

Shadow Step Clan



Last Tower

Addington

Black Ruby

Sorgan

Blazing Bolt Clan

Shattered Earth Clan

CROWN MOUNTAINS

Avalas

Island of Trem

Lighting Storm Clan

Evesari

First Tower



RPG+
compatible



HOW TO USE

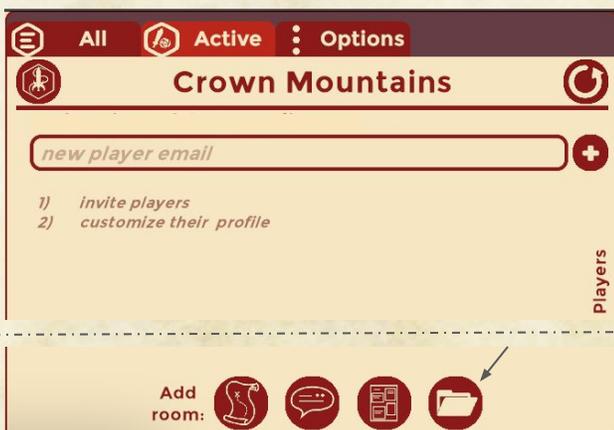
This document is an adventure designed to be played using the RPG Plus App or Desktop version available for Android (downloadable from Google Play), iOS (App Store), Windows, macOS, Linux (downloadable from itch Store). **It requires RPG Plus mobile version 4.1 or Desktop 19 or above.** More information is available at the links reported on this page.

The story is designed for a fantasy setting like Pathfinder or D&D, however, it can be easily modified to use any system. It is designed for 4 players starting at level 1.

ROOM FILES

This document should be used with provided files including all the maps and sheets for playing the story. In the text, they are indicated using the following format: **Room type file: name**. For example, **Room map file: 1_3- Reign of Allentar**, meaning this is a map for the first scene and it is the third room of this scene. This format allows an easy way to filter the rooms by name. For example, filtering including the text "1_" will show all the room for scene 1. Maps include exclusive tokens provided free of charge. Sheets follow the Pathfinder 2 edition rules (Open Game License).

Start creating a new campaign, change its name to "Crown Mountains" and select it. To load the rooms it is necessary to use the desktop version of RPG Plus, where the active campaign panel includes the open room icon:



TIPS AND TRICKS

We have few optional recommendations that can help the overall experience with RPG Plus:

- Try to limit the total number of rooms loaded in your active campaign at the same time. You can save them and stored them, ready to load when necessary. You can remove them when no more is needed.
- Keep one room chat per session or scene and when completed you can delete it and create a new fresh one for the next part of the story.
- If you are the Game Master, use the desktop version for saving and loading rooms. Moreover, it is generally useful to save a backup version of the most important rooms (like player character sheets).
- RPG Plus includes monsters, spells, and additional information for Pathfinder 1, 2, and D&D 5 easy to add to the sheet. You can also easily copy and paste from online resources directly to RPG Plus sheets.
- The easiest way to show a picture is to share the link in the chat. As an alternative, you can add it to a map room where you can use the pointer golden sword to highlight key aspects.
- For every scene, you can create a sheet with the monsters or keynotes. Every monster can be a group and you can copy and paste the description into a property (if it is not included in the available RPG Plus manuals). It is useful to have separated properties with the key aspects that probably you will have to roll during the game. For example, you can include the attacks and damage of the creature as separate property that can be easily rolled.
- All required stats for monsters and NCP for every scene are not included in this document but in the corresponding room sheet files.

USEFUL LINKS

- RPG Plus homepage <https://www.appmindedapps.com/rpg.html>
- RPG Plus iOS version <https://apps.apple.com/us/app/rpg-plus/id1494388229>
- RPG Plus Android version <https://play.google.com/store/apps/details?id=com.AppMinded.RPGPlus>
- RPG Plus Desktop (windows, linux, macOS) <https://appminded.itch.io/rpg>
- Help <https://www.appmindedapps.com/rpgplushowto.html>
- Become a Patreon <https://www.patreon.com/rpgplus>
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- Instagram https://www.instagram.com/rpg_plus/
- Facebook <https://www.facebook.com/RPG-Plus-109376374009446/>
- Pinterest <https://www.pinterest.com/appminded/>
- Privacy policy and term and conditions <https://www.appmindedapps.com/privacy-policy.html>



CROWN MOUNTAINS



Crown Mountains is the story we are using for the beta testing of RPG Plus. We hope this can help you to get started, as an example of what you can do with the app. It is not a comprehensive detailed story, but more a guideline that you can use/modify and adjust based on your taste and vision.

THE REIGN OF ALLENTAR

The reign of Allentar is our sandbox for RPG Plus, a fantasy world with some key unique features. It is perfect to play using rules from Dungeons and Dragons or Pathfinder. We are using Pathfinder 2 edition. Some key points that shape Allentar are the following:

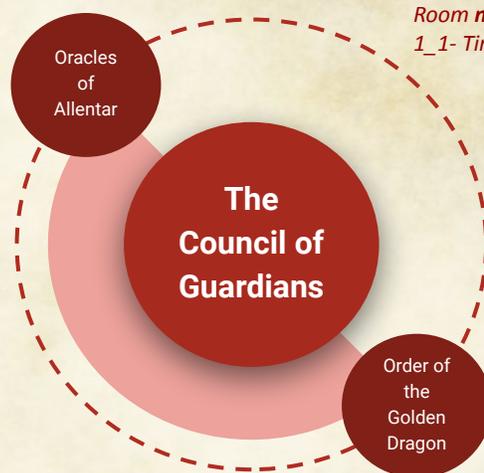
THE PAST

Fear is everywhere in the reign of Allentar, the Fear of the past. The legend of the Golden Void describes how 1239 years ago the war was lost. Chromatic Dragons were everywhere, unstoppable, hiding was the only solution. The Council of the Guardians of Allentar guided the escape beyond the impassable Shadow Mountains. They used a powerful ritual open a safe passage and to create the Void, a shield of shadows hiding the valley from the Dragons.

The Void covers the whole valley, partially hiding the sky, the stars, and the sun. The weather tends to be wet, foggy, cold, and constantly cloudy. The Void seems to affect everything, from the crops to the animals and the mind of the people of Allentar, filling them with terror, delusion, and rage. The frequent rain creates large swamps and mudflats. Every year Autumn seems longer and the Winter colder.

The Golden Void war was followed by another war. The First People, nomad clans living in the valley of Allentar, tried everything they could to stop the shield of shadows. The Void for them was evil magic of darkness that brought only despair to their land. The witches of Trem unified and led the First People to war against the Council of Guardians. After 33 years, they surrendered.

The Council of Guardians funded Avalas, the capital of the reign. From the White tower of Alabaster wizards frequently cast rituals to preserve the Void, while oracles use their magic to scan the mountains for potential dangers.



THE PRESENT - YEAR 1239 AGV

For thousands of years, Allentar has been an isolated valley, where people live in the constant terror of chromatic dragons. Avalas is the capital of the reign. The Council of Guardians is the key political organization in power. It is composed of 9 wizards, responsible for the rituals maintaining the Void. It is supported by 9 Oracles of Allentar that constantly scan the region and the future to identify potential breaches in the Shadow Shield that could allow the Dragons to access the valley. In addition, the Order of the Golden Dragon controls the military defense of the Reign.



Room map file: 1_1- Timeline and Council



FIRST PEOPLE

The witches of Trem tend to minimize contact with the government. Their use of magic is often considered a threat to the safety of the region and the integrity of the Void. The wizards of the Council see them as a potential threat that needs to be constantly monitored and minimized.

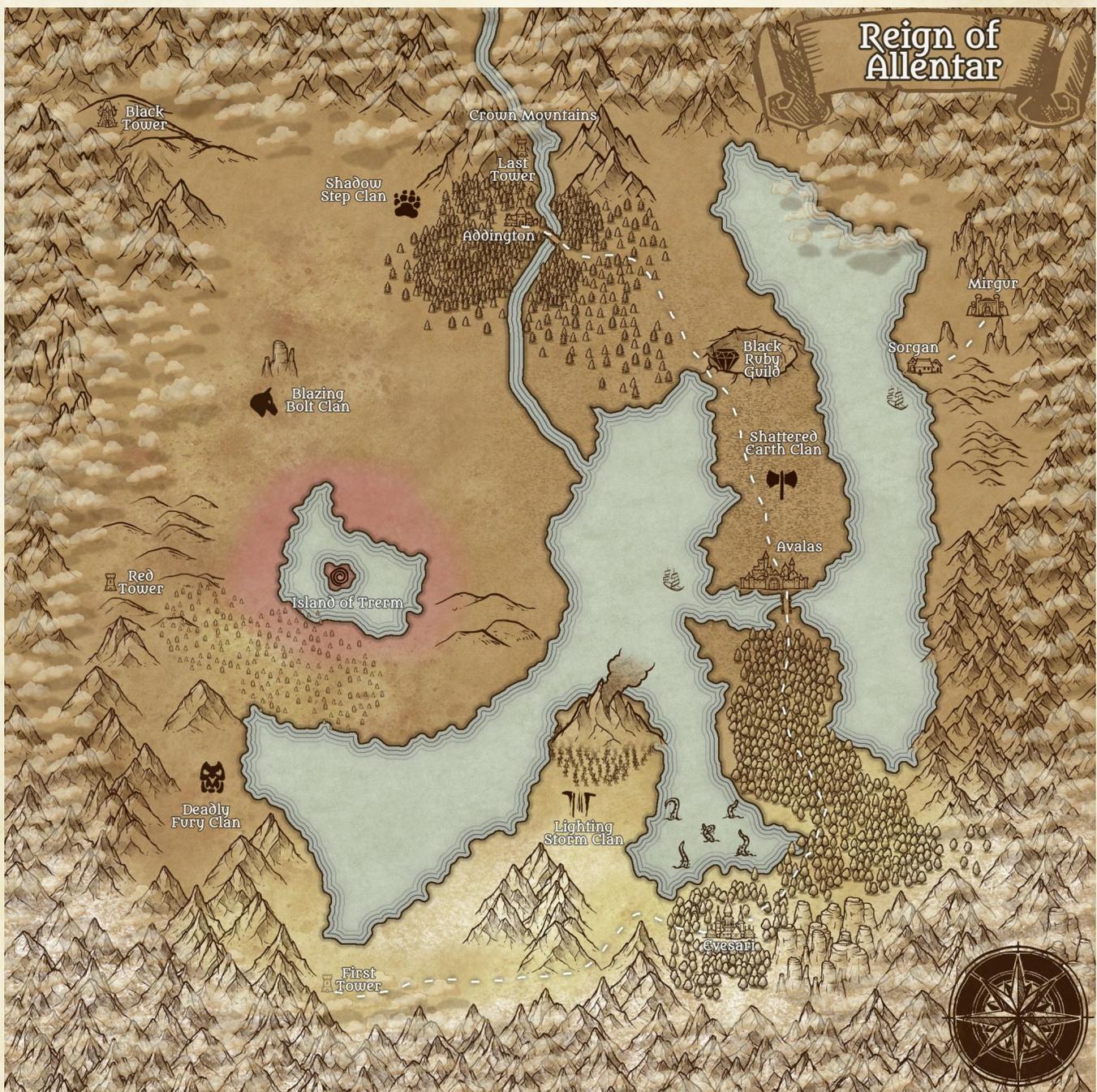
There are still 5 nomads clans, known also as the master of the runes: Shadow Step, Lighting Storm, Deadly Fury, Blazing Bolt, and Shattered Earth. This last clan is located mainly in the swamp north of the city of Avalas and they are frequently used as mercenaries by the Order of the Golden Dragon.

MAGIC

The general belief is that Dragons can sense magic, they are attracted by it and they feed on magic. Magic can create breaches in the Shadow Shield and put the whole Reign in danger. For this reason, it is strictly regulated. Every spellcaster has to spend one year at the Magic Academy in Avalas to learn how to cast spells safely. The punishment for not following those rules is immediate death.

Similarly, magical objects have to be reported, studied, and approved by a representative of the Council of the Guardians. These rules do not apply to alchemical objects. These strict rules resulted in a black market for magical items. In particular, the Black Ruby Guild is often involved in illegal activities related to the unlawful use of magic.

Room map file: 1_2- Reign of Allentar (20x20, 1 map grid = 24 square miles, travel speed = 1 square/day on a flat and clear terrain)



OUR STORY BEGINS

The players are on a mission for the Council of the Guardians. Lora of Gastorn (elf, female), One of the High Oracles of Allentar, asked the players for help. Powerful rituals to explore the future and to scan the Crown Mountains region do not show anything unusual. But her dreams are worrying, showing an unclear danger from the north, in the Crown Mountains. In these nightmares, she always hears a terrifying inhuman scream. Lora simply asks the players to go to Addington and ensure everything is ok and there is no reason to worry. Lora suggests discussing it with the oracle of Addington and with the Elder of the city (the wizard in charge, representing the Council). She also would like the group to travel more north to the Last Tower and report back if they find anything unusual.

The players should: i) be somehow linked to the oracles of Allentar and live in the capital; ii) know each other and be willing to work together or forced to work together!

The players will have a special official document to show their mission for the Council. They will be helped by the Shattered Earth Clan for the initial part of the journey from Avalas to Addington. Ten warriors at the command of Gosha Tornfire (human, barbarian) will be their expert guides. This will allow them to cross the swamp north of the capital with no problems, avoiding the risk of attack by Lizardfolks or robbers. Gosha and his men will leave the group at the end of the swamp and the beginning of the Whisper Forest.

Room map file: 1_3- Crown Mountains (26x20, 1 map grid = 2 square miles, travel speed = 12 squares/day on a flat and clear terrain)



OUR HEROES

Ulrich

Human, male, champion (PF2) or paladin (D&D), level 1

Key concept: *ashamed by his poor origins, obsessed with justice and freedom to a toxic level.*

Originally from the region south of Allentar, Ulrich spent his youth working hard on the family farm. Life was very difficult, the Void is extremely strong around the capital reducing the yield of the crop every year. To make some money to help his poor family, he joined as a mercenary the Shattered Heart clan. He quickly learned to fight to protect the land north of Avalas from the constant attack of lizardfolk. There he met Visgard and they became good friends.

His anger about living in hiding and fear, a miserable life behind the Shield of Shadows, motivated him to join the Order of the Golden Dragon. His dream is to destroy the menace at its source.

Visgar

Human, male, barbarian (PF2 / D&D), level 1

Key concept: *haunted by memories of battles, his destiny is rage and violence, looking for a purpose before falling into the abyss.*

Visgar is a member of the Shattered Heart clan, located in the swamps north of Avalas. He created and lead the Blood Ravens Circle, a formidable group of warriors with no fear, fully embracing instinct and always successful even in the most difficult missions.

Greed overturned instinct and the Blood Ravens accepted a mission commissioned by the Black Ruby Guild: the recovery of a powerful illegal artifact. The initial success ended with Visgar in the dark prisons of Avalas. His friend Ulrich managed to have him released on parole to help him on his next mission.

Shintal

Elf, female, oracle (PF2) or cleric (D&D), level 1

Key concept: *tired to always have to prove her value, ready to define her future and a new age for Allentar.*

A noble of Avalas, her mother is an influential oracle, her grandfather is one of the wizards of the Council of the Guardians. Her father, an aasimar highly critical of the use of the Void as a shield, was banned from the Reign. The Council still does not fully trust Shintal loyalty.

Desperate to show her value she accepted the mission to investigate the Crown Mountain region. She knows well and trusts Ulrich and asked him for his help.

Exaireo Seven

Elf (android PF2), male, wizard (PF2 / D&D), level 1

Key concept: *his past old the secret of the future, everything will change. In his hand lies the fragile balance of Allentar.*

The past of Seven is a mystery. He does not remember where is coming from. He waked up near a farm south of Avalas knowing nothing about the Reign of Allentar. He remembered how to use magic and that helped him initially to survive, but his magic not following the style of the Council attracted the attention of the guards.

He was captured and interrogated with no success. After a period in prison, he was assigned to Shintal. Under her supervision, Seven learned about the history of Allentar and the key requirements to use magic without damaging the Void. He has now to gain the trust of Shintal and to prove his loyalty to the Council.



Room sheet file: PC - Ulrich



Room sheet file: PC - Visgar



Room sheet file: PC - Shintal



Room sheet file: PC - Exaireo Seven



VERLANA

The story begins with our heroes walking on the road in the Whisper Forest toward the city of Addington. It has been a long journey and they look forward to a hot meal and a proper bed. They should arrive in the city before sunset. It is late Autumn, a light cold rain makes the road muddy and slippery, not great but better than the stinky swamp north of Allentar.

EVENTS

1. It is around lunchtime when they see a **hawk** (called *Ghost*) flying over them, getting very close from time to time and screeching at the PCs. It will not harm them, it is trying to attract their attention to a particular area in the forest not too far from the road. If they are not following the hawk the player could hear a girl screaming in the same direction the hawk is flying to.
2. If they follow her voice they will see a big **Ogre** called *Baturuk* preparing a fire and the **girl** (*Verlana, human female, 10-year-old*) tied up with a rope. It looks like the Ogre is going to cook her alive for lunch. The girl is dressed in simple clothes, pretty dirty and she is shouting and swearing to the Ogre saying “my friends are coming, you should let me go now or they will kill you, but don’t worry I will rip off your heart before your last breath”.

3. The Ogre is a potentially lethal foe for 1st level characters. If they need help you can use one of the following strategies: i) Ghost the hawk rips off an eye of the Ogre; ii) Verlana takes advantage of the confusion of the battle to use a small knife that was hidden in her boot to cut the rope and attack the Ogre (she is extremely violent, biting and using her knife).
4. Toward the end of the battle, in a horrifying scene, Verlana will try to extract the heart of the Ogre and run away. She will thank the players with a simple smile, saying “I will see you again soon and I will remember your help”. If they try to stop her she will run as fast as possible, she knows the forest very well and she is pretty good at hiding. For Verlana the forest is normal terrain, while for the players it is not easy to move quickly.

WHAT’S HAPPENING?

Verlana is an important character for the story: she represents the spirit of the Whisper Forest. Awakened by the witch of Trerm, she is trying to get ready for the events that are unfolding very quickly in the region. Verlana is studying the PCs to understand if they will be useful allies or potential enemies.

The Shadow Shield is weakening in the north and the Dragons are coming.



Verlana, human



Baturuk, Ogre



Room map file: 2_1- Verlana Map

Room sheet file: 2_2- Verlana Monsters



ADDINGTON BRIDGE

After a couple of additional hours of walking in the muddy path, the PCs are finally close to Addington. It is raining and they are getting very tired when they reach Addington bridge just after sunset. It is located about one hour before the city. They soon realize there is something unusual waiting for them.

EVENTS

1. A group of 4 armed people is guarding the bridge. They are not guards of the city, but members of the Whisper Rangers, a gang of bandits that lives in the forest. They are not looking for a fight if it is avoidable, but they want 1 silver piece to let the group cross the bridge. They are pretending to help the city guard to keep the city safe. "These are difficult times", they say. As an alternative, they will accept also equipment of comparable or higher value.
2. If the PCs don't want to pay they will fight. If the players start the fight, but then they surrender, they will let them go, but only after taking all their weapons and money, making fun of them. In the opposite situation, they do not want to take risks, and they will be happy to run if things are not looking good for them. If they escape, they will remember the PCs, trying to get more help from the gang to kill them.

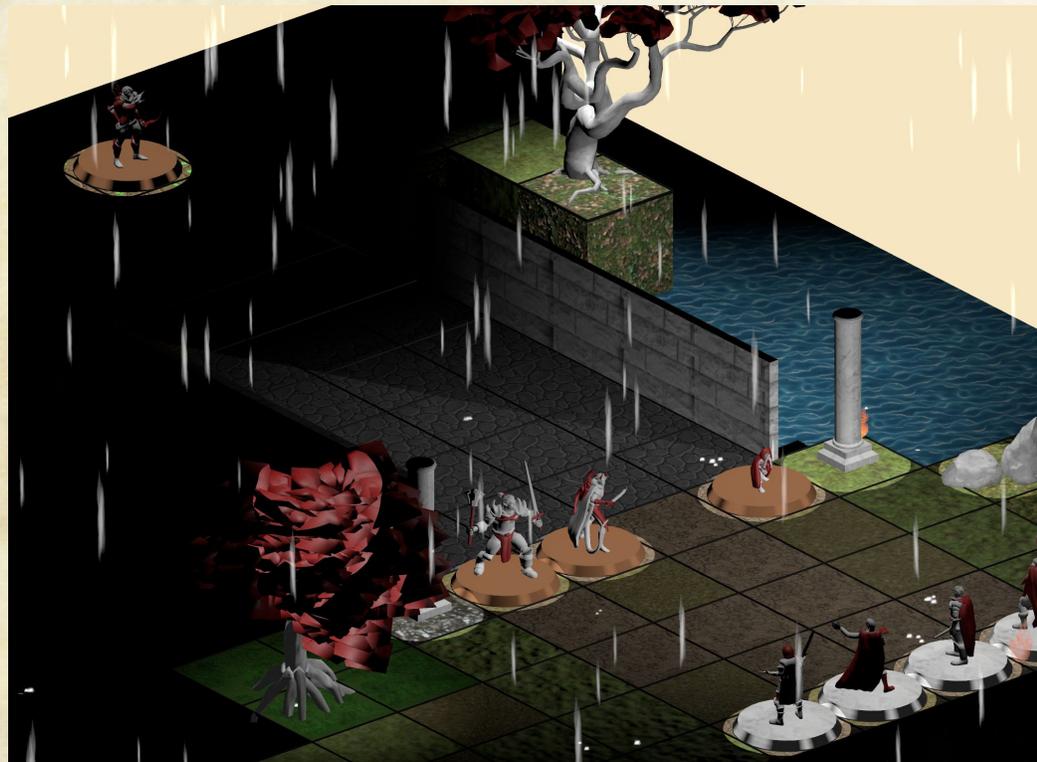
3. Trying to cross the river in another location is extremely dangerous. The water here is deep and the current is fast and turbulent.
4. Rox is the leader of the group, but there is tension between him and Lassa. She is trying to increase her influence in the Whisper Rangers and Rox is a clear obstacle to her plan. Lassa may take this opportunity to try to kill Rox "by accident" during the battle. An arrow directed to a PC fighting against Rox could "by mistake" hit Rox's neck. Flissan knows and supports the plan of Lassa.
5. The Whisper Rangers have recently gained a lot of influence not only in the forest but also in the city. Depending on the outcome here, the PCs may end up with new enemies trying to kill them.

WHAT'S HAPPENING?

Addington is in the middle of a real political crisis. The situation escalated very quickly in the last 10 days. The whole city and region are in a state of anarchy. The Whisper Rangers took advantage of this opportunity to further increase their influence in the region and the city. Controlling the bridge means controlling who can access the city and the main commercial route.



This map includes the Rain effect and the daylight is off. There is one small torch on one column (grid rotating light) and Ulrich has another torch (fixed token light). Only the master can see one additional light per token showing it. Players can see their tokens as well.



Room **sheet** file: 3_2- Addington Bridge NPCs

Room **map** file: 3_1- Addington Bridge



ADDINGTON

Population: 15,093 (45% humans, 13% dwarfs, 12% elves, 5% half-elves, 5% half-orcs, 5% gnomes, 5% halflings, 10% other)

Government: Guardian Elder (mayor), **Assix of Ranscan** (gnome, wizard), assigned by the Council of Guardians. *Number 2 on the map.*

Languages: Common, Trerm (the dialect of the First People)

Religions: Oracle of the Temple of Allentar, **Samuel Ozin** (human, oracle), *number 7 on the map.* First Faith (PF2e Green Faith)

Addington is the oldest city of the Reign of Allentar. Before the Void, it was a little village with strong links to the Witches of Trerm. It is now an important city well known for lumberjacks, woodwork, excellent fish (the famous Addington trout), and the strong slightly hallucinogenic witchweed that can be smoked, sucked under the tongue, or used for brewing a black stout beer. People tend to be simple, pragmatic, with a strong link with the forest and the river. Legends and fables are often considered real in Addington, superstitions control the life of the whole city. Despite the majority of the population is human, there are strong communities of all other races, including First People. It is probably the most multiethnic city of the Reign. An old saying goes “Everybody is welcome in Addington, despite your past, here you can start again”.

MAIN GATE (1 ON THE MAP)

When finally they reach the city there is another horrifying surprise for them. One human has been impaled next to the main doors. The rotten body has been there for 10 days. He is Tiex Erv, the captain of the city guard, still in his official uniform. Behind him, the main gate of the city is open with no guards. Inside Addington, in the streets, everything seems normal, but no city guards can be found.

WHAT'S HAPPENING?

In the last 6 months, a sadic serial killer (known as the Killer of the Angels) kidnapped 9 children in the city of Addington. The people were simply terrified. The dead bodies of the children were dressed up with fake wings like angels and placed in the market square (*number 4 on the map*), on their knees like praying in front of the Colossus. The Colossus is a huge statue of a warrior, that the legend said was a powerful golem used to protect the city.

Ten days ago the captain of the city guard was found crafting similar angel wings, the situation quickly went out of control, the people killed him and few other guards that tried to stop them. The situation escalated to something pretty close to a real insurrection. Since then, the city guards are hiding, keeping a low profile until the situation will come back to normal.



Room map file: 4_1- Addington



ORACLE'S TEMPLE (7 ON THE MAP)

The Temple is the second most important building after the city hall. It is simple from the outside with no windows, while the inside is surreal. The walls and ceiling disappear in the darkness. Entering the temple is like entering a pleasant summer night, with a clear sky and infinite stars. In the middle of the floor made of black marble with gold veins, there is a large fountain used by the oracle to see the future. The water is dark and thick, with unusually high viscosity. The legend says the Void is generated from those fountains. The complex ritual used by the wizards of the Council of Guardians releases the shadows from the oracle's water that feed the Shield around the whole Reign.

EVENTS

1. The doors of the Temple are closed. This is unusual and unless they persist in knocking at the door for a long time nobody will open it. If they keep trying a young human will open slightly the door. He is Rorin of Turc, the apprentice of the Oracle of Addington Samuel Ozin. He is terrified by the recent events and the players will need to convince him he can trust them. If an oracle is in the group or if they show the official document about their mission he will be very friendly, and offer a safe place to stay and a hot meal.
2. Rorin can explain what happened in the last 10 days and the current situation, including the 9 dead children, the unusual circumstances, the rebellion against the city guard, and the killing of the captain. The city now is in a state of controlled anarchy, where often the stronger wins. He hopes the situation will go back to normal soon.
3. He will explain how the Oracle, Samuel about 20 days ago started to have terrifying nightmares he was not able to remember. He tried several times to look at the stars to understand the future, but every time he suffered terrible headaches, that even his magic was not able to stop. Two weeks ago he decided to go in the forest, there was something he did not explain he wanted to investigate. When he left he was visibly confused, but he did not want anybody to join him. He never came back. Rorin paid a couple of rangers to look for him, without success and the search was interrupted after the riot.

THE WITCH HAT (NEXT TO THE MARKET SQUARE, 4 ON THE MAP)

This tavern is a unique place in Addington. The owners are 3 half-elf sisters, Raven, Rose, and Rya, dressed up pretending to be witches. The food is delicious, the stout beer is strong and local, and there is a strange light smoke inside that creates a great happy atmosphere. They have 3 black cats free to roam around the tables. The 3 sisters are also incredible entertainers: Raven plays the harp, Rya sings and Rose is a great dancer. People generally laugh and dance all night, they say it is difficult to leave once you enter unless you have spent all your coins... so you should bring with you only the money you want to spend for the night.

NEED TO BUY SOMETHING?

Addington is not a huge city, but it is very well known in the Reign as the place where you can find anything. The fact that more or less half of the population considers themselves as First People results in less strict enforcement of the rules of the Council of Guardians. City guards have been historically very tolerant and that resulted in a complex and dynamic black market of rare and unusual objects, very often fake. There are few places in Addington where you can find what you are looking for:

1. **Artisans Guild quarter (number 5 on the map).** The best woodwork is done here, from simple high-quality objects to exquisite pieces of art. You can find also several breweries, fine clothing shops, excellent dwarf blacksmiths, bakers, and butchers. Bows and arrows from Addington are also extraordinarily good.
2. **The Spiral - Alchemist (number 6 on the map).** The building itself has a twisted spiral shape that should simply not be possible. It looks ready to collapse. If you are brave enough to enter you will be lost in an incredible labyrinth of little rooms and corridors with absurd architecture. Every room is full of all kinds of unusual ingredients, potions, strange powders. There are a lot of different people working in this place, mainly halflings, all very eclectic. Every room seems to have a different shop assistant and every time you turn you will find a different one in front of you. It is impossible to find the owner of "The Great Spiral Alchemist" to talk to him. The legend says the spiral continues underground with stairs descending into an illegal school of magic specialized in illusions.
3. **Black Ruby Guild (number 9 on the map).** The Black Ruby Guild is well known for excellent explorers and adventures, but also killers, robbers, and smugglers. They created a complex black market of illegal magical items. Several pretty independent gangs are part of the Black Ruby Guild, including all races and monsters, but tieflings are the most common counting about 50% of the total. They created a complex coded language they use to communicate and to identify each other.

They use giant spiders instead of horses, also for their trading caravans. This allows them to be able to reach easily any location in the Reign. The legend says they know everything, they have a network of invisible Imps that spy on everybody constantly. They know your secrets and they will use them against you unless you do what they ask you to do. Nobody knows who is the real person in control, and many think the crime lord of the Black Ruby Guild is the most powerful person in Allentar.

The players will be potentially able to find expensive and rare, illegal magical objects here or precious information. The Black Guild knows who they are and their link to Council. They are generally open to taking risks. However, the price for the request from the PCs is always not only gold. They should understand they will be in debt with the Black Guild. Until they will repay it, they will have to keep a black ruby with them all the time. If they do not do that they will be found and killed.



MARKET (4 ON THE MAP)

The market square is the real center of the social life of the city. It is a permanent market open 24/7, changing completely from day to night. It is generally very busy and during the day you can find more usual things like fish, meat, fruits and vegetables, live animals, spices, fabrics and clothes, armors and weapons, and woodwork. Often bards entertain children with stories of magic, love, and monsters. The puppet show is magical and moving. Highly recommended not only for children.

During the night, it is surely less family-friendly, with a large number of “merchants” of the Black Ruby Guild. Illegal objects are sold in the shadows, often fake magical weapons or strange colorful potions. Monsters and prostitutes are common, illegal fights and bets are extremely popular. Many youngsters wear strange masks of every kind, get drunk, or hallucinated smoking the witchweed.

A huge statue of a warrior higher than the city walls and towers is located at the center of the square. The Colossus of Addington, the protector of the city, is described in the legends as a magical invincible Golem. A traditional site for public speeches and debates is located near the statue, actually literally over its right foot. You can say anything while standing on the “*Honesty Sabaton*” and nobody can stop you and you will not be legally responsible for what you said.

EVENTS

1. The PCs may spot a poor old dwarf (male, called Fireling) trying to steal some fruits. If they tell the owner of the stand he will get a big mace to ensure justice is done quickly. Since there are no city guards it looks like this is the new norm.

2. A desperate middle-aged human (male, called Lox), shouts and cries at the same time while standing on the *Honesty Sabaton*. His right arm is in a horrible necrotic state, his eyes are red and his face is pure rage. He shouts: “*The shadows took him, the darkness killed my wife and took my newborn baby. He was disappearing in the Void, I managed to grab my little boy and this is what happened to my arm! We need to stop this madness, kill the oracles and the elders of the Council, once and for all! Now it is the right time! Let’s get our freedom back. There are three suns and stars behind the Void, I know, I believe the legends. We need the light, we cannot wait anymore*”. He starts crying unable to stop. A quite large group of people is listening to him and supporting him shouting “let’s get the sunlight back”.
3. A member of the Whisper Rangers will throw an arrow to one of the players. He is hiding on the roof on the north side of the square. It will be very difficult to find him, he prepared a fast escape route from one roof to another. The arrow has a powerful hallucinogenic poison (DC 17 Fortitude). With a failed saving throw, the player will see shadow/monsters descending from the void and destroying everything in a dark terrifying armageddon. These hallucinations can happen once a day (DC 17 Fortitude) during the first stressful moment and last 1d4 rounds. The cure is a potion made with a very rare black flower of white weeping willow. Almost impossible to find around here. Every turn during these visions, the players have to succeed in a saving throw (DC 17 Will) to be able to take action.

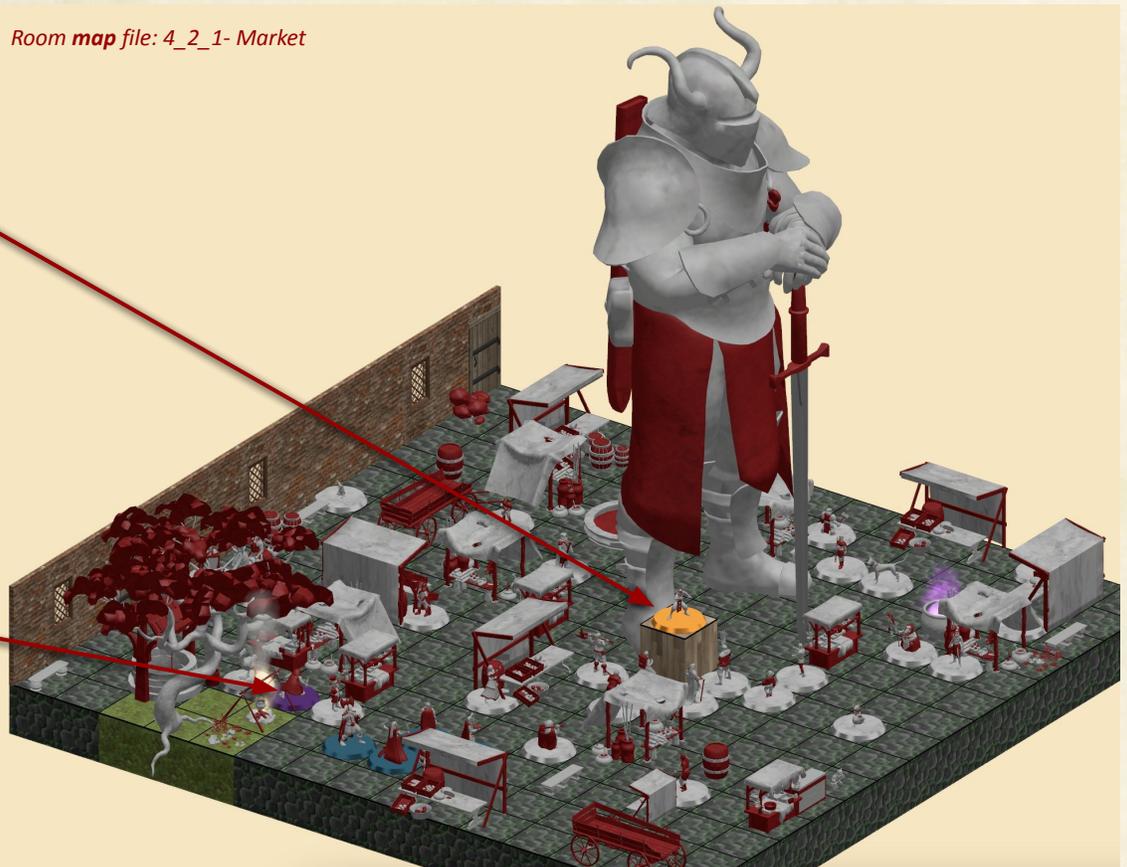


Lox, human



Fireling, dwarf

Room map file: 4_2_1- Market



Room sheet file: 4_2_2- Market NPCs



CITY HALL AND LIBRARY (2 ON THE MAP)

The city is governed by the Guardian Elder (mayor), Assix of Ranscan (gnome, wizard), assigned by the Council of Guardians. His will is law in the city, but he is supposed to closely follow the instructions of the Council. The most important role is to preserve and protect the Void, strictly controlling the use of magic. Everything else is a lower priority. Magic and knowledge are key for the survival of Allentar. This is why the Elder is also the keeper of all history and wisdom of the city included in the library. The library is huge, extending underground and strictly guarded. In theory, everyone can access every book, but in reality, the process is so complex that can take years.

Assix is an old gnome, interested only in magic. During the years this obsession started to take all his time and attention. He spends days in the library, reading and studying. In the last years Tiex Erv, the captain of the city guard, was really in control of the city, applying a very relaxed policy aiming more to his gain. Corruption has been widespread among the city guards, until 10 days ago when Tiex was accused to be the Killer of the Angels and quickly executed.

EVENTS

1. After a short wait, Assix will accept to meet the players in his studio, one guard will bring them there and wait outside the door. The studio is a pretty spectacular room, magic is everywhere: the fireplace seems alive (fire elemental), the carpet moves continuously (magic carpet), an armored statue moves slowly his head to look toward the PCs (animated armor) and a baby owlbear is sleeping near the window. Strange objects of unknown origin are everywhere together with ancient books written in forgotten languages.
2. Part of the studio separated from the rest of the room has a strong magical aura. It includes an evocation pentagon and fresh blackish blood on the floor that seems almost boiling.
3. Assix is smoking his pipe and offers to the PCs a strange sweet hot drink and some purple and semi-transparent fruits. The players have never seen them before, they taste like a mix of cherry and melon. Overall everything is delicious and refreshing. Assix seems a little bit strange, in a kind of daydream. He has a book in his hands with a big reptile eye that moves in a hectic way, looking one by one at all the players. From time to time Assix stops and looks at the eye, completely losing the attention for anything else.
4. Assix will dismiss the Riot as nothing to worry about. He understands people are angry, the situation was really bad, but now it is solved. He will wait a little bit longer and he will ensure everything will go back to normal. Similarly, he is not worried about the disappearance of Samuel (the Oracle), he probably needed some time to meditate: oracles do it quite often to restore their link with the stars.
5. Assix will ask the PCs to travel north to the Last Tower (see Crown Mountains map) to ensure everything is ok. For one week he has not been able to use his magic to communicate with the scouts assigned to the Last Tower, in particular with the sergeant in charge, Urthan Ironhelm (half-orc, male). Two weeks ago they identified unusual footprints and they were planning to investigate further. He is happy to provide everything reasonable the PCs may need for the mission



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<https://www.myminifactory.com/users/mz4250>



Dedicated to Paolo (July 15, 1976 - September 21, 2019).

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