Connections. Tempest Sacrifice Plot is tied to the quest The Tempest Coven.

The Door Phrase

The command that hijacks the Consortium's warforged sentries.

Spoken aloud near a VanGuard-repaired warforged, the words "Make straight his paths" make it obey the next order it hears, from anyone. It is the last line of the Consortium's own motto.

Where It Leads. The tenth night: the Consulate guards at the Gilded Menagerie.

Secret. D.R8-002 was built long before VanGuard and is not affected, but hears the hidden tone. A character who knows the phrase can also use it, to turn the droids back.

The Lady Wears Two Faces

Granny Mab's riddle naming the coven's leader.

"The Lady wears two faces, dearies. One smiles in the Old City and hands out bread. One dances on the barrows with lightning in her hair. The boy goes into the black water on the eighth night, and on the tenth the sea comes to dinner."

Where It Leads. Luna.

The VanGuard Ledger

Factor Kessler's private ledger: proof that VanGuard sells to every side.

Payments in: Consortium (40 mercenaries), Proletariat (60 crossbows on credit), Saltwright Co. ("door phrase, Consulate units"), Consortium again ("riot date, 10th night"). Payments out: "C." (barn work, 6 farms). Last page: a list of farms to be bought "after the fires".

Where It Leads. Ivo Kessler; the Assembly; the dragon Cinderwrath; the droid back door.

Scenes and Notes

Guarded Portal

Two guards stationed by a harmless portal to keep people from playing with it.

Two guards with caution signs stand guard beside a portal deemed harmless by the Council.

Connections. Krag Ashtusk is at Guarded Portal; Guarded Portal is controlled by The Consortium.

Appendix A: Creatures

Air Elemental

Air Elemental

Large elemental, neutral

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 10 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Str +2, Dex +5, Con +2, Int -2, Wis +0, Cha -2
Resistances lightning
Immunities poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., Passive Perception 10
Languages Primordial (Auran)
Challenge 5

Traits

Air Form. The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The elemental makes two Thunderous Slam attacks.

Thunderous Slam. Melee Attack Roll: +8, reach 10 ft. 14 (2d8 + 5) Thunder damage.

Whirlwind. Strength Saving Throw: DC 13, one Medium or smaller creature in the elemental's space. Failure: 24 (4d10 + 2) Thunder damage, and the target is pushed up to 20 feet straight away from the elemental and has the Prone condition. Success: Half damage only.

Archmage

Archmage

Medium or Small humanoid, neutral

Armor Class 17
Hit Points 170 (31d8 + 31)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Str +0, Dex +2, Con +1, Int +9, Wis +6, Cha +3
Skills Arcana +13, History +9, Perception +6
Immunities psychic
Condition Immunities charmed
Senses Passive Perception 16
Languages Common plus five other languages
Challenge 12

Traits

Magic Resistance. The archmage has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The archmage makes four Arcane Burst attacks.

Arcane Burst. Melee or Ranged Attack Roll: +9, reach 5 ft. or range 150 ft. 27 (4d10 + 5) Force damage.

Spellcasting. The archmage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17): - **At Will:** Detect Magic, Detect Thoughts, Disguise Self, Invisibility, Light, Mage Armor, Mage Hand, Prestidigitation - **2/Day Each:** Fly, Lightning Bolt - **1/Day Each:** Cone of Cold, Mind Blank, Scrying, Teleport

Bonus Actions

Misty Step. The mage casts Misty Step, using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic. The archmage casts Counterspell or Shield in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Berserker

Berserker

Medium or Small humanoid, neutral

Armor Class 13
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Saving Throws Str +3, Dex +1, Con +3, Int -1, Wis +0, Cha -1
Senses Passive Perception 10
Languages Common
Challenge 2

Traits

Bloodied Frenzy. While Bloodied, the berserker has Advantage on attack rolls and saving throws.

Actions

Greataxe. Melee Attack Roll: +5, reach 5 ft. 9 (1d12 + 3) Slashing damage.

Bugbear Warrior

Bugbear Warrior

Medium fey, chaotic evil

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Str +2, Dex +2, Con +1, Int -1, Wis +0, Cha -1
Skills Stealth +6, Survival +2
Senses darkvision 60 ft., Passive Perception 10
Languages Common, Goblin
Challenge 1

Traits

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Actions

Grab. Melee Attack Roll: +4, reach 10 ft. 9 (2d6 + 2) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12).

Light Hammer. Melee or Ranged Attack Roll: +4 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. or range 20/60 ft. 9 (3d4 + 2) Bludgeoning damage.

Cinderwrath

A young red dragon hired by VanGuard to burn the farms of tithe-refusers.

Appearance. A rust-red dragon the size of a barn, wearing a VanGuard brass collar like a mercenary's badge.

Motivation. Gold, and the fun of watching farmers run.

Tactics. Uses the Young Red Dragon statistics. Opens with fire breath from the air, flies off when below half hit points and comes back at night.

Where to Find It. Southern Farmlands

Secret. Cinderwrath works for coin, not loyalty: shown the VanGuard ledger page that says he is paid half what the half-dragons are, he turns on Kessler.

Connections. Cinderwrath is allied with VanGuard (secret).

Dire Wolf

Dire Wolf

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (3d10 + 6)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha -2
Skills Perception +5, Stealth +4
Senses darkvision 60 ft., Passive Perception 15
Challenge 1

Traits

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. 8 (1d10 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

Druid

Medium or Small humanoid, neutral

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Str +0, Dex +1, Con +1, Int +1, Wis +3, Cha +0
Skills Medicine +5, Nature +3, Perception +5
Senses Passive Perception 15
Languages Common, Druidic, Sylvan
Challenge 2

Actions

Multiattack. The druid makes two attacks, using Vine Staff or Verdant Wisp in any combination.

Vine Staff. Melee Attack Roll: +5, reach 5 ft. 7 (1d8 + 3) Bludgeoning damage plus 2 (1d4) Poison damage.

Verdant Wisp. Ranged Attack Roll: +5, range 90 ft. 10 (3d6) Radiant damage.

Spellcasting. The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13): - **At Will:** Druidcraft, Speak with Animals - **2/Day Each:** Entangle, Thunderwave - **1/Day Each:** Animal Messenger, Longstrider, Moonbeam

Ghast

Medium undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 36 (8d8)
Speed 30 ft.

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

Saving Throws Str +3, Dex +3, Con +0, Int +0, Wis +2, Cha -1
Resistances necrotic
Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., Passive Perception 10
Languages Common
Challenge 2

Traits

Stench. Constitution Saving Throw: DC 10, any creature that starts its turn in a 5-foot Emanation originating from the ghast. Failure: The target has the Poisoned condition until the start of its next turn. Success: The target is immune to this ghast's Stench for 24 hours.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. 7 (1d8 + 3) Piercing damage plus 9 (2d8) Necrotic damage.

Claw. Melee Attack Roll: +5, reach 5 ft. 10 (2d6 + 3) Slashing damage. If the target is a non-Undead creature, it is subjected to the following effect. Constitution Saving Throw: DC 10. Failure: The target has the Paralyzed condition until the end of its next turn.

Ghoul

Medium undead, chaotic evil

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Saving Throws Str +1, Dex +2, Con +0, Int -2, Wis +0, Cha -2
Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., Passive Perception 10
Languages Common
Challenge 1

Actions

Multiattack. The ghoul makes two Bite attacks.

Bite. Melee Attack Roll: +4, reach 5 ft. 5 (1d6 + 2) Piercing damage plus 3 (1d6) Necrotic damage.

Claw. Melee Attack Roll: +4, reach 5 ft. 4 (1d4 + 2) Slashing damage. If the target is a creature that isn't an Undead or elf, it is subjected to the following effect. Constitution Saving Throw: DC 10. Failure: The target has the Paralyzed condition until the end of its next turn.

Goblin Boss

Small fey, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Saving Throws Str +0, Dex +2, Con +0, Int +0, Wis -1, Cha +0
Skills Stealth +6
Senses darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 1

Actions

Multiattack. The goblin makes two attacks, using Scimitar or Shortbow in any combination.

Scimitar. Melee Attack Roll: +4, reach 5 ft. 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. Ranged Attack Roll: +4, range 80/320 ft. 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Reactions

Redirect Attack. *Trigger:* A creature the goblin can see makes an attack roll against it. *Response:* The goblin chooses a Small or Medium ally within 5 feet of itself. The goblin and that ally swap places, and the ally becomes the target of the attack instead.

Goblin Warrior

Goblin Warrior

Small fey, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Saving Throws Str -1, Dex +2, Con +0, Int +0, Wis -1, Cha -1
Skills Stealth +6
Senses darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 1/4

Actions

Scimitar. Melee Attack Roll: +4, reach 5 ft. 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. Ranged Attack Roll: +4, range 80/320 ft. 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Guard

Guard

Medium or Small humanoid, neutral

Armor Class 16
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Saving Throws Str +1, Dex +1, Con +1, Int +0, Wis +0, Cha +0
Skills Perception +2
Senses Passive Perception 12
Languages Common
Challenge 1/8

Actions

Spear. Melee or Ranged Attack Roll: +3, reach 5 ft. or range 20/60 ft. 4 (1d6 + 1) Piercing damage.

Guard Captain

Guard Captain

Medium or Small humanoid, neutral

Armor Class 18
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Str +4, Dex +2, Con +3, Int +1, Wis +2, Cha +1
Skills Athletics +6, Perception +4
Senses Passive Perception 14
Languages Common
Challenge 4

Actions

Multiattack. The guard makes two attacks, using Javelin or Longsword in any combination.

Javelin. Melee or Ranged Attack Roll: +6, reach 5 ft. or range 30/120 ft. 14 (3d6 + 4) Piercing damage.

Longsword. Melee Attack Roll: +6, reach 5 ft. 15 (2d10 + 4) Slashing damage.

Mastiff

Mastiff

Medium beast, unaligned

Armor Class 12 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Str +1, Dex +2, Con +1, Int -4, Wis +1, Cha -2
Skills Perception +5
Senses darkvision 60 ft., Passive Perception 15
Challenge 1/8

Actions

Bite. Melee Attack Roll: +3, reach 5 ft. 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

Oceanus Dragon

The river dragon spirit of the Grove: a protector, not a monster, sleeping in the bottomless Abyssos Pond.

Considered a holy protector by locals who leave offerings, though the Consortium has placed a bounty on its head.

Appearance. A long, sinuous dragon of green-bronze scales and flowing water, with eyes like deep pools and a mane of river weed. When it rises, the water rises with it.

Habitat. Abyssos Pond, and Chelonia Island at noon.

Lore. The Grove calls it Oceanus, after the celestial river its pond is said to touch. It drowned a Consortium fleet two centuries ago and has slept since the standing stones were taken from its island.

Motivation. Guard the Grove's waters. It hates the Consortium, which stole its stones, and has never harmed a Grove child.

Tactics. Uses the Adult Bronze Dragon statistics with lightning breath and a tidal surge in place of its repulsion breath. It fights only when the pond is defiled or the Grove attacked, and stops if the defiler is driven off.

Where to Find It. Abyssos Pond

Secret. Spilling innocent blood in its pond on the eighth night drives it mad with grief; the coven means to aim that fury at the city. Returning a lion shard to Chelonia Island lets the characters speak with it, and it can be calmed (Persuasion DC 18, advantage with a shard).

DM Notes. The Consortium bounty on its head is 5,000 gp. VanGuard hunters come for it on the sixth day.

Connections. Oceanus Dragon is at Abyssos Pond; Oceanus Dragon is at Chelonia Island; Oceanus Dragon is hostile to The Consortium.

Scout

Scout

Medium or Small humanoid, neutral

Armor Class 13
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)

Saving Throws Str +0, Dex +2, Con +1, Int +0, Wis +1, Cha +0
Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses Passive Perception 15
Languages Common plus one other language
Challenge 1/2

Actions

Multiattack. The scout makes two attacks, using Shortsword and Longbow in any combination.

Shortsword. Melee Attack Roll: +4, reach 5 ft. 5 (1d6 + 2) Piercing damage.

Longbow. Ranged Attack Roll: +4, range 150/600 ft. 6 (1d8 + 2) Piercing damage.

Shield Guardian

Shield Guardian

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Saving Throws Str +4, Dex -1, Con +4, Int -2, Wis +0, Cha -4
Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 10 ft., darkvision 60 ft., Passive Perception 10
Languages Understands commands given in any language but can't speak
Challenge 7

Traits

Bound. The guardian is magically bound to an amulet. While the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (round up) is transferred to the guardian.

Regeneration. The guardian regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Spell Storing. A spellcaster who wears the guardian's amulet can cause the guardian to store one spell of level 4 or lower. To do so, the wearer must cast the spell on the guardian while within 5 feet of it. The spell has no effect but is stored within the guardian. Any previously stored spell is lost when a new spell is stored. The guardian can cast the spell stored with any parameters set by the original caster, requiring no spell components and using the caster's spellcasting ability. The stored spell is then lost.

Actions

Multiattack. The guardian makes two Fist attacks.

Fist. Melee Attack Roll: +7, reach 10 ft. 11 (2d6 + 4) Bludgeoning damage plus 7 (2d6) Force damage.

Reactions

Protection. *Trigger:* An attack roll hits the wearer of the guardian's amulet while the wearer is within 5 feet of the guardian. *Response:* The wearer gains a +5 bonus to AC, including against the triggering attack and possibly causing it to miss, until the start of the guardian's next turn.

The Hollow Ghast

A ghast from beyond the rifts, escaped from a VanGuard cage wagon, which killed the Hunter children.

Appearance. A long-limbed grey thing in a rotting rift-diver's coat, with a VanGuard cage tag still riveted to its ankle.

Tactics. Uses the Ghast statistics. Lets its ghouls attack first and goes for the weakest.

Where to Find It. Hunter Farm and Chapel Yard

Connections. The Hollow Ghast is hostile to Mara Hunter.

Warrior Veteran

Warrior Veteran

Medium or Small humanoid, neutral

Armor Class 17
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0
Skills Athletics +5, Perception +2
Senses Passive Perception 12
Languages Common plus one other language
Challenge 3

Actions

Multiattack. The warrior makes two Greatsword or Heavy Crossbow attacks.

Greatsword. Melee Attack Roll: +5, reach 5 ft. 10 (2d6 + 3) Slashing damage.

Heavy Crossbow. Ranged Attack Roll: +3, range 100/400 ft. 12 (2d10 + 1) Piercing damage.

Reactions

Parry. *Trigger:* The warrior is hit by a melee attack roll while holding a weapon. *Response:* The warrior adds 2 to its AC against that attack, possibly causing it to miss.

Water Elemental

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Str +4, Dex +2, Con +4, Int -3, Wis +0, Cha -1
Resistances acid, fire
Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., Passive Perception 10
Languages Primordial (Aquan)
Challenge 5

Traits

Freeze. If the elemental takes Cold damage, its Speed decreases by 20 feet until the end of its next turn.

Water Form. The elemental can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. Melee Attack Roll: +7, reach 5 ft. 13 (2d8 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Whelm. Strength Saving Throw: DC 15, each creature in the elemental's space. Failure: 22 (4d8 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Restrained condition, is suffocating unless it can breathe water, and takes 9 (2d8) Bludgeoning damage at the start of each of the elemental's turns. The elemental can grapple one Large creature or up to two Medium or smaller creatures at a time with Whelm. As an action, a creature within 5 feet of the elemental can pull a creature out of it by succeeding on a DC 14 Strength (Athletics) check. Success: Half damage only.

Will-o'-Wisp

Small undead, chaotic evil

Armor Class 19 (natural armor)
Hit Points 27 (11d4)
Speed 5 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Str -5, Dex +9, Con +0, Int +1, Wis +2, Cha +0
Resistances acid, cold, fire, necrotic
Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., Passive Perception 12
Languages Common plus one other language
Challenge 2

Traits

Ephemeral. The wisp can't wear or carry anything.

Illumination. The wisp sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Incorporeal Movement. The wisp can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Shock. Melee Attack Roll: +4, reach 5 ft. 11 (2d8 + 2) Lightning damage.

Bonus actions

Consume Life. Constitution Saving Throw: DC 10, one living creature the wisp can see within 5 feet that has 0 Hit Points. Failure: The target dies, and the wisp regains 10 (3d6) Hit Points.

Vanish. The wisp and its light have the Invisible condition until the wisp's Concentration ends on this effect, which ends early immediately after the wisp makes an attack roll or uses Consume Life.

Appendix B: Magic Items

Dreamsalt

A smuggled drug: grey-blue crystals dissolved under the tongue.

Properties. A dose grants advantage on saving throws against fear for 1 hour, then the poisoned condition for 8 hours. Addictive.

Value. 10 gp a dose in the Lost Shambles.

Where It Is. Black Gate Barracks and Suburbs

Hand of Glory

A macabre artifact made from the severed hand of a hanged criminal.

Crafted from a hanged man's hand (either the deed hand or the left hand); reputed to possess the power to unlock any door.

Appearance. A shrivelled left hand, pickled and dried, with wax candles fixed between its fingers.

Properties. Wondrous item, rare. Light its candles as an action: each lock or barred door within 30 feet opens (as knock, silently), and every sleeping creature in the room stays asleep while the candles burn (10 minutes). Three uses; regains one use at each hanging it is brought to.

Value. 500 gp to Dorrin Quill; priceless to Captain Cerebus.

Where It Is. Quill's Pawn

History

Made by the Tower Prison's hangman from the hand of a smuggler hanged last winter, and sold to Quill to pay a gambling debt.

Secret. The sea hag Mother Brine has demanded it from Cerebus by the end of the month. With it, the characters can open the Tower Prison, the Consulate vault, or Laundanum's bedroom.

Connections. Captain Cerebus seeks Hand of Glory; Hand of Glory is at Quill's Pawn.

The Storm-Crown

A crown of storm-blackened holly on the coven's altar, gathering the storm.

Appearance. Holly twigs, black as charcoal, woven into a crown that crackles with blue sparks.

Properties. Wondrous item, very rare (requires attunement by a druid or warlock). While wearing it, you can cast call lightning once per day without a spell slot. On the tenth night it holds the whole tempest; destroying it (AC 15, 30 hit points, immune to lightning) releases the storm harmlessly as rain.

Where It Is. The Northern Bay

Connections. The Storm-Crown is at The White Circle (secret).

Appendix C: Player Handouts

Hodge's Note

The note Hodge left his mother.

Don't worry, Ma. The moon dancers say I'm special. I'm going to be part of something beautiful. Eighth night, you'll see it from the farm. Don't cry.

Love, Hodge

Hodge

Notice of Temporary Citizenship

A Consortium notice pinned to every message board outside the walls.

BY ORDER OF THE CONSUL OF NEW HAVEN

In this season of Highharvestide and the Reign of Misrule, the Gates of the Consort are CLOSED to all who are not his subjects.

Any traveller who presents the signed thanks of THREE citizens of the Consortium, for honest service rendered, shall be granted TEMPORARY CITIZENSHIP until the close of the Reign.

The wild will obey order, and the meek will heed the strong.

Seal of the Consulate

Otto's Bounty Notice

A handbill nailed up across the farmlands by Otto in Boots.

WANTED - ALIVE - WANTED

On behalf of His Excellency the MARQUIS DE CARABAS:

Rock Moles ..... 25 gold
Almiraj (horn intact) ... 50 gold
Anything from beyond the Portal ... 200 gold

Inquire of Mr. Otto, at the Crossroads, any morning.
UNHARMED, PLEASE.

Otto in Boots, Factor to the Marquis

Reign of Misrule

This festival allows Consortium subjects to break the oaths of their guild or faith so long as they don't cause death or destruction. During the Reign of Misrule, it is not uncommon to see rude paladins involved in knock-down, drag-out barroom brawls, monks of various faiths talking and laughing freely with others (breaking their vow of silence)

Ten days after Higharvestide, the Reign of Misrule begins. This festival allows Consortium subjects to break the oaths of their guild or faith so long as they don't cause death or destruction. Non-subjects of the consort are never excused for their actions during the Reign. During the Reign of Misrule, it is not uncommon to see rude paladins involved in knock-down, drag-out barroom brawls, monks of various faiths talking and laughing freely with others (breaking their vow of silence). The reign often involves an escalating celebration including public executions, gifts of food, cloth, etc from the Consort to inhabitants, and other public spectacles.

The Reign functions as both an intoxicating jubilee of vice and a stark exhibition of the Consortium's absolute control over morality and law. While subjects revel in rare, consequence-free indulgence, plainclothes enforcers meticulously document every excess to ensure non-subjects and lethal agitators are dragged to the scaffold. By the time the final executions and tithes conclude, the Northern Bay's populace is thoroughly spent, willingly returning to strict social order.

History

Instituted nearly two centuries ago in response to stifling labor disputes and zealot-led riots, the festival was devised by early Consortium leaders as a calculated pressure valve for their subjects. By permitting temporary blasphemy and fractured vows under controlled civic oversight, the merchant lords successfully undermined the authority of dogmatic faiths and rival guilds. What began as a desperate political concession hardened into an annual showcase of Consortium generosity and unyielding legal authority.

The Consort's Ultimatum

The sealed letter in Laundanum's desk.

Consul,

The lions break, the Grove mocks us, and your tithes are short. You have until the Reign to end this.

Our Envoy will land at dusk on the tenth day. Present her with the guilty, or present her with your seal.

Make straight his paths.

By the hand of the Consort

Appendix D: Maps



New Haven

Credits

New Haven: Ten Days to Misrule by the creators of Dungeon Zen. Made with Dungeon Zen.

Written and designed by the creators of Dungeon Zen as an example campaign. Built, run and exported with Dungeon Zen (dungeonzen.com).

Story, places and characters: an original campaign set in the world of Elysera. Card pictures and maps were made with Dungeon Zen's picture tools.

Typefaces: Alegreya, Alegreya SC and Alegreya Sans by Juan Pablo del Peral (Huerta Tipográfica), under the SIL Open Font License.

Dungeon Zen is not affiliated with, endorsed by or sponsored by Wizards of the Coast. Compatible with fifth edition rules.

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