

The following is a transcription of the various planning materials used for the Journeyman Challenge. I had started to move to an index card system for easy reference during the games; but this also left little written trail of the grander exposition of the story. Some of the later planning was written by hand into a notebook, from which cards were then written with further detail. This was all done 2018/2019.

Cards

BUNDLE A

#21 / Story / Intro - Journeyman Challenge

- 40 years since the War on the Dark
- All realms of Ternia bonded together
- Soon after - founded Journeyman Challenge
- Representation: from each of realms
- Players' Characters are from the Wilders frontier
- Meet Jeddar aboard small ship Everhope in Faerbe
- Leave 1st of Summertide at Midnight

#22 / Ship / Everhope

- Captain - "Starset" Elven/High
 - Cursed, cannot set foot on land
- First Mate - Bravick - Human - Bold, ruddy, bad jokes
- Donnet - younger human
- Capt Starset greets all passengers
- 2 days to Kingsport, round Barnaben's Cut

#23 / NPCs / Everhope Passengers

- Mm - Monastic order, not speak, Order of the Celestial Guides - 30s - cloaked
- Beldar - Mm's sister - 30s
- "Who's Asking" - the drunk
- Madam Fren - Dressed all in white, while mask covering jaw and cheeks - to attend Challenge

#24 / Location / Barnaben's Cut

- Capt Starset is at helm
- The cut is a narrow band between two 400' cliffs
- Traverse at night because Razorhawks cut masts

#25 / Event / Everhope Shipwreck

- Starset goes to front of ship, in trance
- Bravick takes wheel
- 20 minutes after Barnaben's Cut, LOUD CRASH/Boom
- Ship is taking on water

- Bravick freaks out
- Ship out of control
 - Go to sea - Athletics DC10 to get to land
 - Go to land - CON 10 or Exhaustion

#26 / Location / Cackling Isles

- Capt Starset remarks these are "Cackling Isles"
- On a sandy beach. Trees about ½ mile E; rocky hills with cave to South
- If travel, will encounter Gnolls
- Can build a raft with timbers and 100' rope
- Hope to get to Stallur's Landing

#27 (3 Gnolls)

#28 / Location / Stallur's Landing

- Fishing village - 80 people
- Mera - female, 48, "Changer" exchanges all goods, etc
 - No formal money
- Inn cost 5gp
- No horses
- 3 day trip to Kingsport - Ox pull cart of dried fish leave tomorrow early
- Soon after arrive - horses ride off
- Leave tonight - cemetery - get to Kingsport by morning 5th
- Leave tomorrow - get to Kingsport by mid-morning parade

#29 / Monsters / 4 Skeletons and a War Horse

#30 / Location / Road to Kingsport

- Split in path - Raining hard
- High Road - Through woods
 - DC15 (Passive Wisdom/Perception) to see bridge is "tampered" with
 - Otherwise bridge "collapses" at bad time
- Low Road - To beach - Ford rushing water
 - Wagon may be flooded - DC5 Athletics to Swim combined STR 20 to keep wagon near shore

#31 / Monsters / 5 Bandits and Leader

#32 / Location / Velenia

- Mining town, ~400 people; mines Velenigte, like marble, greyer, with pink veins. Very popular/modern
- Villager blows horn when group sighted; draw bridges are raised.
- They've heard of armed band of strangers who marauded Stallur's Landing. Tipped off by a monk & sister on horseback. The two rode off to Kingsport to fetch guards

- 4 hrs to go around, or lay weapons on cart and be escorted through

#33 / NPCs / Velnan Militia (6)

#34 / Event / Kingsport Parade

- Many people lining streets
- See green banner of the Wilders
- A few city guards every 40 feet
- Five humans headed by Consul Taak and fake bearded Jeddar
- Taak - wearing blue cloak with symbols of Kingsport
 - He will hear out the party
- Tells guards to "gag, then bind" the fake team and fake Jeddar
- Gives them green sashes, and a beacon of finding - green - or white to surrender / quit

#35 / Story / Before First Challenge

- Parade
- Temple - cleansing
- Feast
 - Bard competition
 - "Press court" - Questions "Is Eddin the next Jeddar?"
 - Sir Addo, First bound Dova, Krytan, Maester
 - Seating order: Ylvan, Terna, Host, Kilnett, Wilders
- Procession to market square

#36 / Event / Beginning - Journeyman's Challenge

- Krytan, Arhmag is the last through the flame portal
- On a large plateau, arid, with strange twisting fissures suggesting a slot canyon, stretching to wider canyon, to the plateau's edge some 20 miles away
- First two challenges back to back
- Race to the end of the four canyons, navigating each
- First 30, then 20, 10, 0 points awarded
- At the end of the last canyon, next task will be given. Each 9 hrs signal position, use white beacon outdoors to send aid

#37 / Story / First Challenge

- After parade, go through large flame-shaped portal
- At the top of a long green plateau, you can see the cracks of a large dry canyon spring up
- At each 8 hours, you'll send off your Beacon of Finding to indicate where you are
- Giant's Temple - Dragon's Back - Balor's Furnace - Minotaur's Walkway
- Points: 30 for first, 20, 10, 0

#38 / After playing, some notes

- Who has the beacon of finding?

- Who has healing potions?
- How is horse?
- "Everything happens for a reason. Actually, that reason is that someone rolled a 1."

BUNDLE B

#39 / Location / Canyon

- Giant's Temple - Greyrook, druid, member of Ylvan has broken tokens of his ancestors
- Dragon's BAcK - going prone will suffer 1d6 damage - Boots destroyed - Ylvan Warlock (Pryyk) killed "Faewyn" written on forehead
- Balor's Furnace - end of each in canyon, DC 10 CON or Exhaustion if sunny day;
- Minotaur's Walkway - DC 15 INT to leave
 - Crazy Gnome - can advance if he can break a bone
- To advance, roll Survival every 8 hours:
 - N20 - Up 2
 - 15+ - Proceed
 - 10+ - Nothing
 - 5+ - Encounter
 - 1 - hours lost

#40 / Location / Outside Tomb

- Magic Mouth on a new pillar says: "Greetings Wilders! Before you lies an ancient resting place of one whose name is long lost. Venture forth to gain points:
 - 20 for slaying the primary denizen,
 - 20 for producing the beckoning gem,
 - 5 for each other inhabitant you slay
- IF you once leave, you cannot return
- Two large skeletons (statues made of stone, 20' high, flank the entrance built into the canyon edge

#41 / Location / Celestial Room

- Torn tapestry is Rug of Smothering
 - AC 12, +5 to hit, Grappled unless DC13 STR/DEX; 2d6+3 each turn Grappled; ½ damage affects grappled
- Rogue finds secret door

#42 / Location / Challenge 2 - Tomb

- 2 massive (20') stone skeletons outside with large rusted swords
- 300' of 30' passage
- Forks to two paths - ground covered in fog
- Firsts chamber 40'x40' and 80' of tapestries
 - Images of celestial bodies
- Second room has tapestries depicting life of a Lord - Foundling who rose to great power

#43 / Verbiage / Wicfael's Sanctum

- You enter a chamber that is like the nave of a temple, with columns squaring the room and a dais on a raised sanctum led to by steps. You see several mounds in the earthen floor and a refuse pile in the front corner. All five Ternans are standing motionless, fixing their gaze on a light that emanates from above the dais that casts a strange rosy glow across the room.

#44 / Verbiage / After Gem

- A few moments after you possess the gem, you hear a rumbling and notice figures rising from the mounds in the ground. The figures are human, but their flesh is decayed and wrapped loosely in cloth. From behind the dais emerges another human, not quite so decayed and not wrapped. He bears a sword at his side and a bow upon his back. A pale, leering face looks at you from underneath a curious helmet with a gold base and pearl dome.

#45 / Location / Wight's Tomb

- One team is here -fransixed
- 4 or so Zombies and Wight
- Bright Pink light - gem - in a skeleton hawk
- Disadvantage to look or attack
- DC15 WIS to resist Command
- Hawk AC 13 1 HP

#46 / Hawk / Zombie

#47 / Monter / Wicfael

- Wight stats
- Helm of Telepathy
- Dust of Sneezing/Choking - 30' radius - DC15 CON or no breathe

#48 / Verbiage / After Wicfael

- Outside, standing in front of the stone skeletons, Krytan and a dozen others greet you. They rush you through the flame portal behind them, and you find yourself outside the temple where you had received your restorative drink. Several clergy attend to your wounds saying little.

BUNDLE C

#1 / Story / After 2nd Challenge

- Outside the tomb awaits Krytan and retinue
- Review standings, teleport teams to temple for benediction
- Jeddard speaks with group, as does Taak
- Taak wonders at cause/reason of Pryyk's death
- Suggest team retrace her last steps before reaching Kingsport

- Party later at the penthouse of the Tower Inn - socialize and determine causes
- Message from Seegert informing them of horse - via Jeddar
- Two week break before next challenge

#2 / Location / Kingsport

- Shipping city, 4000 pop
- Walled, though not heavily
- Guards at gate - not too strict
- Parade is underway, ¼ mile
- Run to parade - DC10 CON or Exhaustion
- All social interactions @ disadvantage

#3 / Location / Loftbridge

- 8000+ population
- Large castle build over major river
- Lodging at the Nine Gallows Inn
- Reliquary - downstairs beyond thick door
- Demon King hung w/ family and common thief
- Man who runs it has a disturbing long neck

#4 / Location / Places in Loftbridge

- Bestiary - Incl. Druid who shapeshifts
- Castle and Palace
- Graveyard
- Market
- Hall of Heroes
- Shrine Registry
- Smithy Row
- Library
- Artisan's Quarters
- Floral meadows
- Bones, Buttons, Broadboards
- Wall Wall
- Guild Halls
- Magic District
- Reservoir, lock + dam

#5 / Rumors / Kingsport/Loftbridge

1. There's a secret entrance to Kingsport
2. Rodic is the ringleader of Rabblers
3. A satyr has been about Kingsport
4. (F) Treasure in Swampy Hollow
5. (F) Pryk was an Ylvan spy
6. Someone is forging weapons in secret in Kilnett

7. Something sinister came to Kingsport
8. (F) Maester of Kingsport not a fool
9. Rodic supports adventurers
10. (F) Barnaben is a smuggler
11. Special prisoner in Kingsport Castle
12. Kingsport is importing prisoners
13. Pryyk visited the Kingsport Castle
14. Assassins are looking for Seegert
15. Maester at Hlynfast often
16. Castellan under Taak's thumb
17. Monk + "sister" are Rabblrouers
18. Gnome is selling defective Music Boxes
19. Barnaben not loyal to crown
20. (F) One champion is a doppelganger

#6 / NPCs / Journeyman Teams

- Terna - (Rivet) Noble, Purple, Fighter (Eddin), Paladin, Cleric, Wizard; Survival +3
- Kilnett - (Barnaben) Skilled, Industrious - Blue - Barbarian, Sorcerer, Bard, Rogue; Survival +2
- Ylvan - (Kra-kos) - Mystical, Red, Monk, Ranger, Druid (Greyrook), Warlock (T'Pryyk); Survival +3,
- AC 12 / +3 hit 1d8+2

#7 / NPC / Seegert

AC 8; Animal Handling +4; Scared of ghosts, etc; 82 yrs; 8 HP; Poison Dagger 0, 1d4; DC 10 poison; short rest to recover; Torch

#8 / NPC / Madam Fren

AC 10; pp 12; Dex +1, Int +1, Wis +2, Cha + 3, Deception +5, Insight +4, Persuasion +5; Common, Dwarvish; 9 HP, Jeweled Dagger 1d4; 250gp gems, 95pg; Sports enthusiast, technically married to a dwarven prince, who is lost; ambivalent about finding him again.

#9 / NPC / Ring of Ikto

- Envy, contempt, revenge - subterfuge, infiltration
- Wants to "talk alone" - CHR 10 to be aware of presence
- Was lifted by a cretin who waited until the dead of night to host out of the door "all he did was swat at the air"

#10 / Verbiage / Infirmary - Taak

The the infirmary, Jeddard, Taak, and the three followers come to visit. "There are some social obligations. Tonight is a party at the Tower Inn where you can mingle with society, and I've planned a trip to Lofftbridge, the royal seat. A week from now is an appearance[?], hand-shaking, and whatnot, for which you'll be paid 100gp each. Your expenses have been

paid in advance, details are here in these letters. And if we can get to the bottom of this matter of Pryyk, the dead warlock..."

#11 / NPC / Kingsport Maester
Stout, officious man in 60s

#12 / Verbiage / Infirmary - Jeddard

Jeddard looks serious, but speaks only encouraging words, until Consul Taak leaves. He leans in. "I do have news for you, from Seegert. He of course has returned to Staller's Landing, but he has news of your horse." ... "He thinks the poisoning was deliberate. He was quite frightened for his own life. Perhaps it is best to leave Kingsport for now. You have two weeks before the challenge continues."

#13 / NPC / Archmage Krytan
Level 12 Wizard - 160 yrs old High Elf

#14 / NPC / Lady of the Nine-Toes of Akaa The Everlasting

#15 / Story / To Tower Inn

The Ternan team is walking just ahead of you as you enter a throng that has gathered outside the temple. City guards make a narrow corridor for the contestants to pass through the crowded streets. As you and the Ternans pass through you hear more violent shouting, and fights are breaking out as the Ternans pass. "Murderers!" some scream as others say "Faewynean." Some begin throwing objects at Eddin.

#16 / Verbiage / Tower Inn

It is not hard to find the Tower Inn; at fave stories, it is nearly the tallest structure in Kingsport. Its rooftop shadowing the adjacent inner castle walls. The bustling inn has two narrow winding staircases, one to go up and the other, down. The penthouse is a shuffle of large rooms and small, to accommodate all variety of social situations; it is now quite packed with aristocrats and adventurers alike. The entire floor is rimmed with a narrow balcony overlooking the entire city.

#17 / Time

1. Midnight - Start of 1 Summertide New Moon (4 am - 8 am) - at docks of Faerbe
2. Natlers Gnoll - to Staller's Landing
3. Midnight - encounter skeletons
 - a. Good weather, raining next, 2 days..[?]
 - b. Split in Road
 - c. Velena
4. At Kingsport - 8 am parade - Giant's Temple of Druid
5. Balor's Furnace - fight with 2 Giant Hyenas - to Dragon's Back
6. To Minotaur Walkway - Rope bridge +2 Ogres
7. In Wight's tomb

#18 / Gameplay / Every Day/Long Rest p186 Player's Handbook

- All Spellcasters - mark spells selected
 - Clear slots if applicable
- Regain ½ of Hit Dice (p 186)
- Consume 1 ration for whole day or risk Exhaustion
- Roll for weather - p109 DMG
- Mark Day on TIME
- HP all regained

#19 (12/18/17)

- HP, Hit Dice - etc
- Questions?
- Spells
- Spell Slots

#20 / Story / Tower Inn Party (2)

- Eddin - Fighter of Terna
 - Wants to go to Loftbridge
- Behalmalek will tell then that Pryyk was rarely out of sight except for a day in Loftbridge

NOTEBOOK

7/2/19

Planning for one-off adventure

Kingsport

After last Challenge

The city is rife with hostility between Ternans and Ylvan factions/fans

Barnaben is a wealthy trader and sponsor of trade expeditions

"She came into town on no legs

She walked the docks on two

She crawls the caverns on eight

Now she's coming for you!"

At party, find way to lower reaches of tower

In the 5-story Tower Inn - Taak's place

- 1) Goal - Find out where Taak spends his time
- 2) Goal - Find out what he's been up to
- 3) Goal - Determine source of evil
- 4) Goal - Get into Castle Dungeons
- 5) Goal - Defeat Crazy Prisoners

6) Goal - Report back to Barnaben

1) Just shop around

- a) If persuaded, guest will say he's gone downstairs
- b) A gang of Stennick worked in the basement a while ago
- c) Feelings: "Bad to Wisse" "Story Tells Itself"

2) Ghost of dead daughter tells story

- a) GHOST - More present at lower levels of Tower Inn
- b) Some invisible hand swept down a row of bar glasses
- c) Fires started when a hot iron fell onto a shirt

Wine Cellar 6 months ago. Winekeep was sent away, half-Stennick were hired to do something. Built out a deep cellar, with a brick cover that turns into stairs with Rem Rif Breca - r's trilled, which Gnome Winekeep can't do.

3 months ago - made sacrifice of son

- Last month - hauntings - went missing in Loftbridge shortly after wedding

NPC - Bartender may join party as NPC - Lillard

- Dextrous, potions +0/+0 id4 Lillard's Lemonade
- Corkscrew switchblade - rewind "Lillard the Liar"
- Knife +3/+3 1d4, 3 healing potions

NPC - Winekeep - Gnome - Koblic Grapestep

- Poisoned dagger +2/+2 1d4
- Won't destroy his secret benefactor

NPC - Taak's son - ghost

Crack in rock - gaseous form passes through

Formless creature

1 y - Dead Ship - ship came to town, by time they had all moored, all were dead or crazed, save a single woman, who on the dying breach of several aboard, was blamed for their madness and deaths. She was cast into the Castle Prison Hole with the worst of the lot.

Half-Stennick can open the crack enough for medium creatures

Fireball can open the crack enough for Small creatures

3 challenges underground - must pass under water to fume-filled area

- Creatures - Lemures, Grey Ooze in a pile of discarded items
- Hazard
- Treasure

Corner of a block room is supported by massive wooden (?) beams. When blocks are breached, corner of blocked area falls down and crazed prisoners come out.

3 "bandits" and 1 "berserker"

Berserker is wearing a large amulet of bronze in the shape of a vertebrae with an oval of amber. In the amber is a spiderlike creature.

The amulet cannot be destroyed with anything less than 7th level magic. Allows user to get any 2 people nearby into an argument.

NPC - Half-Stennick - Rom - not paid in full, doesn't want to return to Kilnett.

- 2 attacks
- Stone club can be smashed from any [..] +4/+4 2d6 Bludgeoning
- Hit +2/+4 1d8
- Crush +2/+4 2d8 - targets with both hands free - no adjacent
- Yodel intimidate

Setting

The first half of the Journeyman Challenge is over, but as you emerge from the temple, you see the city of Kingsport is in chaos. A massive throng fills the streets, the most boisterous being Ternans and Ylvans, who are shouting angrily over the death of the Ylvan Warlock. The city guard do their best to shield you as you traverse the wide avenue that lead you to the Tower Inn, where the competing parties are being entertained as they begin their 2-week hiatus. You can see very little of the street itself for all the crowds, but you can see the massive 5-story Tower Inn to your right and the city's castle to your left. You reach the lobby of the Tower Inn without injury and the crowds are kept at bay by the guards.

The lobby is unlike anything the Wilders have ever seen - marble pillars and an indoor fountain make the center of the lobby, and a large area with seating next to a long bar is to your left. You're given a round of applause as you enter.

The lobby is an oasis of aristocratic tranquility compared to the streets. The wealthy of the area are assembled here, toasting each other and unaware of the mob outside. You, too, may need a drink after these events. Though you are here to hob-nob with the Ternan upper crust this evening, you have time to yourself for quite a while.

Social/Rumors

Lillard the barkeep is a courteous and accommodating man, about mid-20s with a large red beard and stout. The other staff tease him "Lillard the Liar."

- He tells how last night he was tending and suddenly a whole shelf of glasses fell as if they were swept by an invisible hand. He intimates that is is only one of such strange goings-on lately.

Barnaben quietly shares that Taak has not been well, particularly since the disappearance of his son from Loftbridge a few months ago (~4).

A small fire was started in the laundry downstairs when an iron was left on a shirt. The laundress denies that she left the iron on it, says someone would have to place it there for it to do that. One of the wealthy patrons may complain about this as evidence that "the help are no help at all."

If they ask about the cellar, someone might say there was a team of half-Stennick (kind of like dwarves but larger) that was excavating something, something to do with the foundations of the Tower Inn.

If they visit the wine cellar, Koblic will be on a stool at his low desk, and be muttering to himself and be somewhat surprised by the party, clasp something (always) in his right fist. It is actually nothing, but he is delusional from a spell and believes he is holding the dark sunstone, a legend from his ancestral home. He will never unclench his right fist. He will help the team open the secret door that leads to Taak's secret, ostensibly because he cannot tell a lie, but actually because he wants to gaze upon Misery. He knows the combination "Rem Rif Breca" but cannot pronounce the trilled r's. The ghost has smashed some wine bottles, though he can't make out the face/shape of the ghost, he can actually see it.

If the team wants to go below the lobby, Lillard will be approached by the boss/manager and be fired for breaking the shelf full of glass. He will offer his services to the party.

When the party goes to Taak's secret chamber, the ghost soon becomes present, and will pass through a wall - really a secret door. ~~If the team takes time to search, Misery may appear.~~ In the secret room is an octagonal table upon which a withered corpse lies. Above it appears the Ghost. (Or the ghost howls and Koblic recognizes.) It tells its story - it is Taak's son, come to his father at his behest in secret, only to be bound, stunned, and killed in sacrifice to some demonic apparition his father called only "Misery." She would appear to him, emanating as smoke from a fissure in the cave wall at the far end of the cave.

There is a fissure in the wall at the far end of the cave, about 2 feet high - about eye level, about 1½" wide. It can be opened by an appropriate spell, or by an excavator such as the half-Stennick.

After passing through the fissure, a short tunnel passable easily by creatures of Medium height leads to a pool of water. This is a passage to a large chamber via a 10' underwater passage. When coming out the other end, all must make a CON saving throw or be poisoned, checking each round to recover. They climb a short slope to find themselves at the ridge along a dank stream in a steep, narrow canyon about 20' deep. The cavern is about 20' in height and the walls are slimy and hard to climb. There is a pile of refuse to the right with a long plank that can be laid across. A stone on the other side appears to be a good anchor - it is a helmet on a skeleton that

will tow them across. In a large pile of refuse across the canyon is some treasure, but also a grey ooze.

There is what appears to be the corner of a foundation of stones, jutting out above the refuse pile, with a single supporting pillar. It seems to be the corner of a room that the evil is emanating from. The pillar may be destroyed various ways.

When the corner is breached, the prisoners will spill out and engage the party. When Misery is present, Koblic will turn on the party.

When Misery falls to ½ HP, she will return to an amulet worn by the prisoner leader. The amulet can be destroyed only by 7th level magic or higher.

If they confront Taak, he is on the balcony of the penthouse suite. As they confront him, ghostly hands reach from behind him and pull him over the ledge.

Tower Levels - the Tower Inn

- (1) Lobby, Bar
- (2) Kitchens
- (3) Guest Rooms
- (4) Guest Rooms
- (5) Penthouse
- (-1) Laundry / Help Housing
- (-2) Wine Cellar
- (-3) Study - Carved out

Curses

- Unknown
- Justified
- Guilt for effect
- Can't escape destiny
- Will do anything to protect the amulet

Amulet of Dischord

- On 1 rolls, performs discordant action
- 30' all music is off-key to listen
- 30' any music emanating is off-key
- Disadvantage to all related effects
- Disadvantage to Persuasion
- Argue - DC10 WIS + CHR of Caster - Or argue 1 turn - short rest
- Advantage to Intimidation

~~They are told they will bring discord and strife wherever they are.~~

The angry emotions of the city have boiled over to riots. It's clear that the amulet is pushing them beyond their rage into physical fury. It may not have kindled the flame, but it's adding fuel to the fire.

- Try to have someone look at it
- Flee by boat - try to find source of
 - Ternia, or other continents
- Go by foot
 - Guildwatch to Evencross / Loftbridge
 - Elsewhere

BUNDLE D

#49 / Story / After Cursed/At Tower Inn

- As the group and Lillard emerge from the cellar, they are called to by the concierge of the Tower Inn. The lobby atmosphere is tense and the door guards seem even more wary of the crowds outside than before. "It's boiling over - not safe here anymore. Some are saying the challenge is OFF!" He suggests they meet with Taak and the others on the top floor where the party is still commencing.

#50 / Story / Canceling the Challenge

- As they ascend the stairs, they can see through windows that there is further turmoil in the streets. Though it is dim, there are waves of angry shouts, calls of "murdress!" and "foul first friends" and calls for order. The "party" hardly seems that; a few are still boozing it up, but Jeddar and others are at a long table, looking solemn. Jeddar rises slowly as he sees the group. "It's just been decided for the first time in its 40 years, the Journeyman Challenge is canceled!"

#51 / Story / Tower Inn, Taak's Death

- Jeddar may suggest talking to Taak, who is on a balcony. If they investigate, they hear a shout from the balcony. If they go quickly, they see Taak suspended in air, DC15 Perception to see two shadowy hands grasping his chest - then releasing him. DC20 Athletics or Acrobatics to grasp him, DC 10 STR/Ath to pull him up. Otherwise he falls to his death.

#52 / Story / "The Choice"

- Jeddar and the team discuss the mayhem, the brink of war, the canceling of the challenge, and the amulet/curse. The archmage Krytan has already teleported back to Loftbridge. The gnome Kahlic can be questioned; the town finds out the Dead Ship connection and suspects the amulet's source. Choice: Journey to Loftbridge; Seek advice of religious or magic leaders; journey to the source of the amulet.

#53 / Story / "Of the Onyx Shores"

- The harbormaster knows of the Dead Ship's journey from the Onyx Shores, an island historically peaceful but recently thrown into civil war. A lush, tropical island, it had long been a paradisaal land, rich in spices. Much now has been laid waste by the war. The Roaring Seas still makes cargo runs with its new captain, the daughter of its ill-fated former captain.

#54 / Location / Kingsport Locales

- Hazel Witch - Pub, music, tradesmen
- Hlynhof - "Night club"
- Consul Chambers - Maester
- Open Market
- Looking Glass - Snooty shops and dining
- Turid's Garden - public square - named for royalty
- Docks
- Crook Street - Tradesmen
- The Tower Inn - rates are quintuple usual are - 1gp - 5 - 12 - 20

#55 / Story / Tower Inn Party

- Evening of heroes' return, party at Tower Inn
- FAVE story building across from market square and from old castle
- Lavish interiors never seen in the The Wilders
- Clothes don't fit because of imposters
- Greyrook may be very distraught still (Druid)
- Behalmalekimahanos - Monk - factual
- Ranger - absent - Windborn
- Cleric - Altern Fastor - tight-lipped - Gnome

#56 / Verbiage / Leaving Kingsport

- You assemble at the gates before dawn, and fifteen men called Guildwatch are the escorts for about 60 people. Most are traders, you do see a few robed monks and general travelers. The group move out in an orderly fashion across the hilly, tree-lined road. A watchman tells you you'll reach Nightmeet before sunset then will reach Evencross by the next evening. Taak gave you passes to take boats to Loftbridge, which the guard says will take half a day.

#57 / Story / Road to Evencross

- Guidwatch party - each day merchant guild members or patrons caravan with guild protection to Evencross and back. 2 day trip.
- Partway is the Stone-Druid - Tiefling - memory-fetcher
- Swampy - Hollow
- Nightmeet - where halfway between Kingsport and Evencross - not a village but a resting ground
 - Satyr's revelry
- Rock slide - Rescue of travelers

#58 / NPC / Guildwatch (Guard, p347 Monster Manual)

- Chances:
 - 15/16 - Encounter
 - 17/18 - Terrain
 - 19/20 - Both
- d10 - encounter
 1. 2d6 Bandits
 2. 4 Gnolls
 3. Fortune Teller
 4. Salesman
 5. Minstrel
 6. Nobel Procession
 7. 2d10 Jackals
 8. Brown Bear
 9. 2d6 Axe Beaks
 10. 2d6 Awakened Shrub
- D10 - terrain
 1. Mud slide
 2. Trees down
 3. Rock slide
 4. Pass out
 5. Dense fog
 6. Fight in group
 7. Cart on fire
 8. Sickness
 9. Horses run off
 10. Cart break down

#60 / Verbiage / Nightmeet

- You come to a cleared area where many stumps are visible; it was recently cut. At the center of this clearing is a broad hill that has a thin stand of trees. As you draw nearer, you see a collection of huts and lean-tos. You've reached Nightmeet. The ground on the hill is muddy and disturbed by the nightly camps made here. The lean-tos are vendors of all types who live to sell ware to those staying here. At the sight of you they begin hawking their wares.

#61 / Quest Board / Road to Evencross

- Bord must roll DC15 WIS saving throw (charm)
 - 2 pixies are coaxing him to play for Satyr's party "Master of Revelry"
- Falken's Grog - +4 cumulative bonus to play instrument, -4 cumulative penalty to wake the next day DC5 CON
- If can make DC30 during night, Satyr grants a wish - manifests as a rose bouquet in left palm

- Otherwise receives 3 Falken's Grogs

#62 / Verbiage / Evencross

- A guard announces that you can now see the hills near Evencross. As you turn a corner, you see them - black, craggy hills that you are told border the black canyon that contains the river [...] that flows to Loftbridge. Though you can't see it yet, you're told that Evencross is a wide natural bridge across the river, whose top is even to the road, and that the city is wholly built o, and into this... rock bridge.

#63 / Verbiage / Loftbridge

- As your journey progresses, the black canyon walls become less steep and less tall. Ahead you see the river enters a green, rolling land. In the haze of the distance, you make out white-gleaming forms of towers and walls - Loftbridge. You've never seen the like. A thin white line marks the city walls, and eventually you make out the highly majestic bridge at the foot of the castle from which the city gets its name.

#64 / Verbiage / Seven Gallows

- You reach the square as directed, and find a large group of people outside a wide, two-story building of dark wood, on which white wooden letters proclaim "Seven Gallows." A large man standing beside the door bellows "The reliquary is CLOSED today for cleaning. NO RELICS. Come back tomorrow." He looks flustered as you approach. "Didn't ya hear me?" he hollers, then interrupts himself "or are you Inn customers?"

#65 / Verbiage / Story of Ikto's Ring

- The Innwife seems nervous and reluctant to leave. "It's his hands. They're missing. Ikto's hands. One of the relics...stolen."..."Of course my husband has no plans - like they're just going to crawl back. And if this gets out - it could be disaster!" Ikto, she tells you, was one of the infamous seven who hung for nearly killing the king 120 years ago. "You're adventuring types - not from around here. Maybe you can help." Reluctantly she admits "This might help you," holding a silver ring with a small black gem. "It was left behind...Ikto's ring...some say it talks."

#66 / Quests / Loftbridge

- Corpse Bride - Man (Martrand) wants to renew vows for 50th anniversary - Dust of Delusion - Temple of [...] - 5 Dusts of Delusion, Potion of True Sight, 100gp
- Beggar's [...] - Jackalweres disguising as beggars - protection money for trade routes to Erstmark - operated by a Lamia

#67 / Quests / Loftbridge

- Bestiary - Druid Aabec - Beasts missing
- Griffon Figurine of Wondrous Power
- Seven Gallows Inn - Reliquary - Relic Mission
- Ring of Mind Shielding - Soul of Ikto

- Rogue quests - pickpocket / swap a small bag ("do not look at what is inside") "Deliver to Dwarf in back of shop. 3 worms spring out and kill dwarf.

#68 NPC / Jeddar

- 42 years old
- Jeddar former representative of the Wilders, Human fighter
- 250 points available for winning - Most wins
- Four major sections - not known/secret
- Hosted by Ternan city of Klingsport
- Was champion 20 years ago, left for his now-wife who is frail, he took sponsorship role for gold

NOTEBOOK

If they want to go to the source of the Dead Ship, the only vessel they find will take them for a nominal fee. It's only cargo is coffins filled with salt and swords, for fighting the desperate fight.

Captain is a 15 year old girl. Sea took her father as he became feeble of spirit.

A Tabaxi will follow them, mostly out of whimsy.

- May startle them as he stealths around

They encounter an iceberg in the tropical region - it is moving opposite of them at high speed. A crew of a shipwreck has forged a small outpost here and are paranoid as they fallen frequently under attack.

This "iceberg" is a magical vessel used to lock away a far north outpost that has been taken.

If they go to Loftbridge they may seek audience with different people:

- Religious - All but lawful good will attempt to use it
- Magical - Archmage
- King/Nobles

Tabaxi - "Curious Slashmore"

- Ethos: "The world is an interesting place. How do I make it more interesting?"
- Alignment: Chaotic Neutral
- Will observe a long time before letting them know
- Velvety and calm voice and demeanor
- Does not usually engage directly in battle, waits for "interesting" opportunity
- "All we ever collect is experience."
- Music has no effect on him
- "Works" with Barnaben as a kind of informant
- "You seem to get in a lot of trouble. I find that interesting."
- "I've found I need no gold to witness the finest show or to feast on the finest meals."

Iceberg in the Tropics

If the team elects to take the ship to the source of the Amulet, after a few days they will encounter an iceberg at night. The captain is consulted and she observes that the iceberg is moving against the ocean current, directly towards them. The iceberg is about 2 miles across. If they try to flee, Ice Mephits will destroy their sails and they will follow the current onto the iceberg. The coast of the iceberg is composed of columns of ice that are rising from the seas as though its being built/growing. The rising pillars will eventually damage the ship, but may also lift it up the 100' to the iceberg shelf. They will see smoke from a building about 1 mile away. This is from a shipwreck that has been turned into a makeshift fortress and is operated by the former captain of the ship. He is reluctant to discover the cause of the iceberg and simply hopes to fight off its many monsters that harass his "fort." He also knows of another shipwreck but dismisses it as "useless" because it mostly has books aboard. These books were journals written by an arctic explorer who had been observing the iceberg.

Various possible characters:

- On road to Loftbridge:
 - Le'ella and Filth - Miserly spinster and slave Half-Orc
 - Champion from Terna in disguise
 - Guildwatch - Hermann
 - Ky'mr - Satyr
 - Mother Rudd - Rudd's Rest
 - [sign] - Fortune Teller
 - Curious Slashmore
- Evencross
 - Hobbex - Innkeeper
 - Smit - Boat/Raft manager
 - Tipple - Drunkard with rumors - demands payment in drink and stories
 - Asmit - Raft guide
 - Bandits of the web
- Dead Ship
 - Captain - freetrader (no official group) - Partnea
 - Dib or Mr Dibbich - Ancient man - first mate
 - Crateux (Cray-tea-uks) - Mutinous member of the ship
 - Curious Slashmore

Iceberg - 8 crew, 6 away party - Ereka is captain

- Krennan - supplies
- Brenca - Gold star crossbowman (female)
- Knallmek - Other crossbowman
- Feastmer - Daring sailor who leapt the chasm and tossed the magmin into it

Loftbridge

- Eamon - Seven Gallows Innkeep

Iceberg

The party works its way to fort "I'm Dangerous" where Erech commands. The fort is soon fallen under attack by a scouting party. This contains two acolytes who have fire and ice spells and try to freeze "subjects" for further use. They must touch the frozen victim to permanently freeze the. The scout troupe includes a Mammoth steed, a Yeti, and several soldiers. Hobgoblins, Ice Mephits are soldier core.

The other shipwreck is of the Farbound, an exploration vessel.

After the Hobgoblin battle, they can find the ring of summoning and the ring of animal control. Animal control requires the blood of the creature to contact the ring with and incantation / spell. It is in the shape of a serpent with various animal heads with small gems for eyes.

BUNDLE E

#69 / Water Hazards

- Chances:
 - 15/16 - Encounter
 - 17/18 - Terrain
 - 19/20 - Both
- d10 - encounter
 1. Pirates
 2. Traders
 3. Explorers
 4. Pleisiasaurus
 5. Merfolk
 6. Sea Hag
 7. Water Weird
 8. War party
 9. Marooned - ok
 10. Marooned - trap
- D10 - terrain
 1. Treasure
 2. Trapped Treasure - Swarm Quipperd
 3. Small abandoned ship
 4. Large abandoned ship
 5. Lots of whirlpools
 6. Big whirlpool
 7. Light storm
 8. Heavy storm
 9. Very heavy storm
 10. Tsunami

#70 / Story / Iceberg collision

- Rigging roll
 - 20 - ship easily, safely touches ground 0 kts
 - 15 - ship lightly hits - 10 kts
 - 1 - main mast breaks, crow's net falls - 25 kts
 - Otherwise, it at 25kts
- The iceberg has 40' hexagonal columns of ice rising from the sea in front of it. Depending on the crash, the ship may spill cargo (salt, swords, coffins)

#71 / Story / After Iceberg collision

- Creatux and Patreco will split and try to recruit a band to stay with them. There is a crew of 20, not counting the party, Creatux, Patrea, and Dribbid. Creatux will want to use the swords to arm himself and his people. One tall, heavily clothed "extra" member of the crew is Curious Slashmore, who will disguise himself for now. Perception 20 to recognize there's an extra member.

#72 / Info / Ship Jobs

- Rigging - Athletics
- Crow's Nest - Perception
- Janitorial - Constitution
- None - 15 gp in advance - own rations / 20 gp for food
- Navigation - Intelligence
- Doctor - Medical
- Cleric - Not a job - 5 gp for trip
- CON 5 to not get seasick (Disadvantage)

#73 / Tally sheet

#74 / Combat / Iceberg scout crew

- Hobgoblin Captain uses Leadership, lasts 10 turns,
- Hobgoblins have Martial Adv., extra 3d6, inf. Charge
- Acolytes summon Magmin, crown of madness
- Magmin run to tunnels and to light arrows
- Ice mephits may observe, use Frost Breath
- Yeti [...] to 30' of crew, chilling gaze

#75 / NPCs / Iceberg scouting crew

- Hobgoblin Captain
- Acolytes
 - Ring of animal control - yeti, ring of cold resistance
 - Ring of summoning - magmin
 - Crown of madness
 - Ray of frost
 - Sleep

#76 / Location / Iceberg central base

- A cave on the back side of the small peak appears to be a yeti cave, but they can search the cave easily to see a large rounded square tile, 10' across, with a pan flute attached by a small chain.

#77 / Location / Caves at Farbound

- Tunneled from the lower deck of the Farbound is a fresh tunnel system.

#78 / Story / Ereks after fort battle

- Ereks will let the crew take 2 members of his crew as assistance. He and Patrea talk a while in private. Neither will join the party, instead saying they will join with the crew of the Roaring Seas. They actually wish to take control of the crew.

#79 / NPCs / Ereks Crew

- Krennan - supplies - "Reasonable chance" he has any item
- Brenca - Laconic niper - "Gold Star" Crossbow
- Knallmek - "Hotshot" - Crossbow
- Faastmer - Daring Sailor - No attempt too dangerous

#80 / Story / After the battle for ice fort

- Various loot, and a mammoth

#81 / NPC / Capt. Patrea Enderott

- Human, neutral, 15 year old female, captains the Roaring Seas, aka "Dead Ship"
- Quotes:
 - "I think my father died in a mutiny. The burden of responsibility on the crew drove them mad."

#82 / NPC / Capt. Ereks

- Human, neutral
- Captain of the "I'm Dangerous"
- Quote: "The ship was useless. Nothing but books aboard."

#83 / NPC / Sailor sheet

#84 / NPC / Curious Slashmore

- Tabaxi, chaotic neutral
- Velvety voice, enunciates each syllable
- Quotes:
 - "The world is an interesting place. How do I make it more interesting?"
 - "All we collect is experience."
 - "You seem to get in a lot of trouble. I find that interesting."

- "I've found I need no gold to witness the finest show or to feast on the finest meal."

#85 / Encounters / etc.

- Chances:
 - 15/16 - Encounter
 - 17/18 - Terrain
 - 19/20 - Both
- D10 - encounters
 1. Shipwreck
 2. Bandits
 3. Ice Mephits
 4. Polar Bear
 5. Winter Wolf
 6. Yeti
 7. Mammoth
 8. Young White Dragon
 9. Quaggoth
 10. Water/Ice Elemental
- D10 - terrain
 1. Sudden Crevasse
 2. Ice slide
 3. Ice rubble
 4. Ice canyon
 5. Ice bridge
 6. Quicksnow
 7. Snowblind
 8. Blizzard
 9. Thin ice
 10. Avalanche

#86 / NPCs / Fighter's Followers

- Treadwell - roguish
- Bredwell - Socially connected
- Fedwell - 6'4", 300lbs

#87 / Location / The Farbound

- Light Caravel, 20 crew
- Captain's Quarters, Intact - Numerous books, desk, chest
- Books: Navigation, Astronomy, Geography, Cultural History
- Disk: Largely empty
 - Locked drawer: DC10, timelock, Journals of Veleen Demmer, esq.
- Chest: DC15, Freezing; 4x art (250 gp each) - ceremonial gold mace, silver goblet, diamond cufflinks, ruby glass eye

- Hold: 4x portraits (250 gp each)

#88 / NPCs / Erek's Crew

- Kvennan - Supplies
- Brenna - "Gold Star" Crossbowman (female)
- Knaalmek - other crossbowman
- Faastmer - Daring sailor who leapt the chasm and tossed the magmin into the pit

#89 / Story / "Mouth of Magubliet"

- After his intimidating words, the hobgoblins think of the elf cleric as the "Mouth of Magubliet" a prophet to be heeded - but only when Intimidating (with the curse). They may make an offering of their body parts as a sacrifice for their defeat. Uumuugr is the only one who does speak to the Mouth, though indirectly.