SAVIORS OF THE SILVER KINGDOM



Credits

Writers: Tate Hausman & Jonah Sachs

Art: Jonah Sachs & Midjourney

Playtesters: Lincoln Hausman, Lucas Brindley, Elliot, Mac, Veda Pao Ziegler, Cassie Colby, Luke Peterson, Mira Sachs, Orion Sachs, Donovan Smith, Sean O'Tyson, David Crofton, Robert Harris, Sasha Smith, Nathan Smith, Ethan Kneckle, Jessica Childs, Gabe Johnson



On the Cover

The Hellfire Death terrorizes the Silver Kingdom's capital city, Heartwell. In its path lies a statue of Paulo Platto, the original savior of this beleaguered land. Whether new heroes can follow in his footsteps and once again deliver the Kingdom from fiendish horrors remains to be seen. Or will their efforts make a terrible situation worse?

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, ForgottenRealms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logosare trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2026 by Tate Hausman and Jonah Sachs and published under the Community Content Agreement for Dungeon Masters Guild.

Contents

Introduction 4

Story Overview ... 4
The History and Lore of Duosol ... 6
Special Rules for Adventuring in Duosol ... 9
Heroes of Duosol ... 14

Ch 1: Chaos in Port Katrona 18

Areas of Port Katrona ... 19
Special Events in Port Katrona ... 26

Ch 2: The Road to Heartwell 29

Areas of the Journey ... 31

Ch 3: Heartwell 40

Navigating Heartwell's Many Events & Quests ... 41
Areas of Heartwell ... 44
The Legend and Truth of Platto's Lost Sword ... 48
Special Events in Heartwell ... 63

Ch 4: Taking to the Sea 71

The Ships of Duosol ... 72
Sea Travel on Duosol ... 74
Naval Combat ... 75
Special Events Upon Return to Port Katrona ... 78

Ch 5: The Mayhem Islands 79

Inhabitants of the Mayhem Islands ... 81
Areas of the Mayhem Islands ... 82

Ch 6: Eurara 89

Inhabitants of Eurara ... 92
Areas of Eurara ... 92

Ch 7: West Eurara 102

Inhabitants of West Eurara ... 103
Areas of West Eurara ... 105
Special Events in Milltown ... 113

Ch 8: The Kellands 117

Inhabitants of the Kellands ... 118
Areas of the Kellands ... 120
Sky Castle Game Room; Soul Gambling Rules ... 124
Special Events in the Kellands ... 138

Ch 9: The Floating Icelands 139

Inhabitants of the Icelands ... 141
Areas of the Icelands ... 142
Special Events in the Icelands ... 150
Honor Challenge Rules ... 151
Finding the Taikunde Bone Relics ... 152

Ch 10: The Truth in Taikunde 154

Inhabitants of Taikunde ... 156
Areas of Taikunde ... 161
Special Events in Bountytown ... 175

Ch 11: The Bitter Mountains 187

Inhabitants of the Bitter Mountains ... 189
Areas of the Bitter Mountains ... 190

Ch 12: Return to Heartwell 206

Set the Stage: Three Scenarios ... 207
Special Locations for the Return to Heartwell ... 209
Story Elements for the Final Battle ... 212
Mass Combat Units for the Final Battle ... 214
The Nine Levels of Platto's Dungeon ... 216
Structuring the Final Battle ... 223
Concluding the Adventure ... 224

Appendices

Appendix A: Monsters & NPCs ... 226
Appendix B: Treasures & Magic Items ... 241
Appendix C: Mass Combat Rules ... 243
Appendix D: The Map of Many Faces ... 246
Appendix E: Platto's Journey (The Musical) ... 256
Appendix F: Beegug's Deed Scroll ... 258
Appendix G: Experiments of a Scientist in Love ... 259

Area Maps

True Map of Duosol ... 10
Port Katrona ... 20
Journey to Heartwell ... 31
Heartwell ... 42
Heartwell Tourist Map ... 43
Mayhem Islands ... 80
Eurara ... 92
City of Monuments ... 95
West Eurara ... 105
Milltown ... 107
The Kellands ... 121
Iceland Oases ... 142
Taikunde ... 161
Bountytown ... 163
Bitter Mountains ... 190
Map of Many Faces ... 248-255

Battle Maps

Katrona Square ... 20
Locanthroe Hive ... 34
High Court ... 45
Platto's Tomb Exterior ... 47
Heartwell Library ... 49
Pentinent's Square ... 51
Garden Club ... 52
Heartwell Sewer ... 59
Midway Tower ... 62
The Imperium ... 73
The Soul Estate ... 84
Hardened Settlement ... 93
Euraphet's Tomb ... 97
Gallery of Delights ... 110
Church of the Now ... 112
The Sky Castle ... 128
The Perilous Pass ... 144
Gen Keefe's Mansion ... 166
Fidalgo's ... 172
Hell Hound Factory ... 181
Gravelforte Hall ... 194
Yeti Cave ... 200
Bitter Mtn Maze ... 202
Seledrus's Tower ... 209
Platto's Dungeon ... 216-221

Introduction

TINY CLAWS LAND ON YOUR SHOULDER. What's your armor class? You are under attack!

So begins the swashbuckling adventure of the Saviors of the Silver Kingdom. Backstory, context, and character introductions will have to wait. First, a discombobulated party needs to survive a fiendish attack in a mystery location.

Chaos, confusion, the fog of battle — these are the hallmarks of the Silver Kingdom in the year 1522 DR. How better to set the tone than by unexpectedly throwing players into a bloody encounter?



Story Overview

The Saviors of the Silver Kingdom takes players on an epic quest to save the desperate inhabitants of its eponymous land.

Whether by land or sea, it is a tale of exploration into the unknown — a series of encounters with bizarre creatures, alien landscapes and undiscovered civilizations. As the story unfolds, the party's seemingly straightforward mission morphs into a moral quandary, from which there is no clean escape.

The adventure starts in Port Katrona, the second-largest city in the Silver Kingdom. The Kingdom's most precious resource — mondrian flowers, which ward off murderous devils — are in short supply. The overland trade route that once brought mondrian to the Kingdom has been broken, though no one knows why. Unprotected by the flowers, helpless Silverians suffer from ever-increasing devil attacks. The social order has begun to break down. Desperate times exacerbate the worst in Silverian society. Greed and malice abound.

If the party survives Port Katrona, they are invited to the capital city of Heartwell. Here, wealthy elites worship their former ruler, King Paulo Platto, with an absurd fervor. The Kingdom's current leader, the High Regent, proposes a daunting quest - discover a seafaring path to the source of the mondrian flowers, and establish a new trade route. It is a chance to save thousands of innocent lives ... and become very rich.

The ocean holds many dangers. Pirates, sea monsters, storms, and devils take their toll. The mysterious Map of Many Faces complicates the journey; if the party cannot uncover its secrets, they may end up lost at sea. Along the way, the party will gain knowledge, power and allies that will greatly strengthen their hands.

Arrival at the flower's source, the faraway land of Taikunde, brings the mission's premise into question. Instead of trading partners, the Taikunde people have been colonized and subjugated. Reinstating the mondrian trade would mean enforcing slavery. Yet without it, the Silver Kingdom will collapse into a hellscape. And who cut the trade route in the first place?

How the party grapples with these moral dilemmas will drive the story's climax. As they return to Heartwell, they will have to betray some allies to defend others, make wrenching sacrifices, and muster all their strength to defeat the Silver Kingdom's true evil: Paulo Platto and his legacy of greed and exploitation.

Story Structure

The quest to save the Silver Kingdom takes inspiration from historical journeys of the 1500s, especially that of Vasco de Gama, who sailed around Africa to establish a trading route between Europe and India. Like de Gama, the party's journey will not follow a straight line.

As the Dungeon Master of the Silver Kingdom, you have three main jobs:

Balance the Open World with the Linear Journey. Allow free exploration, and make sure that the party's decisions drive the story. But find ways to move the party along the journey's four critical stops: from Port Katrona to Heartwell to Taikunde, then back to Heartwell.

Leak Out the Mysteries. The planet of Duosol brims with unknowns. Let your players uncover its clues slowly. In particular, keep the ugly fact of Taikunden slavery close to the vest until the party arrives in Bountytown.

Climax in Platto's Dungeon. No matter how the party makes its way through Duosol, it should return to Heartwell for an epic showdown.

As you, the Dungeon Master, run this adventure, you will have much to keep in mind. The open world of Duosol has many more possibilities than any one party is likely to explore. You may only use half of the material in this book, perhaps less. Especially if you improvise your own elements, don't feel obliged to visit every location or meet every NPC!



Nevertheless, we recommend that you read this whole book before you start your game. Familiarize yourself with the essential missions in each chapter. Get a sense of the central NPCs, locations and items. Have many cards in your back pocket, so you can play to your party's choices.

To keep you oriented, each chapter starts with a Cheat Sheet that looks like this:

Cheat Sheet

Do: Describes the essential mission in each chapter. No matter what choices your party makes, you probably want to steer them back to this central activity.

Get: Lists essential items the party should find or earn, without which it will be hard to complete the adventure. Important but non-essential items are noted as optional.

Learn: The key facts, lore or mysteries to be revealed at this point in the adventure.

Side Quests: A handful of non-essential but memorable story options that can deepen the intrigue and fun.

Level Guide

As your players progress through the adventure, they will face deadlier foes and more challenging situations.

The encounters in this book assume a party of four characters, starting at Level 1 in Port Katrona. At the end of Chapter 1, they should level up, and start on the Road to Heartwell at Level 2. When they enter the final showdown, they should be Level 12.

Running this adventure will be easier if you level up with **milestones**, not experience points. You can use the "Do" entry in each chapter's Cheat Sheet as the trigger to level up. But if your party's quest has gone off script, you can use other important victories or wrenching sacrifices to level up. Just try to (roughly) align the party's level with each chapter, with chapters 4-9 somewhat interchangeable, depending on your party's sea route.

If you level up with **experience points**, you'll need to manage the xp awarded so that the party is neither over- nor under-powered for each area.

Level	Area	Chapter	Essential Mission
1	Chaos in Port Katrona	1	Get invited to Hearwell
2	Road to Heartwell	2	Find Map decoder
3	Heartwell	3	Accept quest to Taikunde
4-9	Sea Voyage North	4-9	Travel to Taikunde
10	Truth in Taikunde	10	Learn of Heartwell's lies
11	The Bitter Mountains	11	Find Platto's Sword
12	Return to Heartwell	12	Destroy the Silver Crucible

The History and Lore of Duosol

FOR A MILLION MILLION YEARS, THEY HAVE hated each other.

Silvanus, the God of Wild Nature, sprinkles life throughout the cosmos. He revels in chaotic, verdant abundance — an eternal explosion of spring. Life-giving and beautiful, but messy. Very, very messy.

Fierna, the Archduchess of the Fourth Level of Hell, could not be more opposite. Her armies of devils methodically scour the material plane, looking for ways to corrupt mortal souls. Through deception, seduction and devilish dealmaking, she turns good to evil. And when corrupted people die, their souls become soldiers in her hellish army.

He is chaotic good. She is lawful evil. What Silvanus begets, Fierna consumes. And what Fierna tries to destroy, Silvanus tries to save.

Silvanus Gets an Idea

Such was the backdrop as Silvanus forged the planet Duosol. He sought to create a paradise, free of Fierna's corruption. With a drop of his own blood, he created the magical mondrian flower, and gave it the power to repel devils. He spread the mondrian across the globe. He then transplanted a menagerie from Faerun: plants, monstrosities, beasts, fey and humanoids, all to appreciate his creation and worship him.

Silvanus also included flourishes to slow the development of civilizations. Though humanoids were important (to worship him), he wanted to see how wild nature would flourish if left uncontrolled. To confuse and splinter the people, he gave the land bizarre features, harsh climates, and a topsy-turvy solar system. He even wove magical barriers to trade and development. He then set the cycles of life in motion, and left Duosol to its wild self.

Silvanus was quite pleased with his work. Yet when he tried to brag about the new planet to his fellow deities, they either ignored or patronized him. (He tends towards wild, rambling, self-involved monologues; his arrival at godly parties is usually met with eye-rolling and awkward drink refilling.)

Embarrassed, Silvanus did what he always does when faced with a setback — forget about it, and move onto something new.

Fierna's Arrival

But one deity took special notice of Duosol. When Fierna heard of Silvanus's dream to protect an entire planet from devils, she became determined to corrupt it.

Fierna sent her minions to gather samples of mondrian and with a little experimentation, she learned a surprising fact: silver renders mondrian powerless. It gave her an idea.

Fierna ordered her infernal smiths to forge a magical crucible that could continual spew forth thick, ropey veins of silver. Though it tortured her underlings to handle it, they transported this Silver Crucible to Duosol. They found the most fertile spot on the largest continent — the place that became Heartwell — and buried the Silver Crucible there.

Slowly but surely, silver seeped into the soil, splaying outward in metallic tendrils. The mondrian above it died. Year after year, an expanding circle of land lost the ability to grow mondrian.

After a thousand years — a heartbeat to one so patient as Fierna — the entire southern continent was shot through with silver, and bereft of mondrian. However, its humanoid population had thrived in other ways; in particular, mining the now-copious silver. (Silver is more valuable than gold in Duosol; see *Silver's Value* at the end of this chapter.) Nomadic settlements turned into farming villages. Villages grew into towns. But with no mondrian to protect them, the residents of Duosol's southern continent were sitting ducks for devil attacks.

The North's Silver-Free Soil

Mondrian grows only in Taikunde, north of the Bitter Mountains. Whereas southern soil contains rich silver deposits from the Silver Crucible, Taikunde has none. To understand why the silver veins of the Crucible never made it north, see *Gravelforte Hall* in Chapter 11.

The Devils Attack

Fierna gathered her lesser fiends and began attacking the southern populace, sowing chaos and fear. Her goal was not to kill, but to corrupt — to create a climate of desperation and terror that brings out the evil in all people.



The Southerners took the bait. Instead of uniting against the infernal attacks, they cast blame on one another for bringing the devils. They retreated into feudal bands, fighting each other for scraps and stabbing each other in the back. Domination by violence became the norm. Slavery flourished.

Fierna watched the South's descent with delight. The more evil done by Southerners to each other, the more corrupt souls became available for harvest. Her plan worked. Duosol became Fierna's personal factory of evil.

Fierna's dominion over the South lasted for millenia. Civilization grew slowly, marred by greed, violence and corruption. The devils harvested many souls.

Then, almost exactly 500 years ago, Fierna found an irresistible opportunity to expand her power even further: the rise of Paulo Platto.

The Word "Taikunde"

The word Taikunde (tie-KHUN-day) is used for both the land and the people of the Northern continent. Thus, it is proper to say, "The Taikunde live in Taikunde."

Taikunde is both the singular and the plural of the people. Adventurers can meet one Taikunde, or they can encounter a group of many Taikunde.

The adjective "taikunden" is used to describe things from Taikunde, such as taikunden jewelry.

The Turning Point: Paulo Platto

Platto's story, as told to every toddler in the Silver Kingdom, contains just as much fiction as fact. Platto, they say, was an ambitious Captain of the Guard in the kingdom of Eurara. On more than one occasion, Platto led raiding parties far to the north, even into the lands of orcs and dwarves. Every time, he returned with treasure and heroic tales. Platto gained renown and a following.

King Euraphet XXIV, the ruler of Eurara, took notice of Platto's ascending power, and felt threatened. Euraphet commanded Platto to march 50 days north, and to claim any land there for Eurara. Euraphet assumed Platto would die in the Bitter Mountains, ending their rivalry. So began Captain Platto's fateful trip to the North.

Platto and 20 loyalists set out into the Bitter Mountains. He lost many comrades to orc attacks, barely escaped an arctic giant's wrath, and nearly died of starvation and exposure. But finally, Platto and his men made it to the land north of the mountains

There, they say, Platto found the peaceful, fertile land of Taikunde. The Taikunde cultivated mondrian flowers, and also many more crops — enough to create a bounty of resources. This had led to civilization, art, music and harmony with nature.

Platto quickly realized that all this was possible because devils were repelled by mondrian. He recognized the incredible freedom this afforded the Taikunde. He struck a trading promise with the Taikunde leaders, in which the South would trade its silver and other precious commodities in exchange for mondrian flowers. To seal the deal, they say, Taikunde's druids imbued Platto's Sword with mondrian power.

Captain Platto then returned south with a first load of mondrian. His return generated immediate celebrity. Of course, King Euraphet rued Platto's success, and hired a battalion of mercenaries to kill him. Platto's heroic followers took up arms to defend their new hero. Platto valiantly slayed King Euraphet on the field of battle with his magical sword.

Freedom from the devils and shared prosperity soon followed. Platto united all the tribes and feudal lords under a new land — the Silver Kingdom. In the new capital city of Heartwell, he erected a shining, 30' wall of pure silver to repel devils. Anointed King by his grateful people, he reigned wisely and happily ever after.

So goes the myth. Nowadays, silver statues of King Platto adorn town squares throughout the Kingdom. First-born sons always have the middle name Paulo. Southerners trace the "P" symbol with their hands to ward away bad luck. King Platto, they say, is the forefather of all that is good, prosperous and holy in the Silver Kingdom.

So they say.





Paulo Platto: Myth vs. Reality

Every person in the South knows the sanitized version of Platto's story, as written above. Any commoner can tell you that Platto bravely traveled North, returned with mondrian, and became the world's most celebrated hero. They do not know anything about Fierna, the Silver Crucible, or Platto's treachery. Only reveal the secrets below to your party slowly, and not fully until the adventure's climax.

Platto's Dark Heart

The origin story above covers up a much more despicable truth. Platto's motives were never pure. Underneath it all, he harbored the greed of a conqueror. And Fierna played his greed like a fiddle.

When Fierna learned of Platto's journey to Taikunde, she devised a wicked scheme. She seduced the young captain and offered him a secret deal. If he would bring mondrian flowers South, she would help him subjugate the Taikunde into slavery. He could then produce mondrain for almost nothing, and sell it to Southerners desperate to stop devil attacks. With a secure monopoly over the mondrian trade, he would become wildly rich.

To sweeten the deal, Fierna offered Platto everlasting life. She showed him a vision of the caves below Heartwell, where the Silver Crucible spewed forth its poison. She promised that the silver would magically sustain his life force, forever, if he could protect it.

Of course, Fierna explained, *some* devil attacks in the South would have to continue. After all, if Platto entirely eliminated the attacks, mondrian would lose its value. Supply demands demand.

Platto didn't hesitate for an instant. Fabulous riches, unlimited power, and eternal life? How could he say no!

Fierna immediately started work on her side of the deal. She created a Hell Hound Factory, pumping out living weapons to subjugate the Taikunde. She also crafted Platto a sword of immeasurable malice (described in *The Legend and Truth of Platto's Sword* in Chapter Three).

Armed with these deadly new powers, Platto and his greedy band easily defeated and enslaved the Taikunde.

When Platto returned South with the first shipment of mondrian, it immediately became the most valuable commodity in the land. A permanent trade route over the Bitter Mountains was established. Platto's followers become slavemasters and Caravanners — they who bring caravans of mondrian through the mountains. Hailed as brave, stoic traders, the Caravanners still maintain the lie that Taikunde is a peaceful paradise in a harmonious partnership with the South.

Thus Duosol fell into permanent exploitation, greed and violence. Mondrian flowed South to a population willing to pay anything to protect against devil attacks. Scarcity led to endless conflict and despair. Fierna reaped generations of corrupt souls.

Outside of Taikunde, almost no one knows the ugly truth of Platto's real legacy. Those who adventure to Taikunde will find out.

Platto's Final Secret

One final secret will not reveal itself until the party has delved deep into Platto's Tomb. Nearly five centuries after his historic journey, Paulo Platto is still alive.

But Platto did not stop aging. Fierna did not grant him everlasting *youth*, just everlasting *life*. His body is now five hundred years old — an ancient, twisted husk, sustained by the Silver Crucible. Yet he has gained significant powers from the magical silver flowing through his veins, and reuniting with his sword will return him to a semblance of youth (see stat block in Appendix A). He spends his endless days hidden beneath his own tomb in the kingdom's capital.

Platto's mind is shot, but his greed grows every day. Through his puppet, the High Regent, he still reaps Duosol's wealth. He cares not one whit about what happens to its people, as long as his treasure grows.

Destroying the Silver Crucible will free Duosol from persecution. The mondrian flower will grow everywhere, undermining the need for slavery. Duosol can thrive in peace. This is the adventure's intended conclusion.

But there are many other ways it could end. The party might side with Taikunde rebels who seek to utterly destroy the South. Or, they might align with Heartwell's elites, put down the rebellion and re-establish the mondrian trade. Or perhaps they will be drawn to the colorful pirates of the high seas ... or the harsh justice of the Kellands ... or the law-abiding officers of the Silver Navy ... many possibilities await adventurous souls!

Adventuring in the World of Duosol

At first, travelers to the planet of Duosol may not notice much difference from familiar planets like Faerun or Earth. Indeed, they may not even know they have left Faerun. Duosol's quirks may sneak up on them, unfolding over days or weeks. This should present mysterious and fun revelations as the characters explore their new land

Duosol's Unique Cosmology

Duosol does not orbit a sun, nor does it spin on an axis. It is affixed in space, motionless. Small but powerful suns — two of them — beam down on each of the poles, north and south. This creates blazing hot deserts where Earth has polar ice caps, and a frozen ice waste where Earth's equator has tropics and deserts.

The two suns are half-domes. Silvanus cut a regular sun in half and blackened the flat sides. Only the "dome" half shines brightly. The suns spin on their horizontal axes, completing a rotation every 24 hours. Thus, creatures on Duosol experience Earth-like, 24-hour days. But their sun does not rise and set. Instead, it waxes and wanes — going from a full bright circle to a half-circle, to a sliver, to total blackness. For Southern hemisphere inhabitants, the sun will always be fixed in the sky, directly to the south. In the Northern hemisphere, the sun will always be fixed in the north. Observers on the equator will just barely see both suns, low on the horizon — one due north, one due south.

The Silver Kingdom is in the southern hemisphere. Except for a very few travelers, Silverians have never seen the northern sun. A few may have heard rumors about it, but most do not believe such fantastical tales.

A Passive Mystery

Duosol's polar-equator inversion is not a major plot point to be unveiled. It is simply meant to confuse the players. Those of us who live on Earth instinctively think that the poles of a planet are cold, and the equator is hot. Imagining the opposite is hard!

Just as early European explorers struggled with the idea of a round earth and a heliocentric solar system, so should your players struggle with the geography and cosmology of Duosol. The longer you can maintain the confusion that Earth's early explorers would have felt, the better.

The Eight Phases of Duosol's Moon

Duosol's moon is also unique and strange. Like the suns, it is half of a sphere — dome-shaped on top, flat on the bottom. Observers on Duosol always see it in cross section, so it always looks like a half-moon. The moon circles Duosol once every 24 hours, east to west, above the planet's equator. Instead of waxing and waning from new to full, Duosol's moon rotates, completing one spin every eight nights. This gives the moon eight "phases."

The people of Duosol call one lunar rotation (eight nights) one week. They call four weeks (32 nights) one month. They call 12 months (384 nights) one year.

Days are not named on Duosol; night are. Each night is named for the position of the moon. When the moon's dome points up — "north" — that night is called Normon (a contraction of "north moon"). The next moon points northeast, so that night is called Noreastmon.



Days are named after the proceeding night. Where we on earth name our *nights* after our *days* — such as "Saturday night" — on Duosol they do the opposite. If the night is called Normon, once dawn breaks, it becomes "Normon day."

Night Name	Moon Dome Position
Normon	Pointing up
Noreastmon	Pointing up and right
Eastmon	Pointing right
Soeastmon	Pointing down and right
Somon	Pointing down
Sowestmon	Pointing down and left
Westmon	Pointing left
Norwestmon	Pointing up and left



The years on Duosol correlate with years on Faerun (currently DR 1522). But Duosol does not experience seasons. Their climate stays consistent year round. They have no words for summer, winter, spring or fall.

Stars instead of Maps

Two suns, a rotating moon and a stationary planet interact to create bizarre and unpredictable weather patterns. Shifting winds at sea, violent storms and frequent hurricanes toss ships around willy nilly. These dangers keep most sailors close to shore.

At the same time, it isn't hard to tell latitude and longitude on Duosol. The stars never move, because the planet doesn't spin. A quick glance heavenward at night tells experienced sailors exactly where their ship is, relative to the cosmos.

Consequently, navigators have not made many maps. They don't need them. Neither will your party, if they stay close. But once they venture beyond the Silver Kingdom's borders, no one can give them a map. Only the Map of Many Faces may offer some help ... if it can be decoded.

The True Map of Duosol

The planet Duosol measures roughly 2,000 miles in circumference, of which about 1,000 is depicted below.

The South continent is dominated by the Silver Kingdom, its two vassal states of Eurara and West Eurara, the lost civilization of The Kellands, and the vast, nearly impenatrable thickets of the Pathless Jungles. The North continent is dominated by the natural paradise of Taikunde. In between, the frigid Bitter Mountains and the Floating Icelands ring the equator. Blazing deserts cap the poles, known as Heatrock to the south and Sandstorm to the north.

There are no land masses or civilizations to the east or west of the continents shown below ... or are there?



	Port Katrona	Mayhem Islands	Port Eurara	Milltown	Lichenfall	Beegug's Oasis	Fishing Settlement
Port Katrona	-	3	6	9	16	20	22
Mayhem Islands	3	-	3	5	10	14	16
Port Eurara	6	3	-	3	10	14	16
Milltown	9	5	3	-	7	11	13
Lichenfall	16	10	10	7	-	4	6
Beegug's Oasis	20	14	14	11	4	-	2
Fishing Settlement	22	16	16	13	6	2	-

Societies of Duosol

The age of the Silver Kingdom is a beknighted epoch. Superstition trumps science. Technology has only advanced to medieval levels — basic metalwork, alchemy and early sailing vessels. Though magic flows through the land, both divine and arcane powers are limited.

Many societies have taken root across the planet. It is unlikely your party will encounter them all.

The Silver Kingdom. Occupies much of the continent south of the equator. Depends for its safety on the trade of mondrian flowers that flow through Heartwell, its capital city. Largely open plains, dotted with farmsteads and villages.

Eurara. Borders the Silver Kingdom to the west. The cradle of civilization on Duosol, which has now fallen into disrepair. High desert.

West Eurara. The western edge of the civilized world. Thick forests, sparsely populated, and in the grips of religious zealots.

The Mayhem Islands. Pirate stronghold not far from the Silver Kingdom. A rather silly place, but with valuable treasures to be found.

The Kellands. Self-sufficient tribes of an isolated gnome society, long ago cut off from the Silver Kingdom and its vassal states. Lonely tundra and frigid peaks.

The Floating Icelands. Supermassive icebergs that house wintry beasts and quirky tribes of competitive honor-seekers.

Taikunde. The bountiful but enslaved land north of the equator, where mondrian flowers grow.

The Bitter Mountains. The forbidding arctic tundra between the Silver Kingdom and Taikunde. Home of the arctic giants, dwarves, yeti and orcs.

Heatrock and Sandstorm. The extreme southern and northern deserts, home to small bands of wandering thri-kreen and rust monsters, and also androsphinxes that know the entire history of Duosol. They might be willing to tell stories, but they don't appear in this book.

The Pathless Jungle. An unsettled land of impassably thick rainforests and swamps. If one could traverse it, one would find only the unnamed, undiscovered volcanic wastes to the extreme east.

The Empty Sea. The not-at-all empty domain of merfolk, water elementals, chuul and tribes of sahuagin, who rarely encounter land-dwelling humanoids, but who war on each other constantly, spurred on by devils.

Veering Off the Path

If your party takes you into Heatrock or Sandstorm, sails deep into the Empty Sea, or hacks its way into the Pathless Jungle ... use your imagination! Beyond the bulletpoints above, this book includes no descriptions of those four unexplored lands. Good luck out there!



Magic on Duosol

The god Silvanus, creator of Duosol, has altered the weave of magic here to fit his desires. Silvanus knows that travel and expansion leads to exploitation of natural resources. As the god of wild nature, he sought to slow down such explotation by making travel and long-distance communication difficult. This may pose some frustration for your party. At the very least, it will force their travels to be more realistic — slow, plodding, and with high potential for getting lost.

Humanoid creatures cannot fly, even by magic. If a character attempts to fly, violent winds throw them to the ground after they reach a height of 20 feet or have been aloft for three rounds, whichever comes first. Creatures subject to these winds suffer 1d6 bludgeoning damage per 10 feet aloft. Birds, insects and beasts can fly, but wildshaped druids cannot.

Teleportation magic does not work beyond 500 feet. Short-range spells like *misty step* and *dimension door* still work. But beyond 500 feet, the spell fails, and the caster feels an odd sensation, like moving through thick, cloying smoke.

Long-distance communication spells don't work. Using a spell like *sending* or *telepathic bond* to communicate beyond 500 feet fails; the caster feels like they are shouting underwater. Spells under 500 feet still succeed. Short range spells like *message* always work. This rule does not apply to creatures of CR 20 or higher, such as Fierna, or any gods, such as Silvanus.

Silver's Value

On Duosol, **silver is worth more than gold**. One silver piece on Duosol is equal to one gold piece in the PHB. One silver is worth ten gold, not the other way around. To differentiate silver in the PHB from sliver on Duosol, prices in this book are labelled **dsp — a Duosol silver piece**. Likewise, gold on Duosol is dgp.

Wherever an item costs X gp in the Player's Handbook, on Duosol, it costs X dsp. A long sword on Duosol costs 15 silver (or 150 gold). A gallon of ale costs 2 dgp; 5 gallons can be bought for one dsp.

The Mondrian Flower

Every last person in the Silver Kingdom — from the High Regent down to the most humble beggar — relies on the mondrian flower. The social order revolves around the mondrian trade. The Kingdom's major religion, the Church of the Flower, worships mondrian. Mondrian means everything to a Silverian.

Mondrian Uses. Mondrian comes in three main forms: pouches of dried flowers, elixir, and (most rare) imbued into magic items. The rare fourth form, live mondrian plants, have the same properties as pouches.

- In all forms, mondrian can repel devils. As an action, a creature may present any form of mondrian as a holy ward. Each devil within 30' must make a DC 10 Wisdom save. Upon failure, the devil must spend its turns using the Dash action to move away from the mondrian, if possible back through a dimensional intrusion. If it cannot move, it uses the Dodge action.
- Mondrian elixir can paralyze a devil. Make a ranged attack with a vial of elixir (range 30/60). On a hit, the devil must make a DC 10 Wisdom save. If it fails the save, the devil is paralyzed for one minute.



- A mondrian weapon can banish a devil back to Hell. Make a melee attack with the weapon. On a hit, the target must make a DC 10 Wisdom save. If it fails the save, the devil is banished to the fourth level of Hell.

Devils of CR 5 or higher have advantage on saving throws against mondrian. Devils of CR 10 or higher who fail a saving throw against mondrian can choose to succeed instead.

Mondrian Prices. These prices reflect the current mondrian shortage. As the campaign progresses, consider inflating them to reflect deepening scarcity.

- 10 sp: mondrian pouch (common)
- 100 sp: vial of mondrian elixir (uncommon)
- 2,000 sp: mondrian dagger (+1 magic item; rare; requires attunement)
- 10,000 sp: mondrian longsword or rapier (+2 magic item; very rare; requires attunement)

Mondrian Lore. If asked, anyone in the Kingdom knows the following about mondrian flowers.

- Mondrian is growing more expensive and hard to find. Rumors of a shortage abound, though few know what is causing it.
- The flowers come from the north. Mondrian cannot grow in southern soil; many have tried.
- The North is accessible only by the brave, hearty Caravanners, who travel through the mountains to bring the flower south.
- The flowers must be dried and mixed with silver powder to survive and ward off devils.
- Mondrian powder is effective for two months. After that, it will no longer ward off devils.
- Mondrian elixir retains its power for one year, and then spoils.

Although no Silverians have seen a live mondrian flower, they have seen many representations. The mondrian motif adorns buildings, art and garments. Its colors — brilliant azure blue and iridescent purple — are the colors of the Silver Kingdom's flag (along with, naturally, silver).

The Mondrian Plant. Most people on Duosol have only ever seen dried or processed mondrian. Those who have seen the plant itself — those who live in Taikunde, or the rare few Caravanners who travel there — would also know the following.

- Mondrian grows on tall, rough, thorny bushes — like rose bushes, but woodier. They are dangerous and difficult to harvest.
- Fresh mondrian has a powerful and distinctive smell; so sweet it is almost putrid, with a hint of vinegar.
- Mondrian flowers really do look like their artistic renderings in the South: purple, verdant, beautiful.

Carousing

Anywhere there is alcohol and a crowd, your players can spend a night carousing. Essentially, they throw a wild, debaucherous party. This requires significant silver, and can lead to trouble. But it can also result in experience points, gained feats and unpredictable, fun side quests. Introduce this mechanic to the party once they collectively gain more than 200 sp.

Basic Carousing Rules. At any tavern, market or town square, your party can offer a barkeep or local merchant 1d6 x 100 sp to produce an epic feast. Once the feast begins, each player makes a DC 15 Constitution save. On failure, roll on the Carousing Mishaps table below.

Carousing Consequences. Some of the results in the Carousing Mishaps table are harmless, or even positive. But some are fairly severe. Give your players fair warning that drunken lunacy might end badly. Perhaps make note of an NPC in public stocks, bemoaning his hangover and bad decisions after carousing all night.

In addition to whatever silly side quest or storyline emerges from carousing, the following consequences also apply.

- If you play with experience points, at dawn the next morning, each carouser gains XP equal to the number of silver spent (unless the table below says otherwise).
- If you play with milestones, at dawn the next morning, have each carouser roll a DC 15 Wisdom check. Upon success, they gain one feat of the DM's choosing (see page 165 of the PHB.)
- If the carousers must spend more money than they have on hand, they owe the difference to some sort of disreputable enterprise (gangsters, pirates, Caravanners, etc).

d20	Mishap	Action	Result Mission
1	Public Nudity	DC15 CHR save	On failure, the whole town remembers. Gain no XP or feats.
2	Drunken Brawl	DC15 STR save	On failure, wake up tomorrow with 1d8 less hit points.
3	Got Arrested	DC15 CHR save	On success, fine of 2d6 x 25 dsp. On failure, 1d6 days in jail.
4	Scroned Advance	DC15 WIS save	On failure, you rejected the wrong lover. Their parents are pissed.
5	Gambling Losses		Roll another 1d6 x 100 to see how much you lost.
6	Life of the Party	DC15 CHR save	On success, everyone knows how fun you are. Future carousing costs double.
7	Insulted a Bigwig	DC15 CHR save	On success, the bigwig is amenable to an apology or reparation. On failure...
8	Didn't See Her Rash	DC15 CON save	On success, avoid a communicable disease that results in 1 point of exhaustion.
9	New Tattoo	Roll a d6	1-3 it's cool. 4 it's lame; 5 badass but misspelled; 6 insult in a language you don't speak.
10	Beaten and Robbed		Lose all your personal effects, and reduced to half your hit points.
11	Hangover from Hell		First day of adventuring is at -2 for all attack roles, ability checks and saving throws
12	You're a Witch?	DC15 WIS save	On failure, target of your amorous advances polymorphs you into a swine for 24 hours.
13	Invested It All	Roll a d6	Invested 50 dsp in a pyramid scheme. 1-4 lose it all; 5 get arrested; 6 reap 3x your money.
14	One of Us!	DC15 INT save	Unclear how, but you joined a cult. On success, your recall their signs and handshakes.
15	Woke in a Temple	Roll a d6	1-3 the clerics are furious; 4-6 they smile and thank you for coming by.
16	Punched a Guard	Fined d6x100 dsp	Imprisoned until fine is paid. All weapons, armor, and magic items confiscated.
17	Head Over Heels		Fall in love with romantic partner of DM's choosing. 75% chance they are already wed.
18	The Roof is on Fire	Roll a d6	Mistakenly burn down the inn. 1-2 no one saw you; 3-4 your party saw; 5-6 everyone saw.
19	Got Booted		First, they asked you nicely. Then they kicked you out of town.
20	Prayed to God	DC15 Wis save	You asked a god to save you from a mess. On failure, geas is cast on you (see below).

Sample Qeas Quests. If a player rolls a 20 on the Carousing Mishaps Table, their god (or if they don't have a god, Silvanus) demands an act of sacrifice in the form of the geas spell (see PHB page 244). Invent a quest for them, or use one of these sample ideas.

- Build an elaborate altar in the middle of town.
- Burn a book in the Heartwell Library entitled "Are Gods Really That Stupid?"
- Recruit a cult of five acolytes, and convince them to weave and wear loincloths made of human hair.

Chapter 1

Chaos in Port Katrona



Chapter 1: Chaos in Port Katrona

TIDY, BUSTLING PORT KATRONA SITS AT the western edge of the Silver Kingdom, at the mouth of the Flatwater River. Named after Paulo Platto's wife, it is the Kingdom's primary trading port.

With roughly 30,000 residents, Port Katrona is Duosol's second most populous city. Merchants, shipbuilders, and craftsmen make up most of the population. Farmsteads and cottage industries ring the town, exploiting the fertile land of the Flatwater Valley. If it weren't for the incessant devil attacks, Port Katrona would be a thriving center of commerce and culture.

Dawn of Exploration. Despite the troubles, seafaring exploration is rapidly advancing in Port Katrona. Long-distance routes are just starting to open up, thanks to the recent invention of advanced sailing vessels (all manufactured in Port Katrona).

Dutiful Populace. Almost without exception, Katronans are loyal to the Silver Kingdom and the High Regent. They understand their reliance on the protective power of the mondrian flower, and lament recent shortages. The townsfolk are naturally on edge; the devils have started to come more frequently and cause more damage.

Opening the World. The party's introduction to Port Katrona — a battle in the town square — should be chaotic and disorienting. But after the dust settles, many options become available.

If you want to move your party quickly through the adventure, have them talk to Sir Trulane the Paladin and no one else. But if you want them to explore and orient themselves to this new land, give the party time to meet some of Port Katrona's many other NPCs. Present excuses to learn what makes Duosol different, like the inverted values of silver and gold, or the nights of the week. Find opportunities to explain Duosol's history and lore. Introduce storylines that might develop in the future.

Then, when you see fit, put them on the path to Heartwell and begin the story's main quest.

Chapter 1 Cheat Sheet

Do: Accept Sir Trulane's invitation to visit Heartwell.

Get: The party's first mondrian (optional).

Learn: Mondrian wards off devils, but it is running out. The land is teetering on the edge of chaos and destruction, and anxiety runs high. The Silver Kingdom needs champions to defend itself.

Side Quests

- Visit young Governor Lassaria Fundador.
- Join the Silver Navy to fight the pirates.
- Join the pirates to plunder mondrian.
- Find and raid the Locanthroe Hive (see Chapter 2).

Areas of Port Katrona

The following areas correspond to the labels on the Port Katrona Town Map on the following page. Some also appear in the Katrona Square Battle Map, also on the following page.

On those maps, areas **P1, P2 and P3** are described in detail, but the party may also find itself at the following locations.

P4. Sketchball Alley. Site of the pirate ambush in Special Events: Ambush in the Alley.

P5. Karkov's Hideout. The pirate captain's lair, briefly described in Special Events: Ambush in the Alley.

P6. Bergano Arms. Stocked with all weapons, armor and equipment that cost 25 gold or less in the PHB — though prices here are in silver (see *Silver's Value* in the Introduction).

P7. The Shipyard. Builds ships and supplies nautical items. (See Chapter 4 for ship costs and specifications.)

P8. Elix'R'us. Mostly useless ointments and creams, but has a limited stock of potions, poison and holy water in the back room (any liquid from PHB page 150).

P9. Mondrian Depot. Mondrian flowers are kept here, and sold to the villagers by a platoon of 10 Silver Soldiers (guards) and their leader, Lieutenant Laito (human veteran).

P10. Castillo the Silversmith. Silvers weapons for 100 sp each. Guido the Dwarf often works the forge here, when he isn't serving as stablehand for Governor Lassaria Fundador (see *An Audience with the Governor* at the end of this chapter).

P11. Church of the Flower. Port Katrona's primary house of worship, and where Padre Pisco stores elixirs.

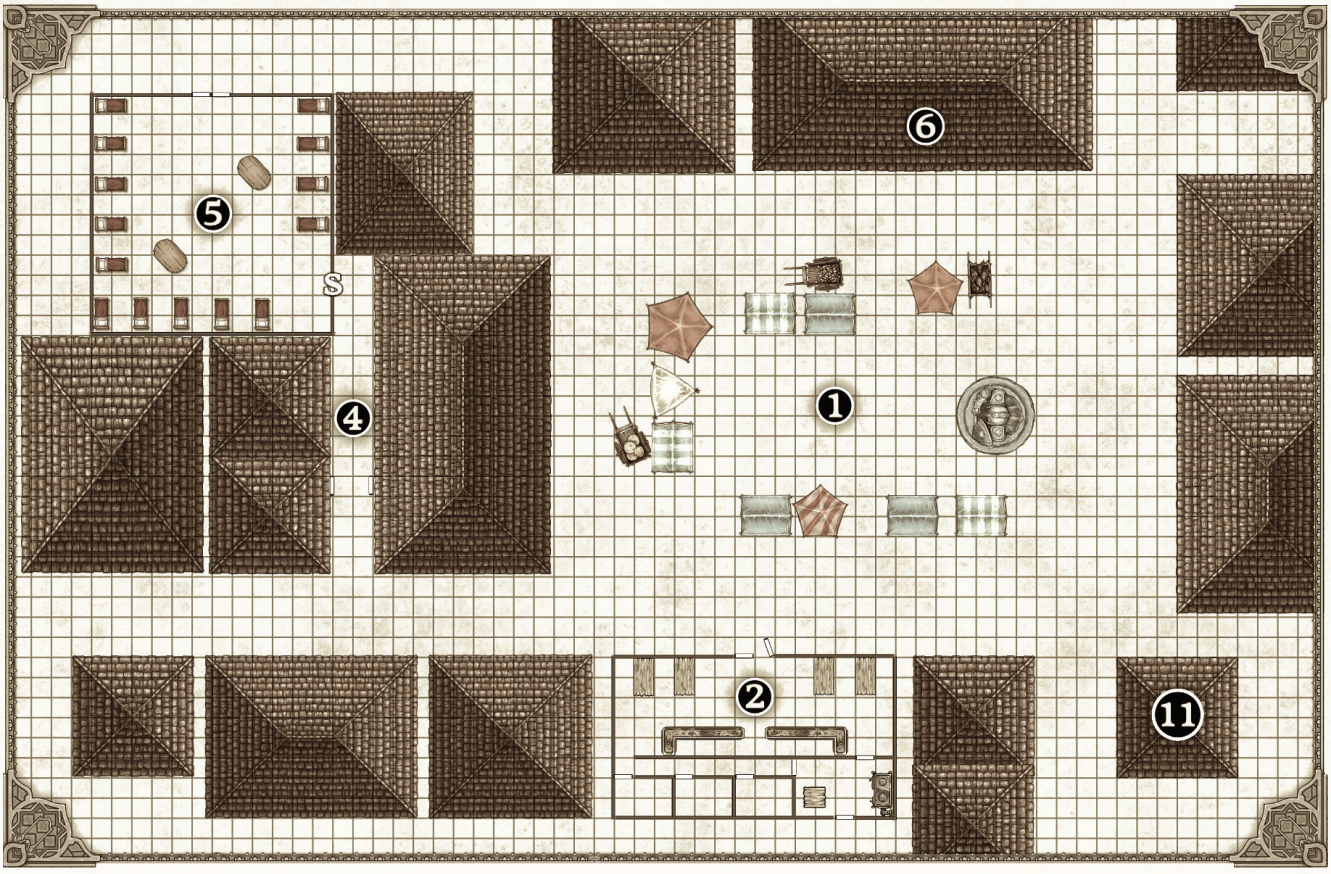
P12. Katrona Stables. Supplies pack animals, tack and harnesses. Has 15 horses and 12 mules for sale.

P13. Governor's Mansion. Seat of local power, and home to Governor Lassaria Fundador.

P14. Farmsteads. Cottages and farms in the rich countryside surrounding the walled town.

Katrona Square

1 Square = 5 ft



Port Katrona Area Map



P1: Katrona Square

The adventure of the Silver Kingdom starts (with a bang!) in the town square. The party has been transported to the square from the Yawning Portal, but this fact need not be revealed until after the first battle.

Randomly pick one member of the party. Then read:

> You feel tiny claws land on your shoulder. What's your armor class — you are being attacked!

Thus begins the battle with **two imps** and t**hree lemures**. After one imp makes a first sneak attack, reveal the Katrona Square section of the Battle Map on page 16. Spread the characters and fiends out at random, and offer this description:

> You find yourself in the middle of a chaotic scene, in what appears to be a town square. You see overturned market stalls and panicked commoners, screaming and running for safety. A large silver statue of a handsome man in armor rises above the fray. You do not recognize this place.
>
> Within seconds, you see the source of the panic — a fire-red circle, about 8' tall, blazing and crackling with smoke and arcane energy. Two small, scaly, winged creatures and three disfigured lumps of flesh have just emerged from this hellish portal. An elderly man sprawls on the ground, crawling desperately away from the monsters. A merchant brandishes a small pouch, screaming, "Begone! Back!" A young mother drags away her terrified toddler, but stumbles and falls. "Help!" she wails. "Someone please save us!"

After the first imp attack, roll for initiative and run the encounter. The fiery portal — a "dimensional intrusion" — remains open, but no other devils come through.



This battle should test the characters, but not kill them. If the fiends threaten to overpower the party too quickly, consider turning their attacks on commoner NPCs, giving the characters a chance to regroup. After a few rounds, **Sir Trulane the Paladin** (see Appendix A) may charge in on his trusty steed, **Atlamas** (warhorse). Sir Trulane can cast spells to give the party an offensive boost (bless, crusader's mantle) or a defensive buff (protection from evil, turn the unholy). Or he can wield his mondrian-imbued +2 longsword, which shines with a holy purple light that drives fiends back to Hell.

When the dust settles, Trulane can heal fallen heroes with his lay on hands ability. Now is a good time to reveal the events that brought the party here:

> Now that your lives aren't in immediate peril, you have a moment to reflect on how you got here. Earlier today, you met up at the Yawning Portal, the legendary jumping-off point for adventurers on the Sword Coast of Faerun. The Yawning Portal brings those who dare enter it to far-off lands, where one may find adventure, glory and riches. But you never know where you'll end up. You stepped through the portal together, and into the chaos of that battle.

Sir Trulane invites the party to join him in the nearby Shots & Shanties Tavern, where he hopes to recruit them as allies in the fight against evil.

Roleplaying Sir Trulane

Sir Trulane is curious about anyone new in town, especially armed adventurers. As Port Katrona's highest ranking officer, he commands the local battalion of the Silver Kingdom's armed forces, the Silver Soldiers.

Sir Trulane has dutifully served the Kingdom for four decades. He is a grizzled military veteran. He also worships devoutly at the Church of the Flower. Through his holy devotions, he has become paladin of significant power — a formidable ally and deadly enemy.

After introducing himself, Sir Trulane wants to know the party's names, skills and backstories. This is an excellent opportunity for the players to introduce their characters. He can also freely share the following information:

- The name of the land (Silver Kingdom), the planet (Duosol), and the local geography of Port Katrona, Heartwell and the Flatwater River. He has not traveled beyond that.
- The basic history of Paulo Platto (see page 7).
- The powers of the mondrian flower, and its centrality to Silverian life.
- Disturbingly, a mondrian shortage has allowed devils to break through more frequently in "dimensional intrusions" like the one that just happened.
- He is unerringly loyal to Governor Lassaria Fundador, just as he was to her recently deceased father, Lassario Fundador.

P2: Shots & Shanties Tavern

Like most portside taverns, Shots & Shanties feels warm and inviting, if also a bit shabby and dangerous.

The one-story building has a barroom, a storage room, a small kitchen, and three small boarding rooms with two beds apiece (see Port Katrona Battle Map on page 16). Room and board costs 5 dgp a night.

Sir Trulane has invited the party here to size them up as potential allies, to give them a lay of the land, and to recruit them as allies. This is the most important interaction the party can have here. But Shots & Shanties also contains numerous NPCs that can offer advice, information and side quests. At the DM's discretion, any or all of the characters below might be present in Shots & Shanties, or elsewhere in town.

Development: Invitation to Heartwell

After sizing up the party and seeing their powers, Sir Trulane urges them to visit the High Regent in Heartwell. There, they could join the Silver Kingdom's most elite force: the **Protectors of the Realm**. Serving the Kingdom as a Protector is a righteous, moral path, he explains. It may also lead to riches, glory and power. To find out more, the party must go visit the High Regent.

If the party accepts, Sir Trulane will write out a letter of commendation to the High Regent, seal it, and hand it to one of the characters. He gives directions to Heartwell: follow the Flatwater River northeast, either by road or boat. He urges them to spend the night and travel in the morning.

Up the Ante. If the party stays in Port Katrona for more than a day, the battle of the Katrona Square can be re-run, with slight tweaks. The devils can't be held back for long. They can arrive either in the Square or elsewhere in the town. Mix up the number and kinds of devils that emerge (imps, lemures, hellhounds, even a bearded devil). Sir Trulane or Silver Soldiers may charge in to help; or maybe not.

After each battle, Sir Trulane will redouble his effort to convince the party to make the journey to Heartwell and become Protectors of the Realm.

Shots & Shanties NPCs

In addition to Sir Trulane, any or all of the following NPCs may be at Shots & Shanties. Some may even overhear the party's conversation with Sir Trulane. Introduce these characters to add intrigue, dispense information, and give your players fun side quests before or on their way to Heartwell.

Cantoro the Singing Bartender. The ever-vocal Cantoro (human **commoner**) owns and operates Shots & Shanties. He sings his conversations, sea shanty style (do your best!). He romanticizes his long-ago years as a sailor, which he gave up for his wife, Brandi.

If the party fought the devils, Contoro will treat them as heroes and offer them free food and drink. If they fled or required rescue, he will lightheartedly tease them. He knows the following information:

- The identity of everyone in the tavern.
- The shortage of mondrian flowers is bad for business; folks are staying home, hoarding money and mondrian pouches, and afraid to congregate in groups lest they be attacked.
- Contoro has seen many dimensional intrusions, all of which have been beaten back by Sir Trulane or his guards. But more and nastier devils are coming through, and he fears the day when Trulane will not be able to hold them off.
- The High Regent is respected and wise. Contoro agrees with Sir Trulane that the party should visit Heartwell and join up as Protectors of the Realm.

Contoro's Verse

If you are inclined to invent songs for Contoro the barkeep, do it! Consider using a chatbot, or even an AI song generator. Verses that work in the characters' names or descriptions are apt to please your players. Here's a starting verse to welcome the party.

Ahoy [name 1], and brave [name 2]; I see that ye fought well
And [names 3, 4, 5 etc], you beat those devils back to hell
I'd write ye names in the his'try books if I knew how to spell
Instead I tend this wretched bar, where all the patrons smell!

(Patrons: HEY!!)

Oh the pirate life for me, matey, the pirate life for me!



Queslana. Young, headstrong Queslana (human noble) witnessed the battle in the town square. Though she tries to disguise her wealth under a commoner's cloak, her fine clothing and jewelry give her away. She sits alone, with a worried look on her face.

Queslana tries to eavesdrop on the party's conversations, especially with Sir Trulane. If she hears that the party is heading to Heartwell, she approaches with a vague proposition: If she can join the journey, she will reward the party with "a bunch of silver." She won't offer an exact amount, giving a fumbling explanation.

Queslana claims to be a formidable fighter, showing off her exquisitely made (and expensive) short bow and short sword. But a DC 10 Insight check will reveal that Queslana is terrified, not confident. If she finds herself in a battle, she will more likely hide than fight.

In truth, Queslana is the pampered daughter of a royal courtier, Hamheado, a close advisor to the High Regent and the owner of the Heartwell Apothecarium (see Chapter 3). Queslana naively ran away from home a month ago, seeking an escape from stifling court life. But the recent dimensional intrusions have shaken her confidence. Also, her best friend and handmaiden, Erryqua, has left without a trace. Unbeknownst to Queslana, Erryqua has been kidnapped by marauding mocusts; see Mocust Hideout in Chapter 2.

If the party accepts Queslana's offer and delivers her safely to Heartwell, Hamheado will begrudgingly pay each party member 50 silver. He will pay another 20 for Erryqua's safe return. If Queslana is killed along the journey, Hamheado will find out, blame the party, and hire an assassin to kill them.

First Mate Frullio. At the end of the bar, the second in command of the warship Katrona III watches newcomers curiously. First Mate Frullio (human scout) and his ship are docked in Port Katrona after a long voyage fighting pirates and recovering looted mondrian. He is always on the lookout for worthy marines.

Having witnessed the battle in the town square, Frullio thinks the party might make great recruits. He approaches the party, introduces himself, and lays out a mission before them:

An extremely valuable mondrian shipment will be leaving Port Katrona tomorrow, headed for the kingdom of Eurara. Pirates are sure to follow. To defend against them, the Katrona III will escort the mondrian shipment. Fruillo could use a few more hearty adventurers to join the crew, "Provided that Captain Brullio likes you, of course."

Frullio offers them an equal share of any recovered loot, which he predicts will be many hundreds of silver pieces.

If the party wants to pursue this offer, see Special Event: Pursuing the Pirates at the end of this chapter.

Padre Pisco. Port Katrona's booziest cleric, Padre Pisco (human priest), serves as the backup preacher of Port Katrona's Church of the Flower. Padre Pisco spends as much time drinking as praying, but he can still channel holy power. In a pinch, he could even cast cure wounds to save a character.

The Padre happily chats with anyone, though he evades serious questions. With jokes and innuendo, he tries to pivot every conversation to commerce. He has three vials of mondrian elixir on him, which he offers for 25 dsp each. For 2,000 dsp, he can perform a two-day ceremony that blesses any melee weapon, adding +1 against fiends and making its attacks magical.

Padre Pisco knows the following information, which he can share, perhaps for a price:

- The basic history of Paulo Platto (see page 7).
- The uses and prices of mondrian (see page 12).
- The Padre may be a drinker and a huckster, but he still respects the power of mondrian and the spiritual primacy of its deliverer, Paulo Platto. He believes that Heartwell, the capital city, has lost touch with the spiritual side of Platto worship, and now cares only for commerce. "Be wary of the big city," he warns. "Not all is what it seems." He will not elaborate.
- He secretly brews alcoholic aquavit from the church's mondrian elixir, which he would sell for 150 dsp a bottle. It has the same effect as elixir. He keeps it in the church basement.





Arbulion the Farmer. Arbulion is the most pathetic NPC in the tavern, wallowing away his sorrows in drink. He audibly moans and babbles, drawing attention to himself. All of his mondrian flowers have been stolen by a band of orcs. The orcs are terrorizing the farmland north of the city. Without mondrian, Arbulion fears his ability to defend his family farmstead, which lies an hour north of town.

If approached, Arbulion begs the party to kill the orcs and recover his mondrian. He will offer a "handsome reward" of 50 dsp — "my entire life savings" — in return for the good deed. He is sure that other treasure can be recovered as well. If the party agrees to this mission, see Orc Hideout in Chapter 2.

Grianche the Pickpocket. Dressed as an old beggar, Grianche waits outside Shots & Shanties. She appears to be ancient and blind, with gaudy makeup smeared across a wrinkled face. But the makeup actually hides her much younger features — those of a stealthy pirate (human spy) waiting to lure travelers into a trap.

When the party leaves Shots & Shanties, Grianche attempts to sneak behind one of the characters to pick their pocket. Roll a contested ability check: Grianche's sleight of hand (+4) versus a player's Perception. If the player wins, they notice the pocket picking.

If noticed, Grianche mumbles an apology: "Oh my! Please excuse an old blind woman, I'm sorry for bumping into you." She then misty steps towards the entrance to Sketchball Alley (see Port Katrona Battle Map on page 16). Standing up straight and youthful, she gives a taunting wave — with the player's purse, if she has stolen it — and spryly darts into the alley.

Grianche intends to be seen, to lure the party into the alley. If the party pursues her, see Special Event: Ambush in the Alley at the end of this chapter.

P3: Port Katrona Harbor

The economic life of Port Katrona centers on its formidable harbor. By day, it hums with commercial activity. By night, when the crowds retire, the rats emerge ... both rodent and human. Any local drunk unlucky enough to fall asleep on the docks will awake with nothing.

> Dozens of ships of all sizes line the wide wooden docks; another ten are anchored around the bay. The Flatwater River empties into the sea just south of the harbor. River traffic, in smaller boats, heads up the Flatwater, going northeast. Steady streams of merchants and sailors load and unload goods, livestock and materials. Peddlers loudly hawk their wares, shouting over the cries of seagulls and barking of dogs.

With a booming maritime economy, sailors are in short supply. So are Silver Marines and, secretly, pirates. All three factions are constantly recruiting on the docks. Any healthy looking person who isn't clearly attached to a ship will be approached by recruiters. All offer riches, glory and adventure. In reality (as any average sailor will attest) the pay is meager and the danger high. Naval battles have left many with peg legs and hook hands.

The sailors know their routes — up the river to Heartwell, up and down the western coast — but they don't travel beyond that. Sea monsters, impassable ice floes, destructive storms and hostile locals make seafaring dangerous. Plus, their relatively primitive ships can't be trusted to survive long trips.

NPCs of the Port Katrona Harbor

The party may encounter any or all of these NPCs at the harbor. The party might also encounter Padre Pisco, Queslana, or Grianche from Shots & Shanties.

Captain Brullio of the Silver Navy. As the highest maritime authority in Port Katrona, Captain Brullio (human veteran) spends his days loathing pirates and plotting their bloody demise. They consume his every thought, even though they are only a minor threat when compared to sauhaugin, sea monsters and sea-dwelling fiends. He is a vain and jealous man, and flies into a rage at the mention of his arch-nemesis, Karkov, who constantly evades Brullio's grasp.

If the party comes to Brullio by way of his trusty First Mate Frullio, Brullio welcomes them warmly and tries to lock in their service as marines on the Katrona III. If the party comes to the harbor without having encountered Frullio, Brullio may still approach and attempt to recruit them. He offers them an even sweeter deal than Frullio's: 25 silver up front, plus an equal share of recovered loot. If the party accepts, they board the Silver Navy's flagship carrack, Katrona III. See Special Event: Pursuing the Pirates at the end of this chapter.



Shirtless Davide. Shirtless Davide (human commoner) comes from a long line of braggadocious, shirtless sea captains. His family has been making the three-day run from Heartwell to Port Katrona for generations. He traffics in whatever goods need moving, no questions asked. At no time has a shirt ever covered his chest; it might obscure his enormous, tacky gold chains.

Shirtless Davide is an intolerable show-off. Most sailors roll their eyes when he swaggers by. Even his three-person crew barely tolerates his antics. They continue to serve him only out of respect for his grandfather, the original Shirtless Davide.

If he sees the party at the harbor, Shirtless Davide will cockily approach and offer to transport them to Heartwell for the low, low price of 15 silver each. He can be haggled with or flattered into a lower price. Complimenting his gold chains is particularly effective. If the party seeks a different ship to Heartwell, they will learn that Shirtless Davide is the only ride in town.

If the party decides to travel with Shirtless Davide, the river trip is described in Chapter 2.

Drunken Gang. If the party does anything that attracts attention, they might get it — and not from friends. A gang of six drunken pirates (human bandits) roam the docks, looking for a fight. They approach the party with crude taunts, picking on any non-humans. At any slight provocation, they draw their scimitars and charge.

If a fight with the Drunken Gang ensues, you can either let it play out, or interrupt it with a platoon of Silver Marines or Sir Trulane, who try to break it up. If the party kills the pirates, their leader, Karkov, will hear about it and swear revenge.

If the party defeats the pirates without killing them all, Karkov will hear about it, but instead of revenge, he will want thank the party for their mercy. He might even apologize for the drunken stupidity of his men. (For more on Karkov, see "Special Events: Ambush in the Alley" at the end of this chapter.)

Platto Statue. A large statue of Paulo Platto looks out over the harbor, greeting visitors with his raised sword in one hand and a mondrian bouquet in the other. Like all Platto statues throughout Duosol, it has been enchanted by Fierna (see Platto Statue in Appendix A to understand the statues' roll in the plot).

The statue has no reason to animate, especially not this early in the adventure, when Paulo Platto is still presented as a one-dimensionally good figure. But if attacked, it will defend itself.

The Albatross, Cecile. Perched atop a nearby clipper's mizzenmast is an enormous bird. It dwarfs the seagulls and plovers, especially when it spreads its 12-foot wingspan and alights into the bay. The players should be surprised by this: they have never seen such an enormous bird, and they are well traveled explorers!

Unless they cast detect magic or have truesight, they won't know that the albatross is actually a shapeshifter: Cecile, a Taikunde spy. For Cecile's description and role in the adventure, see Special Events in Chapter 4. For now, this is an optional place to introduce her.



Special Events in Port Katrona

Employ any of the following special events while the characters are in Port Katrona.

An Audience with the Governor

Two Silver Soldiers approach the party with an invitation from **Governor Lassaria Fundador (human noble)**, the civilan authority of Port Katrona. The Governor has heard about the party, perhaps because of their heroics in the town square, and greatly wishes to meet them.

Lassaria's father, Lassario Fundador, recently passed away, and left the governorship to his only daughter. He also left her the fortune he amassed running the Kingdom's largest shipbuilding business — a fortune that got him the governorship in the first place. She lives in the Governor's Mansion, the largest building in town. No map is provided of the Mansion.

At all times, Governor Lassaria is accompanied by four Silver Soldiers (human **guards**). Another six guards live in the Mansion with her, as do three maids (human **commoners**) and a blacksmith / stablehand, **Guido the Dwarf** (dwarf **gladiator**; see sidebar). All are completely loyal to the Governor, even to the point of coddling her. They will defend her with their lives.

Treasure: A chest in Governor Lassaria's bedroom contains 6,000 dsp, a diamond necklace worth 500 dsp, a +1 mondrian dagger, and a Ring of Invisibility.

Roleplaying Lassaria

At only 28, and with less than a year on the job, Lassaria has not come into her own as Governor. She has natural talent as a leader, but she worries constantly about making mistakes. In almost every decision, she relies on the counsel of Sir Trulane, who also served her father. He tries hard to steer her wisely; she is the closest thing he has to a child.

Growing up as Lassario's heir apparent, Lassaria has been in the public eye since birth. In such a small town, Lassaria knows nearly everyone — even the pirates. The townsfolk love her, though more as the adorable child they remember than as a true leader. She tries not to show her insecurities, but they come through in most encounters.

Lassaria will receive the party graciously at the Mansion, but will summon Sir Trulane before any real discussion ensues. Throughout any encounter, she nervously asks Sir Trulane to weigh in on any important matter. She can barely repress her fear of the encroaching devils, and wholeheartedly agrees with Sir Trulane that the party should go to Heartwell to become Protectors of the Realm.

Lassaria knows nothing of the mondrian trade's true nature, nor of any nefarious motives of Silverian officials. She is vaguely aware that her company's shipbuilders have completed the most advanced ship ever built in Port Katrona, but she doesn't know that the ship (the Imperium) has already been delivered to Heartwell.

Though she may seem passive and insecure in this first encounter, Lassaria has a strong moral core. If she ever learns about the slavery and exploitation in Taikunde, she will be outraged. She will demand justice, and her statistics will transform from a noble into a **knight**. She could become a valuable ally in a final showdown in Heartwell.

Goveror Lassaria and Sir Trulane command five carracks and their crews, plus a company of 100 Silver Soldiers (**guards**) and a squad of 10 Lieutenants (**veterans**), who will follow them into any battle.

Guido the Dwarf

Governor Lassaria's blacksmith, Guido the Dwarf, is one of very few non-humans in Port Katrona. Guido's real name is Thalgron Silverrock. Born in Gravelforte Hall and raised to be a Caravanner, he fled from the mondrian trade after having a moral awakening. He witnessed much brutality and evil, the memories of which he violently represses. He now worships devoutly at Padre Pisco's church.

If the party includes a dwarf, Guido will seek them out and ask many questions. He will offer to silver any weapons for free, explaining that they will "bite devil hide more fiercely." He will pull any dwarves aside to warn them, vaguely, of corruption in Heartwell. He will never come right out and explain, though. Even a charm or zone of truth spell will only draw hints and platitudes: that the mondrian flowers come at a high moral price, and that not all in Heartwell have the best interests of the Kingdom in mind.



Ambush in the Alley

If the characters have encountered Grianche the Pickpocket, she attempts to lure them into a trap in Sketchball Alley. If the players follow her into the alley, read the following: .

> The 15' wide alley extends 80' to the north. Brick and stone buildings rise two stories on both sides, obscuring the sunlight. A few doors empty into the alley, but it does not appear to intersect with any other roads. The pickpocket has run to the far end. She is strenously pushing on a brick wall — perhaps a hidden door — but nothing opens. She looks over her shoulder with panic in her eyes.

There is indeed a hidden door, but Grianche only pretends she can't open it. It is a ruse to lure the party down the alley.

Rigged across the alley, hidden under a thin layer of sand, is a rope (noticeable with a DC 15 Perception check). Four pirates (human **bandits**) hide in nearly closed doors on either side of the alley, ready to pull the rope taut. The rope is 20' from the alley entrance.

If the players chase Grianche and do not find the rope, have the first two make DC 15 Dexterity saves to avoid tripping. The rest of the players can make the roll with advantage, having seen their comrades hit the trap. On failed save, the player trips, taking 1d6 bludgeoning damage and falling prone. One pirate jumps out of each doorway and gets a surprise attack, targeting a prone character if possible, before the battle begins.

If two of the four pirates are defeated, the others will give up and flee into the buildings. Grianche will not join the fray, but will beg for a chance to stabilize fallen comrades. She will apologize profusely, return any stolen items, and offer a parlay with their leader, Karkov (human **bandit captain**). Grianche claims that **Karkov** is a rich and powerful pirate lord who will negotiate to have his lackeys released — and maybe offer the party something very vaulable.

If the pirates get the upper hand, they try to knock the characters unconscious, not kill them. Once unconscious, the pirates drag the players to the secret door at the end of the alley. Karkov's Hideout (area P5) is inside. The building is one large room, 60' by 60', furnished with surprisingly tidy tables and beds. Twenty pirates (human bandits) reside here. They are seasoned fighters, but theywill not attack unless attacked.

Roleplaying Karkov

Large and imposing, Karkov leads his pirate crew through a combination of fear and respect. He has risen far from his roots as an orphaned street rat in Heartwell. Most of his crew come from similarly desperate situations; he earns their trust with steady meals and other creature comforts. Long has he plundered the trade routes of the eastern seaboard, for mondrian and other treasures. But his mortal enemy, Captain Bruillo of the Katrona III, sank his last ship. Now Karkov secretly bides his time in Port Katrona, making a living on petty theft.

Karkov is as clever as he is tough. He would rather strike a deal than a blow. He is recruiting a crew for a fast new ship (which he is going to steal) so he can return to his home, Murder Lagoon (see Chapter 4: Mayhem Islands).

If the party is wiling to talk, Karkov offers them riches beyond their wildest dreams to join his crew. He presents each player with a large, luminous pearl, worth 80 dsp each. Accepting the pearl means accepting a place on the pirate ship — an adventure not described in this book, but likely involving Murder Lagoon, the Soul of the Sea, and lots of harassing the Silver Navy.

Rejecting the pearl is an acceptable outcome; Karkov will let the party go free in exchange for a promise that they will simply consider the offer.

Treasure: Karkov's lair contains 200 dsp, 10 pearls worth 80 dsp each, and four small chests of mondrian flowers worth 100 dsp each. Every pirate has another 10 dsp, a scimitar or short sword, and jewelry worth 5 dsp.



Pursuing the Pirates

If the party has agreed to accompany Captain Brullio on his mission to intercept the pirates (see Captain Brullio, page 18), they join the complement of 25 crew and 30 marines on the Katrona III. At daybreak, the Katrona III means to sail off to intercept pirates in the shipping lanes. Both the navy and the pirates know that a mondrian shipment is heading soon from Port Katrona to Eurara on the Fortunato, a cog merchant vessel.

On the first day of sailing, the Katrona's lookout spots a pirate ship on the horizon. Unless the party intervenes, Captain Brullio will pursue it. The pirate ship (a fully manned cog) turns to flee, but cannot outrun the Katrona III. The pirates will not fight to the death, but will put up minor resistance and then surrender. If a naval battle ensues, use the Naval Combat Rules and ship statistics in Chapter 4.

Little does Brullio know, but Karkov has outwitted him again. While the Katrona III was chasing the decoy cog, the pirates' larger and faster carrack, the Sea Gorilla, found and overwhelmed the Fortunato. The pirates stole all the mondrian aboard, and crippled the ship down to only 25 hit points. Karkov has left a taunting note pinned to the mast:

> "My dear friend Brullio, I'm so sorry we missed each other. Next time, don't come so late to the party!"

If Brullio sees this note, he goes absolutely bonkers. Whether the Katrona III finds the Fortunato or not, Captain Brullio will insist on returning to Port Katrona to lick his wounds. He does not know the location of the pirate stronghold, and no other pirate ships can be found. This delivers the party back to Port Katrona, where Sir Trulane and others once again urge them to visit the High Regent in Heartwell.

If the encounter somehow ends with the party on a pirate ship, they would most likely be brought to the pirate's ultimate ruler, the Soul of the Sea. To skip to this part of the adventure, see Chapter 5, the Pirates of the Mayhem Islands.



Chapter 2

The Road to Heartwell



Chapter 2: The Road to Heartwell

In times of peace, the journey from Port Katrona to Heartwell takes a leisurely three days. Now, in this time of unrest, a series of dangerous encounters and odd puzzles may drag out the journey. No matter how long it takes, the trip is an opportunity to build the party's understanding of the Silver Kingdom, and provide them with clues and story arcs to follow once they reach the capital.

Chapter 2 Cheat Sheet

Do: Complete the trek to Heartwell, by road or river.

Get: Professor Jondoro's notebook from the Locanthroe Hive; a coin from the Wishing Well *(both optional)*.

Learn: The Kingdom is falling apart; the stakes are high.

Side Quests

- Raid the Locanthroe Hive; escape via a skill challenge.
- Learn Professor Jondoro's theory about mondrian.
- Confront Charlie Tann, perhaps freeing Grumkit the imp.

General Features

The land between Port Katrona and Heartwell is a fertile agricultural valley, fed by the Flatwater River and its tributaries. The Flatwater Road follows the river, more or less, as it snakes past farmsteads and open prairie. The party can access all of the areas detailed below by either land or river.

Travelers these days can expect to have the road or river largely to themselves. Increased devil attacks and mondrian shortages are keeping most Silvernians close to home. Some have fled to the perceived safety of Heartwell, leaving many farms and villages eerily empty.

At your discretion, the party may encounter other travelers once or twice a day. They cluster nervously in groups of wagons or small sailing vessels, armed with mondrian to ward off devils, and weapons to defend against bandits or roving beasts. Most have no particularly useful information, aside from reporting on whatever attacked them most recently. Most are heading towards Heartwell.

Some travelers have not been so lucky. The road has more than one overturned wagon, with fresh corpses protruding from underneath. Bloated bodies and half-sunk ferries float down the river. Describing these scenes of carnage and misery will help set the tone of a kingdom in crisis, and add urgency to the mission.

Random Encounters

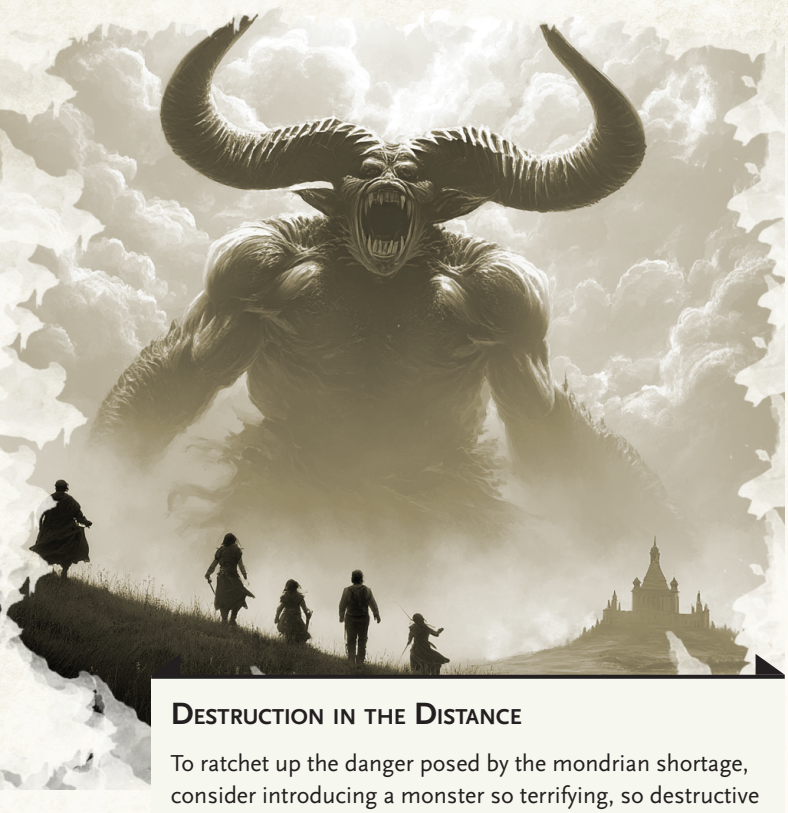
Any of the following encounters can occur on journey to Heartwell. An unexpected attack or two can heighten the sense of a kingdom in turmoil and give the party a chance to flex their skills.

Check for a random encounter twice a day (morning and evening). If the party is sleeping outdoors, check twice at night (representing two watch shifts). On a roll of 17 or higher, a random encounter occurs. Roll a d6 and consult the table below.

This random encounter table can be used or modified for all land treks in the southern hemisphere. Consider increasing the number of foes or swapping in more difficult enemies as your party gains levels.

d6	Random Encounter
1	1 **gibbering mouther** attacks from behind a rock or cliff.
2	2d4 **locanthroes** (see Appendix A) ambush the party. If by river, the locanthroes attack from small skiffs hidden in the reeds. Once half the locanthroes are incapacitated, the rest flee to Area J1, the Locanthroe Hive (see next page).
3	2d4 **wolves** (by land) or **crocodiles** (by river) surround the party and attack. The beasts bear an unusual brand on their foreheads: the shape of Fierna's ranseur.
4	1 **ogre** is picking through the remains of an overturned wagon or capsized skiff, snacking on rotting human corpses and collecting shiny objects. In a filthy satchel, it carries 150 dsp, a spyglass, and +1 mondrian dagger.
5	2d4 **bandits** attempt to rob the party. They are former Silver Soldiers turned highwaymen, desperate for mondrian.
6	1 **bearded devil** emerges from a dimensional intrusion and attacks. If defeated, the devil uses a final reaction to curse one character. During the next long rest, the target suffers nightmares of devils murdering children and burning villages. The target wakes without gaining the benefits of a long rest, with one point of exhaustion, and with a mark of Fierna's ranseur on their forehead. These effects persist until dispelled by remove curse or by drinking a vial of mondrian elixir.





Destruction in the Distance

To ratchet up the danger posed by the mondrian shortage, consider introducing a monster so terrifying, so destructive and so overpowered that it can only be survived from afar.

The **Hellfire Death** is a six-story tall devil that rips through an enormous dimensional intrusion on the horizon, at the edge of the party's vision. Shrieking with fury and flame, it obliterates a farmstead or caravan. Fire consumes everything in its path. Everyone who sees it, at any distance, must succeed on a DC 25 Wisdom save, or become paralyzed with fear for one minute. After a final ear-piercing scream, it plunges back through the intrusion and disappears, leaving only charred ruins and death.

Few have survived a close encounter with the Hellfire Death. Very little is known about it — except that it only lays waste to those who have no mondrian, and that the mark of the ranseur is emblazoned on its chest.

No stat block is given for the Hellfire Death; if your party ends up fighting it, use statistics for **pit fiend**, altering its size to gargantuan. See this book's cover art for a depiction.

Areas of the Journey

The following areas correspond to the map below. From Port Katrona to Heartwell, the party must journey north. If the party accepts the story's main quest, they will also reverse the trip, going south from Heartwell to Port Katrona. Consider saving some of the locations or encounters for the southward trip.

Monboa, Stivas, Mondrianville

Two small towns, Monboa and Stivas, lie along the road between Heartwell and Port Katrona. They have not received mondrian shipments in three weeks. Many residents have recently fled for the capital, believing it to be safer from devil attacks. Those who remain are holed up with what little mondrian and food they have left.

If the party seeks shelter, each village has shuttered inn, an empty general store, and a deserted church. The innkeepers might be convinced to open their doors, for a steep price.

A third settlement, Mondrianville, has been abandoned for decades. Hopeful Heartwellians once planted mondrian here, hoping to cultivate the flower close to home. They failed, leaving fields of dead crops and abandoned buildings.

No maps are provided of these three towns.



J1: Locanthroe Hive

A swarm of locust-like humanoids called locanthroes have been marauding through the farms surrounding Port Katrona. They can survive on almost any food source, but must supplement their diet with mondrian. Silverians normally think of them as dangerous pests — omnivores who steal the occasional cow or bale of hay, or raid homes for mondrian pouches. As mondrian becomes more scarce, they have become more bold.

They are led by Krognaki, a locanthroe queen. Krognaki has chosen an easy-to-defend lair — an abandoned silver mine northeast of Port Katrona. Any of the following clues could lead a party to her Hive.

- Arbulion the Farmer's entreaties in the Shots & Shanties tavern (see page 17).
- Five miles north of Port Katrona, a DC 15 Survival or Perception check picks up locanthroe tracks that lead to the semi-hidden path towards area J1.
- A waft of smoke can be seen on the horizon. Following its source brings the party to the Hive.
- If locanthroes ambush the party on their journey (see Random Encounters) any who survive the battle will flee to the Hive, leaving an obvious trail behind.
- Feel free to adjust the location of the Locanthroe Hive to anywhere along the road or river.

General Characteristics

Passages in the Hive are rough and irregular, ranging from 5' to 10' in width and height. The miners of old followed veins of silver, not straight paths. In areas rich with silver, they dug larger rooms; in areas without silver, they dug only enough to pass through.

Apart from natural light entering the mouth of the mineshaft and coming in through the chimney, no light source exists. Bats can be seen hanging in rooms with ceilings above 10'; guano smears the floor.

Any investigation will reveal that the wooden structures reinforcing the shafts are rotting away.

Areas of the Locanthroe Hive

The following areas correspond to the labels on the Hive map on the following page.

J1a. Mineshaft

The path that branches off north from the Flatwater Road leads directly to the mine's entrance. When the party first arrives, read:

> Dim light extends 60' into the dingy mineshaft, and then turns to darkness. Rickety minecart rails extend the length of the shaft, with a broken cart about 30' from the entrance. Nothing stirs inside..

J1b. Storage Room

> Mining junk fills this room. Broken pick axes and rusty buckets lay atop heaps of rotting timber.

The first room off the mineshaft holds nothing of value. However, the timbers and broken tools could easily be fashioned into a barricade that creates a safe place to hide or rest.

J1c. Food Den

Three **locanthroes** devour farm animals and crops in this filthy room. Bones litter the floor.

> A passageway veers off to the north. From it, you can smell the reek of dead animals. Strange chirps and clicks echo off the walls.

The locanthroes are busy eating. If they hear approaching footsteps, they start to chatter in their alien language and emerge from the room. They attack anyone they see. A fight here alerts the locanthroes in the Central Lair (area J1i) to the presence of intruders, causing them to take cover and wait.

J1d. Spring

> A fresh water spring burbles out of a crack in the wall. The water splashes to the floor and then streams steadily south, down an open passageway.

After flowing 30' around a few corners, the stream divides with the passageway, forking to the southwest and the southeast. To the southwest, it flows into a shallow, muddy puddle beside a hidden pit trap. The stream then continues downhill and pools in the Prisoner's Cell, providing her with potable water.

J1e. Pit Traps

Old mining activity has weakened parts of the cave, creating dangerously thin floors. The pits can be found with DC 15 Investigation checks within 30'.

If a medium or larger creature steps on the trap, the ground collapses under its feet. Make a DC 15 Dexterity save. On failure, the creature falls 10', takes 1d6 bludgeoning damage, and becomes wedged into the rocks below. Extracting the creature requires a DC 15 Strength check. Either the creature or someone assisting the creature (for example, by lowering a rope) can make this check.

J1f. Prisoner's Cell

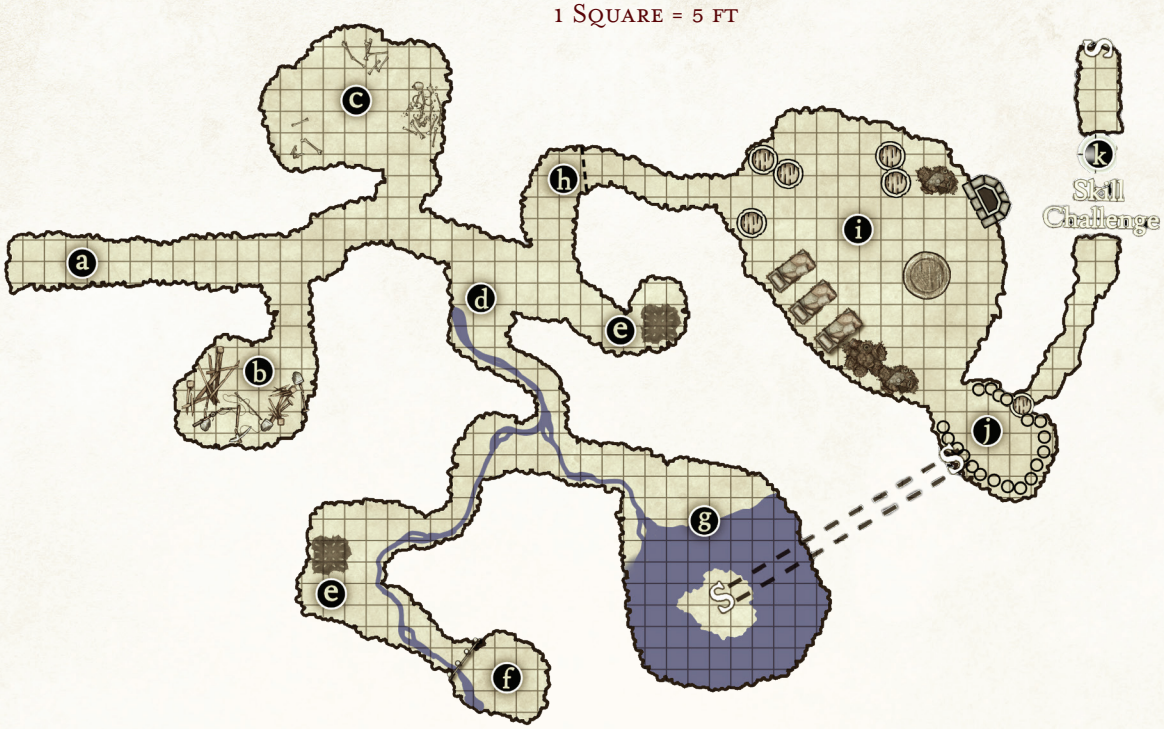
The passage slopes down sharply. At the end of the dark shaft, rough-hewn metal gates block the way. Behind them, a figure cowers in the blackness.

The figure is **Erryqua** (female **commoner**), the handmaiden of Queslana (see Shots & Shanties, page 17). The locanthroes kidnapped Erryqua in a recent



Locanthroe Hive

1 Square = 5 ft



midnight raid. They plan to eat her. Erryqua assumes that any approaching creatures are locanthroes coming to torture her. Convincing her otherwise requires a DC 15 Persuasion check. Upon failure, she wails in terror.

If Erryqua is persuaded that the characters are not enemies, she begs for rescue. A DC 25 Strength check can break down the metal gates, or a DC 15 Sleight of Hand check with thieves tools can pick the lock.

Once befriended, Erryqua can describe all areas of the Hive. She does not know what is in the mysterious pool, nor does she know of the pit traps, but she does know of the tripwire. She has seen treasure chests and barrels in the Queen's Chamber (area J1j).

J1g. Mysterious Pool

The spring water from area J1d flows down into an underground pond to the southeast.

> After angling sharply down for 15', the mine shaft opens into a roughly 30' diameter cavern. Bats hang from small stalactites on the domed ceiling. The floor slopes down into a muddy pond that stretches across the entire room. In the middle of the pond, 10' from the water's edge, a solitary boulder pokes up from the water. Even from here, you can see unnatural scars on the boulder.

The water is only 3' deep, but an evil **water weird** guards the pool. If any non-evil creature touches or enters the water, read the following:

> The instant the water is disturbed, a rush of waves emerges from behind the rock. The waves speed directly towards you and then shoot upward, forming into a snake-like body. The watery creature coils into a tight ball, ready to lash out. Roll for initiative!

The water weird will only attack those in the pool. If its enemies retreat out of the water, including onto the boulder, it dissapates back into the pool.

If a creature makes it to the boulder, they find evidence of cuts and scars on the rock. A DC 15 Investigation check reveals a secret trapdoor atop the boulder. The door opens to a 5' wide passage that leads under the pool to the Queen's Chamber (area J1j).

Treasure: A DC 15 Investigation check of the pond uncovers a skeletal corpse. Its waterlogged satchel holds 40 dsp and a wand of magic missiles.

J1h. Tripwire

About 30' from the Central Lair, the locanthroes have set up a tripwire. Tripping it causes the rotting timbers above to collapse. Any creature within a 10' must make a DC 15 Dexterity save. On failure, the creature takes 1d6 damage and is knocked prone; on success, the creature avoids damage and remains upright.

Characters can detect the tripwire by searching for traps as they proceed (no role required) or by a DC 15 Investigation or Perception check within eyesight, made with advantage if there is a light source. The locanthroes can easily avoid the wire.

J1i. Central Lair

Krognaki, the **locanthroe queen** (see Appendix A), and three of her **locanthroe** minions occupy this roughly 30' by 40' room. The 20' ceiling is held up by timbers that look ready to crack any minute. The locanthroes have repurposed old rail ties and mining equipment into rough furniture. Mats and filthy blankets mark a sleeping area.

Dim light filters in from a narrow chimney above the fire pit. A small creature who succeeds on a DC 15 Athletics check could barely squeeze through, emerging into the brush above the Hive.

Ready for Battle. If the party has avoided a loud fight with the locanthroes of the Food Den, and not set off the tripwire, and succeeded on DC 15 Stealth checks, they would find the four locust-like creatures engaged in a very humanoid pastime: playing a game of bones at the main table. Krognaki is winning, as always.

Much more likely, the locanthroes have heard the intruders and have taken half cover behind the barrels positioned around the room. Krognaki has taken 3/4 cover behind the overturned table. The locanthroes wait, armed with three javelins each, readying attacks against any enemy who ventures down the hall from area J1h. Krognaki readies her acid spray attack.

Willing to Back Down. However, Krognaki would rather live than win. Like all locanthroes, Krognaki has strong survival instincts. She is willing to negotiate, or surrender — unless her eggs are threatened.

J1j. Queen's Chamber

This room contains the queens valuables: stolen mondrian, treasure, and her unhatched eggs. Whether the party enters by the secret door on the southwest wall or through the Central Lair, read the following:

> A low archway leads into a roughly 20' diameter chamber. The floor is slick yet sticky. The walls and ceiling are covered with a tightly packed matrix of circular white bubbles, each about 1' across. A small chest and a mid-sized barrel are nestled among the bubbles on the northeastern wall.

The white bubbles are locanthroe eggs; fetuses can be seen through the thin shells. Krognaki will defend her eggs to the death.

Locanthroe Evolution

When Silvanus brought forth mondrian in Taikunde, the flowers naturally attracted local insects. One species of locust consumed vast quantities of mondrian, generation after generation. Over time, the magical properties of the plant led to the locusts evolving humanoid traits. With higher intelligence came speech, the use of tools and social structures. As the mondrian trade spread mondrian across Duosol, locanthroes spread with it — able to live on other food sources, but always hunting for the magic flower.

Treasure: The barrels hold 24 mondrian pouches. The unlocked chest holds 120 dsp, an emerald worth 50 dsp, a child's doll, and a notebook labelled "Experimental Results, Continued." Nearly illegible charts, graphs and notes fill the book. The final page says, "Does less silver make mondrian last longer?" For more, see Area J2.

Treasure Trap

If the mondrian barrel is removed, it exposes the passage to the Skill Challenge. Read:

> As you move the barrel, you see a small, rickety door behind it. Through the cracks in the wooden frame, you can see a passage leading away, which appears to hold other barrels.

If the door is opened, its frame collapses. Read:

> The rotting door breaks apart, and its frame splinters. This causes another support to break, and another. Suddenly, great cracking noises fill the room, as the ancient beams begin to snap and crumble. The earth starts to shake. White bubbles come loose from the wall, exloding on the ground into piles of goo. The mine is collapsing — and the only way out is through the new passageway. Run!

J1k: Skill Challenge

The party must now complete a Skill Challenge: a series of ability checks to escape the collapsing mine. The players choose which skills can help them escape the danger. The baseline DC for any challenge is 15, but rewards player creativity, good roleplaying and fast decisions with a decrease in the DC.

Prepare the players by explaining that this next part of the game will follow different rules.

> You must now escape the collapsing mine. You will do so by facing a **skill challenge**, which is different from normal play. We won't follow a map, or engage in combat. Instead, you will use your special skills — those in which you are proficient — to escape with your lives.
>
> A skill challenge is fast-moving theater of the mind, and you players are the directors. Imagine writing an action movie scene together. You take control of this part of the story. You tell me what happens. As timbers crash around you and dust obscures your vision, how will you get out?
>
> And remember: a mine collapse is a terrifying and discombobulating situation, in which a party could lose focus or get lost. Motivating teammates or making clever decisions can matter as much as physical prowess. Creative ideas will be rewarded. But there will be dire consequences if you fail — maybe even death! Here are the rules.

Skill Challenge Rules

Read the following seven rules aloud to your players.

1. "The party must **succeed on five ability checks** before it fails on three. You succeed or fail as a whole. Everyone gets through safely, or no one does."
2. "In turn order, each player chooses a skill they could use to escape a collapsing mine. For their turn, the player explains how they would use that skill. For example, 'I use my acrobatics skill to leap over fallen debris;' or, 'I use my nature skill to sense which way the air seems cleaner.'"
3. "You must be proficient in a skill to use it."
4. "You can only use each skill once."
5. "Spells or special abilities can figure into your skill. For example, a druid might produce flame and toss it down a passage to improve her Perception check."
6. "The baseline DC for all challenges is 15. But creative use of skills can earn a lower DC, or even advantage on your role."
7. "If any NPCs are with the party, they do not participate in the skill challenge. Instead, they closely follow one character, drafting on their skills."

On each player's turn, ask them to describe how they use their skill. Then make them roll that ability check. Heighten the tension by making the challenge come down to the wire.

Consequences of the Challenge

Success = Escape. If the players accumulate five successes before three failures, they find themselves emerging from a trapdoor hidden under a bush, about 100' from the original entrance. A violent expulsion of dust marks the final collapse of the cave behind them.

Failure = Trapped. If the players accumulate three failures before five successes, the cave collapses with them inside.

- All creatures take 2d6 bludgeoning damage. If they fall unconscious, they are trapped under the rubble. Another player can dig them out in 1d4 rounds.
- Items found in the mine were destroyed in the chaos.
- The party can backtrack to the Central Lair, where they will find the chimney still open.

Ability Check Examples

For players who can't come up with their own skill check ideas, refer to these examples. Drop hints or lay out prompts to spark their creativity. For example, "As the ceiling gives way, falling timber crashes around you. Are you proficient in acrobatics?"

Acrobatics: As the ceiling gives way, I dive and roll under a falling timber.
Animal Handling: I use my superior understanding of animals to calm and part the swarm of bats in our way.
Arcana: I read a set of runes in an archway to see if they are an old warding glyph (to keep people out) or a locking glyph (to keep people in).
Athletics: I heave aside a rock that blocks the path, allowing the party to slip by.
Deception: As my fellow adventurers begin to despair, I keep them motivated by lying, "Sunlight just ahead!"
History: Deep in my memories of civilizations past, I try remember: do silver mines widen near the exit?
Insight: When my comrade suggests we flee to the left, I peer into their eyes to see their confidence level.
Intimidation: As my best friend stumbles with exhaustion, I grab them by the hair and scream, "Move!"
Investigation: I feel the walls to learn where the worst tremors originate, and run the other way.
Medicine: I quickly revive my friend who was hit in the head by falling debris.
Nature: The bat guano clearly indicates which way is out, if only I can focus on it fast enough!
Perception: I can feel a gentle breeze coming from one of the passages, and I attempt to divine its source.
Performance: As the party's energy flags, I break into an inspiring song to keep them moving.
Persuasion: When the party starts to bicker about which path to choose, I rally them to the right way.
Religion: I reach out with a prayer, and try to interpret the resulting tingle in my head as a directional sign.
Sleight of Hand: When we hit a sheer upward climb, I quickly tie a lasso and toss it over the stump above
Stealth: As we skid to a halt in front of a rotting bridge, I see that only tiptoeing will get us across safely.
Survival: I bend down to see which passage has the most locanthroe tracks, and assume that way goes to the exit.



J2: The Professor's Experiments

Professor **Jondoro Essclesiato** (halfling **commoner**) is a silly but well-meaning mad scientist. By modern standards, most of his ideas are batshit insane. But at least one idea has revolutionary potential.

Professor Jondoro has set up an "experiment" along the journey to Heartwell. While traveling north on the Flatwater Road, the party sees a handwritten sign posted to a tree. (If traveling by boat, this sign is hung from a wire that traverses the river.)

Travelers: Please Continue in a Very Normal Manner.

If the party continues, read the following:

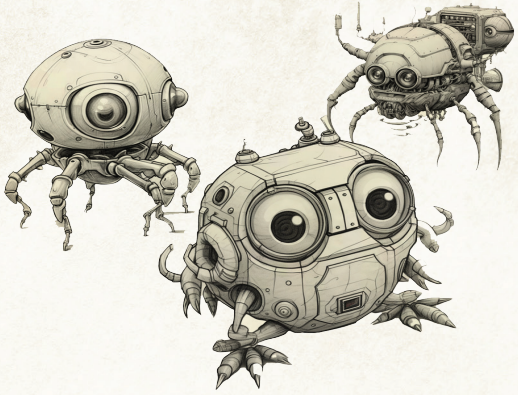
> About 50' from the sign, you start to hear loud buzzing sounds coming out of the brush - like bees buzzing, though not exactly. A hapless looking mechanical being totters out of the bushes. It holds a tray of muffins. They smell delicious. It wordlessly extends the tray towards you. The bee-like buzzing from the brush intensifies.

The mechanical being is a **monodrone**, one of many in Professor Jondoro's employ. (Use statistics for monodrones from the Monster Manual, replacing the Axiomatic Mind trait with undying loyalty to the Professor. The monodrones understand, but do not speak, Common.) Another six monodrones stay hidden in the brush, doing their best bee-buzzing impersonations. The Professors also hides in the bushes, observing the party and his "experiment."

Professor Jondoro hopes the party will either accept the muffins, or run away from the "buzzing bees." If the party does not immediately take one of those two actions, he becomes comically frustrated, jumping out of the brush and storming about. "You are not being scientific!" he yells. "Act more scientific!!" He is a lovable buffoon.

If the party puts the Professor in any danger, his 25 monodrones will defend him or spirit him away.





After calming down and calling off the experiment, the Professor politely introduces himself. He is eager to have company.

> The Professor jauntily leads you down a narrow path, talking the entire way. "So exciting to have non-mechanical people like yourselves to converse with! Not many visitors lately." The path enters a sizable clearing surrounding a one-story structure. "My workshop!" he proudly exclaims.

The grounds are a mess. Remnants of burned stumps, unrecognizable vehicles and blast craters dot the clearing. The Professor narrates his failed experiments as he passes. "See there? I almost got that carriage to drive itself, without a horse! Oh, and that machine made lamp oil out of acorns, until, er, um, well nevermind, but look! Over here..."

On he prattles, until he reaches the door. He throws a complicated series of locks, bolts and levers ("Can't be too careful!"), and the door swings open.

The Professor has many theories about the world, all of which he would happily foist upon an audience.

- He is sure the world is flat. He has calculations to prove it. (He is wrong.)
- His math says that 2,000 owlbears live between Heartwell and here. (Wrong by a factor of 1,000.)
- He says that anyone who tries to fly will be violently cast back down to the earth by unseen forces. (Right.) As evidence, he can show the remains of his flying machine. He cannot explain why birds are unaffected.

Mondrian Research. The Professor's current research focuses on extending the life of mondrian pouches. He extracts the silver powder mixed into the mondrian, divides the mondrian into different beekers, then adds back varied amounts of silver. But he doesn't know which beeker is which — his precious notebook has disappeared. Unbeknownst to him, it was stolen by the locanthroes (see area J1).

Returning the Professor's notebook allows his experiments to continue. (Though if the party hasn't found the notebook, he can still complete his research.) To pursue this storyline, see Special Events in Heartwell: Professor Jondoro's Lecture.

Treasure: Three unopened mondrian pouches sit on the Professor's table. He also keeps 350 dsp under a trapdoor beneath his main table (DC 15 Investigation check to find the trapdoor).

J3. Wishing Well

The Wishing Well is an opportunity for comic relief and unexpected boons along an otherwise daunting journey. Feel free to place it anywhere along the route, or somewhere else in Duosol.

As the road rounds a bend, a clearing opens up to the left. About 50' from the road, the remnants of a dilapidated cottage crumble and sag. Near the cottage lies a stone well. Unlike the cottage, it appears to be in pristine shape. Lights shimmer inside the well. Something small and colorful flits to the surface and dives again.

If the characters investigate, they find the well in perfect condition. A wooden sign inlaid with silver script says, "Make a wish and leave it; Take a wish and use it."

The well radiates a strong aura of transmutation magic. Shimmering coins of many colors float and swim in the water, like goldfish. The coins radiate strong auras of enchantment magic. Their faces cannot be read while they are in the water.

This well was created long ago by a fun-loving mage who lived in the old cottage. He made his living trading in wishes. The well captures the wishes of those who throw in a coin, and in exchange, offers them the wish of some former visitor.

Trading for a Wish. If a character makes a wish and throws a coin into the well, a burst of colored light envelopes the coin and transforms it into a magic-imbued wish coin.

After throwing in their own wish, the character can then reach in and pull out a different wish coin. Roll a d12 and consult the table below to see what wish coin they pull. Feel free to make up your own wish coins, based on what some past visitor might have desperately desired ... and, perhaps, worded poorly!

As the first wish coin is pulled from the well, read the following:

A friendly but mischievous voice booms out from nowhere. "Lucky you, what a wish you've pulled! When you want to use it, hold the coin aloft and whisper, 'I wish.' Their wish will finally be granted!"

As an action, the coin's new owner can trigger the result below by holding the coin and whispering "I wish." Once the coin is used, it reverts back to a regular silver piece (stamped with Paulo Platto's visage, naturally).

If a character tries to pull a coin before submitting their own wish coin, the fish-coins slip through their grasp. A character cannot pull their own wish.



d12	Front Side of Coin	Back Side of Coin	Result When Used
1	Small boy	Tall man	Cast *enlarge*.
2	Empty field	Pony in the field	Cast *enlarge*.
3	Robed man	Dotted outline of the same man	Cast *invisibility*.
4	Woman in coffin	Same woman sitting up	Cast *revivify*
5	Woman wagging finger	Man laying in a hammock	Cast *silence*
6	Old man with cane	Same man dancing joyously	You become 20 years younger.
7	A heart	A broken heart	One target (chosen by DM) falls hopelessly in love with you.
8	The word "party:	The word "Business"	You grow a mullet. If cut, it grows immediately back.
9	Small girl, looking sad	Girl in frilly dress and crown	You become a princess (18-year-old female version of yourself in gaudy pink dress) for 3 days. Your statistics stay the same.
10	Empty hand	Hand holding coins	Dominant hand turns into silver, and can't be used for 3 days. Can be countered with remove curse or lesser restoration.
11	Smiling face	Wine bottle	You become drunk (poisoned) for 6 hours. Disadvantage on attacks, saves and ability checks.
12	Head & torso of nude man looking down	Same man, smiling broadly and giving thumbs up	A giant fey rooster appears and faithfully follows you everywhere. Use statistics for giant eagle, minus language.

Snake Oil

Charlie Tann (human **cult fanatic**) sells the most amazing devil repellent ever invented in the Silver Kingdom. What IS this amazing invention? Why, it is Charlie Tann's Terrific Tonic, of course!

Charlie Tann has set up a bright orange tent, visible from road or river, about 10 miles south of Heartwell. There he hawks his Terrific Tonic to desperate migrants, for the bargain price of 10 dsp a vial. Charlie uses thaumaturgy to project his voice and impress the crowd.

If the party approaches, describe the following scene.

> A dozen commoners gather around a handsomely dressed man with a booming voice. He works the crowd like a master salesman. "My tonic works BETTER than mondrian flowers!" he declares. "It lasts longer, costs half the price, and scares away double the devils! It also smells wonderful as cologne." He holds up a bottle of orange liquid labeled *Charlie Tann's Terrific Tonic*.
>
> The crowd wavers. A young couple nervously asks whether the tonic is safe for infants. A skeptical old man asks what's actually in it. A fraught farmer seems ready to walk away, then forks over 10 silver, grumbling, "This better work."
>
> Charlie avoids all their questions deftly, pivoting the crowd's attention back to the ever-present threat of devils. "And to prove my tonic's power," he says, "watch this!"

Charlie then lifts a sheet that was covering a small cage, unveiling a captured **imp**. The crowd gasps. The imp looks furious; it spits and chatters in infernal. Any character who speaks infernal hears him saying, "You fraud! Torturer! You're pathetic! You just wait until I get out of here, I'm going to stab out your eyes with a rusty fork and make you eat them!"

Charlie then lifts a bottle of Terrific Tonic over the cage and pours a drop on the imp, who shrieks in pain and continues its infernal tirade.

The Terrific Tonic is, of course, snake oil. Literally. Charlie does have one bottle filled with real mondrian elixir, which he uses to torture the imp. Every other bottle of tonic is useless. (Well, it does smell good as cologne.) Detect magic, a DC 15 Arcana or Nature check, or a paladin's divine sense ability can all reveal the tonic as fraudulent.

Charlie is a greedy coward. He would rather flee than fight, though he hates to part with silver.

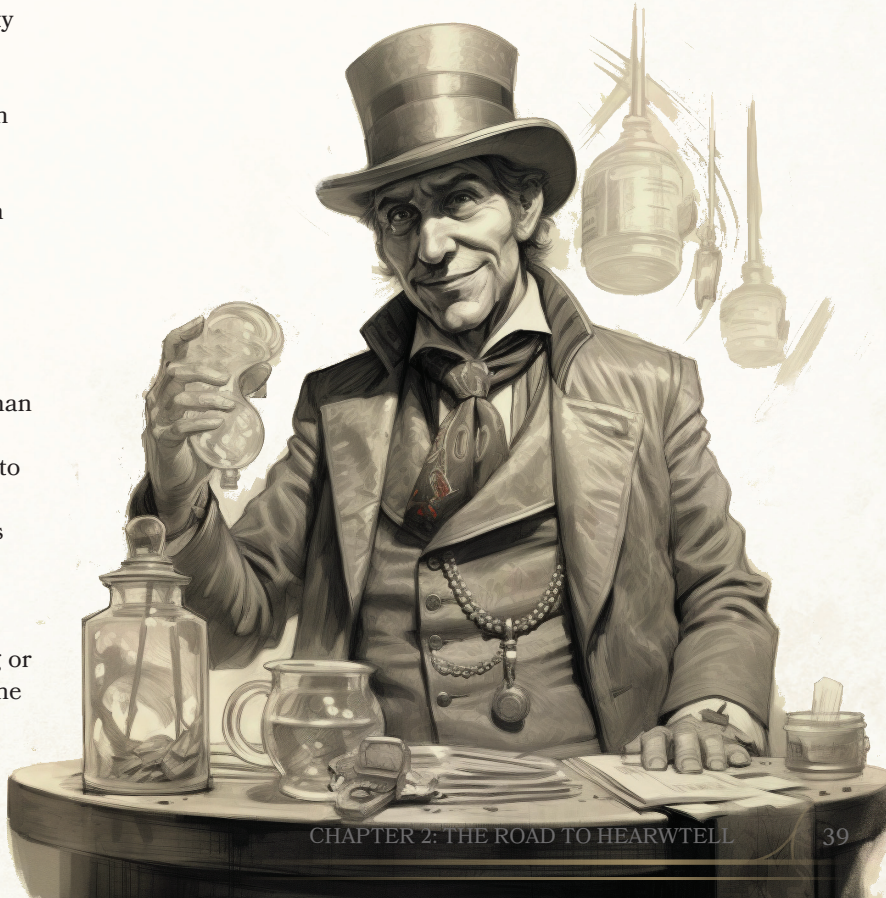
The imp, Grukmit, is desperate for an opportunity to escape. When Charlie isn't paying attention, Grumkit tries to persuade bystanders to free him. He promises unspecified but "very important" information, and reminds would-be liberators that devils always keep their promises. The cage has a permanent antimagic field inside it, preventing Grumkit from polymorphing or going invisible. The latch can easily be opened from the outside, but not from within.

If freed, Grumkit keeps his promise, and can offer the following facts:

- The cage is magical, and prevents him from polymorphing or going invisible.
- Grumkit was sent to wreak havoc on this planet — to attack people until he killed them all or was killed. If he killed at least ten, he was told, he would be reincarnated in hell as a spined devil; a promotion!
- He knows nothing else about his mission. Devils operate on a need to know basis.
- Charlie captured him about a month ago and has been torturing him since.
- If he gets free, he's going to stab Charlie's eyes out with a rusty fork.
- He HATES it here on this stupid planet, with its stupid mondrian flowers that SUCK. After taking revenge on Charlie, he will kill himself just to get back to Hell ("Suicide; no big deal.") He really hopes he doesn't get sent back to Duosol.
- The Terrific Tonic is actually oil from snakes.
- Charlie's silver is hidden in a locked box under his wagon seat.
- The donkey's name is Milton. He's surprisingly cool.

If Grumkit accompanies the party on their adventures, Silverians will be very suspicious. He is a devil, after all.

Treasure: Charlie travels with 1 vial of mondrian elixir, 5 pouches of dried mondrian and 280 dsp. The antimagic cage is a rare item, worth 1,000 dsp, but the only potential buyer is Hamheado, Queslana's father (see page 16), who has a thing for caged imps.



Appendix A: Monsters and NPCs

Duosol brims with strange beasts, fiends and personalities. Whether the result of Silvanus's bizarre experiments or Fierna's evil influence, these creatures and NPCs make Duosol a fascinating place to explore. They are listed here in alphabetical order.

Arctic Giant

The arctic giants of the Bitter Mountains sustain their will to live through humor. They draw power from comedy, but are also vulnerable to its effects.

Dangerous Puns. Artic giants use young trees as greatclubs in battle. Because they often tell jokes during battle, they call their weapons "comedy clubs." For ranged attacks, they throw boulder-sized chucks of ice and rock that they call "ho ho ho balls."

Arctic Giant

Huge giant, chaotic neutral

Armor Class 16 (woven log armor)
Hit Points 95 (10d8 + 50)
Speed 40 ft.

		MOD			MOD			MOD
Str	21	+5	Dex	8	-1	Con	19	+4
Int	14	+2	Wis	10	+0	Cha	10	+0

Damage Immunitiess Cold
Senses Darkvision 60 ft, Passive Perception 14
Languages Common, Giant
Challenge 5 (1,800 XP)

Funny Bone. Any joke or pun told within 30' of the giant in a language it understands requires it to make a DC 10 Wisdom save. On a fail, the giant doubles over in laughter, giving it disadvantage on its next attack, save or ability check. On a success, the giant becomes angry and has advantage on its next attack against the joke teller. Arctic giants automatically fail their first save against the *Tasha's Hideous Laughter* spell.

Actions

One-Two Punch. The giant makes two Comedy Club attacks.

Comedy Club. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Ho Ho Ho Balls. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Bad Joke. The arctic giant tells a joke or pun. Any creature within 30' that understands the language of the joke, can hear, and has an Intelligence of 5 or higher must succeed on a DC 10 Wisdom save or fall prone, becoming incapacitated with laughter. The creature may repeat the save at the start of its next turn, and any time it takes damage, ending the effect on a success.



Awakened Shrub

Evergreen treants of the Bitter Mountains often awaken small bushes near the Caravan Road, to act as sentinels and information gatherers. The shrubs politely but persistently question travelers about their destinations, missions and backstories. They report back to the treant who visits them at dusk each day.

Awakened Shrub

Small plant, lawful neutral

Armor Class 9
Hit Points 10 (3d6)
Speed 5 ft.

		MOD			MOD			MOD
Str	3	-4	Dex	8	-1	Con	11	+0
Int	10	+0	Wis	10	+0	Cha	6	-2

Damage Vulnerabilities Fire
Damage Resistances Cold, piercing
Senses Passive Perception 14
Languages Common, Sylvan
Challenge 0 (10 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.a DC 10 Wisdom save or fall prone, becoming incapacitated. The creature may repeat the save at the start of its next turn, and any time it takes damage, ending the effect on a success.

Actions

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) slashing damage.

Fierna

Archduchess of the Fourth Level of Hell, Lady of Phlegethos, Temptress of Legions, the devil Fierna casts a long, sultry shadow over Duosol. Her machinations have brought the planet to the brink of destruction. In so doing, she has set in motion the storyline of *Saviors of the Silver Kingdom*.

Though Fierna is the plot's main antagonist, she doesn't appear in the story until at least halfway through. Before then, hints and foreshadowing should be used to build up her reputation. The mark of her ranseur on a fiend's forehead ... a hushed retelling of Duosol's early lore ... the sounds of her flirtatious laughter ... these all serve to portend her evil power.

Fierna in Combat. Even for a party at the adventure's maximum intended level (12th), Fierna is nearly impossible to defeat. But destroying Fierna isn't the route to victory. If the party winds up in combat with her, have her trade a few blows, but never to the death. Her goal is to corrupt, seduce, and harvest souls; killing precludes that.

Nevertheless, the threat of fighting Fierna should worry the party from about 5th or 6th level. Let the players think she is the ultimate big boss, then surprise them with her proxy, Paulo Platto.

Many Irons in the Hellfire. Fierna pays only marginal attention to Duosol. The planet is one of her many projects a profitable project, but not irreplacable. She does not obsess over the party's adventure, even if she visits occasionally to toy with them. She thinks the party has no chance of success.

Unseen Control. Fierna manipulates from behind the scenes. Her minions are many, and half the time, they don't even know they are doing her bidding. Indeed, the party may take actions that help Fierna's cause without knowing it.



As the players make their way through Duosol, let Fierna loom in the background. If the players become too comfortable, have her appear to wreak havoc or twist the knife. Perhaps she indiscriminately kills a lovable NPC, or steals away a treasured magical item. She constantly looks for opportunities to strike devilish deals with weak-willed mortals.

Whatever evil she commits, Fierna always has a seductive smile on her face.

Fierna

Large fiend, lawful evil

Armor Class 20 (natural armor)
Hit Points 350
Speed 30ft.

		MOD			MOD			MOD
Str	18	+4	**Dex**	22	+6	**Con**	22	+6
Int	26	+8	**Wis**	16	+3	**Cha**	30	+10

Saving Throws Dex +12, Int +14, Cha +16
Damage Resistances Lightning; psychic; bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities Fire, poison
Condition Immunities Charmed, poisoned
Senses Truesight 120 ft., passive Perception 17
Languages Common, Elvish, Dwarvish, Infernal, Abyssal
Challenge 20 (25,000 XP)

Magic Resistance. Fierna has advantage on saving throws against spells and other magical effects.

Spellcasting. Fierna is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She has the following spells prepared, cast at 5th level:

Cantrips (at will): *disguise self, fire bolt, friends, poison spray*

5th level (8 slots): *banishment, conjure elemental (fire), counterspell, dispel magic, dominate person, dream, fire storm, forcecage, globe of invulnerability, mass suggestion*

Legendary Resistance (3/Day). If Fierna fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Fierna makes three attacks with her ranseur.

Ranseur. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit* 13 (2d6 + 6) piercing damage and 7 (2d6) fire damage.

Binding Kiss. Fierna makes a melee attack (+10 to hit, reach 5ft., one target). On a hit, Fierna and the target make a contested Charisma check. If Fierna wins, from that point forward, Fierna can establish a telepathic link between herself and the target, as with the *telepathy* spell, except that the link can extend across any plane of existence. The link can be broken with a *remove curse* spell or similar magic.

Open Dimensional Intrusion. Fierna opens a portal to Hell. At the top of the next three rounds, 2 (1d4) lemures, 1 (1d4 -1) imp, and 1 (1d4 -1) spined devil emerge from the portal under Fierna's command.

Legendary Actions

Fierna can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Fierna regains spent legendary actions at the start of her turn.

Extra Attack. Fierna makes a ranseur attack.

Devil's Step. Fierna can cast *plane shift* on herself without expending a spell slot, moving between the material plane and the Fourth Level of Hell.

Cast a Spell (Costs 3 Actions). Fierna casts a spell from her list of prepared spells, using a spell slot as normal.

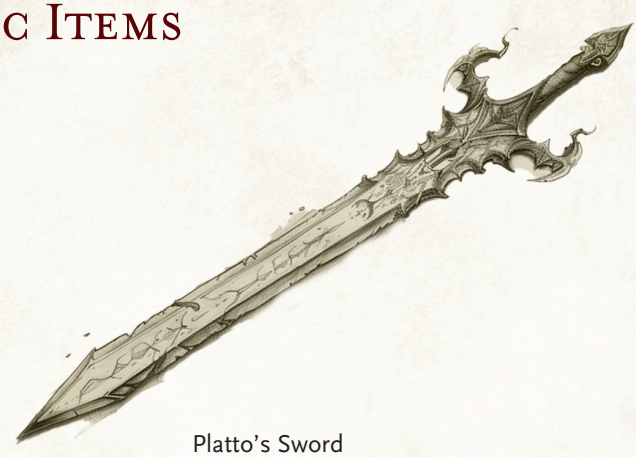
Appendix B: Treasures & Magic Items



Captain Cronche's Decoder Ring



Lock Charmer



Platto's Sword

Captain Cronche's Decoder Ring

Ring, legendary

This small mechanical ring helps to decode the Map of Many Faces. It's face bears an illustration of a ray of moonlight shining through a small lens onto a map. Pushing on the ring's face springs it open, popping out a curved lense. When moonlight shines through the lens, the ring's wearer can scroll to any version of the Map.

For more details about using the Decoder Ring, see Appendix C: The Map of Many Faces.

Pipe of Rejuvenation

Wondrous item, very rare

For those who have not puffed on it, this ornate hardwood pipe emits the smoldering scent of mondrian flowers. Smoking the pipe gives the smoker an incredible sense of warmth and calm. Within 10 seconds, the creature falls into a deep and peaceful sleep. It cannot be woken by any physical or magical means for 10 minutes. When the creature awakes, it gains the benefits of a long rest.

A creature can only gain the pipe's benefits once in its lifetime. After the first use, the pipe appears empty to the user, though it still appears full to anyone else who has not used it yet. The pipe exudes an aura of abjuration magic and holiness, as if affected by the *hallow* spell.

Gravelforte Mail

Armor (mail), uncommmon

While you wear this armor, you have +1 to your AC in addition to your AC while wearing chain mail. The mail is so light, it only requires proficiency in light armor.

Lichen Poultice

Potion, common

Made by the lichen gnomes of the Kellands, this poultice has magical healing properties. The poultice is kept in small pouches made from animal skins. As an action, the contents of one poultice pouch can be applied to any wound or injury. Roll 1d10. The poultice restores 1 hit point per minute, up to the number rolled. A Kell can prepare one pouch of poultice in an hour.

Lock Charmer

Wondrous item; very rare (requires attunement by a rogue, bard, monk or wizard)

The Lock Charmer is a small iron key that resizes itself to fit into any lock. When a creature attuned to the Lock Charmer inserts it into a lock, the creature establishes a psychic link with the lock. The lock becomes sentient, remembers its entire history, and speaks Common.

The user can attempt to cajole a sentient lock into opening. Roll a d20, adding two modifiers: the creature's Sleight of Hand (Dexterity) modifier, and their Persuasion or Intimidation (Charisma) modifier. Set the DC based on the lock's sophistication and history. A commoner's cottage door might have a DC of 5, while a magical lock protecting a lich's lair might have a DC of 25. Grant advantage (or a lower DC) for creative role-playing, such as pretending to be the lock's maker, or offering it some hinge oil.

When the Lock Charmer is removed from a keyhole, the lock reverts to an inanimate object.

Platto's Sword

Weapon (longsword), legendary (requires attunement)

Forged of hellfire and cruelty, Platto's Sword is a cursed weapon of deep evil. It seeks a return to its master, who bides his time silently in his own Tomb.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When the sword strikes, for a split second, its pure black blade flashes into the shape of a red ranseur.

Curse. Platto's Sword is cursed, a fact that is revealed only when an *identify* spell is cast on it, or when you strike a first blow with it. Attuning to the sword curses you until you are targeted by a *remove curse* spell or similar magic; or when it is placed into the statue's hand at Platto's Tomb. No matter what distance you put between yourself and Platto's Sword, the curse endures.

While cursed, any time you deal damage, you deal an extra 4d6 necrotic damage to any creature within a 30' radius, excluding yourself but including your allies. This necrotic damage emanates from you regardless of what weapon or spell you use.

Appendix D: The Map of Many Faces

When the original Mapmaker created the first complete map of Duosol, she knew it held tremendous significance. Whoever possessed the Map of Many Faces could navigate the globe, upending the world trade system and throwing the balance of power into chaos.

To prevent the Map from falling into the wrong hands, the Mapmaker shielded it with three layers of magical protection. This ensured that even if the Map were discovered, it would be extremely difficult to decode and use.

Creation of the Map

A century ago, a starving girl arrived at the Heartwell orphanage. She was too shy to speak, but when asked where she'd come from, she drew an exquisitely detailed map of her travels over several hundred miles. Not even the most accomplished cartographers had seen anything like it before.

The girl, Priscilla Cartisiana, was brought to the University. There, her natural talents flourished. By the time she was a young woman, she had opened a map shop. She didn't just sell existing maps. She had the uncanny ability to draw custom maps for anyone who could describe where they had been, combining their stories with hundreds of others into breathtakingly accurate documents.

People came from all over Duosol to share their voyages and stories. Her shop became a center of cultural exchange and wisdom, and her clients ranged from pirates to kings. Her maps became treasures, coveted and protected.

Finally, Priscilla undertook her magnum opus: a representation of the entire world. Speaking to wanderers, pirates, caravaners and mystics, she created Duosol's first and only accurate global map.

As she finished, the significance of her accomplishment struck her. With an accurate map, any upstart rival could reshape global trade. They could challenge the Silver Kingdom's hegemony, plunging her world into chaos. As a loyal Silverian, she shuddered at the thought.

Yet she could not bring herself to destroy her masterwork. So she used a combination of magic and technology to scramble the Map and lock it away. Priscilla confided all this to her diary, never knowing that her private words would end up in the Heartwell Library. No one has found the Diary and pieced it together with the Map. With a close reading and some clever deduction, the Diary can provide the first step in using the Map of Many Faces.

For the party to use the Map, they must break through all three layers. It will take wits, trial and error, and exploration. If they fail, the wrong Map Face may take them far off course, into the perils of the open sea.

1. Silver Case Puzzle

The first layer of protection is conceptually easy to understand, but hard to figure out in practice. The Map's sealed silver case can only be opened by arranging its symbols in the right order. No amount of physical force, and only very powerful magic, can overcome the arcane locking mechanism.

The case has seven dials, which rotate freely, like those of a standard combination lock. Each dial has seven symbols, only one of which is visible at a time. See illustration below on this page.

Under the dials, a seven-word phrase is embossed into the silver. Each word clearly corresponds to the dial above it. The phrase says:

TIS NO CONTEST,
BUT ALL POINTS COUNT

Solution

Each symbol has a distinct number of points.

- Teardrop: 1 point
- Crescent moon: 2 points
- Triquetra: 3 points
- Star: 5 points
- Scarab: 6 points
- Mondrian flower: 7 points

Count the letters in each word of the embossed phrase. Move the dial to the symbol with that many points. Thus "Tis," a three-letter word, corresponds to the triquetra, the three-pointed symbol.

Hints in the Mapmaker's Diary

The original Mapmaker's Diary, in the Heartwell Library (Chapter 3, area H5), holds a series of hints to opening the Silver Case Puzzle. If the party cannot solve the puzzle on their own, guide them to the Library, or locate the Diary somewhere else convenient.

