



Alaron

Alaron

There's a funky new drink brewing. You want a taste of this potion from the ocean?

SYNOPSIS

Villain/main challenge

Long ago on the isle of Alaron, an old pirate who loved ale as much as he loved adventure, came up with his own magical brew. Now, only rumors remain as to exactly what it did. Luckily, his granddaughter came across his old recipe in a secret compartment in his ship, and this could be what she needs to save her business.

However, the ingredients are rare and scattered across the isles. She's hired your party to help recover the ingredients, and possibly build an ongoing supply for her failing alehouse.

Outline.

- The party is hired by Isaluna Iardi to recover ingredients for Moonshaen.
- The party can either steal the ingredients needed or build alliances with the neighboring hamlets for ongoing trade.
- Once the party returns to Isaluna, they may receive payment and a small supply of the Moonshaen beverage.

Things to know

- The ingredients turn out to be rarer than originally thought, and will be difficult to acquire
- The final ingredient, Canthrax's Tears, will require defeating the Lich that guards the cache of gemstones.
- The lich that guards the gemstones is Isaluna's grandfather, Furlong Iardi.

INCITING INCIDENT

- If the party is looking to visit a tavern, they can find their way to the Iardi Alehouse and find Isaluna peering over the empty establishment
 - She can offer to hire them to do a "quick supply run"
- If the party is hunting for adventure, they can find a posting for the requested supply run, and travel to the alehouse for details

EVENTS/SCENES

EVENT/SCENE TITLE

- *Description of the situation, read aloud text.*
- *This is what the characters see when this event occurs*

Goal

- What the characters must accomplish to advance

Location(s)

- Name, brief description (and link to more details)
 - Read aloud text

NPCs/Creatures

- Isaluna Iardi
 - Older human/ffolk woman, mid-60s, with windchapped skin and fiery red hair.
 - She is the owner of the Iardi Alehouse, a tavern on the docks at Cael Calidyrr in Alaron.
- Name (and link to more details)
 - Read aloud text

Information/Progression/Treasure

- Any other information, pertaining to this event/scene can be placed here
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- Name & link
 - Brief description.

NPCs LISTED

- Name & link
 - Brief description (Villain, quest giver(s), information providers, etc.)

CREATURES LISTED

- Monster 1

MYSTERIES LISTED

- Mystery 1

DM NOTES

- Treasure

RANDOM ENCOUNTERS

- Insert these as needed. (For example: when the PCs rest too often.)

RELATED QUESTS

- Name & link
 - Brief description.

RESOLUTION

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 - Faction X has become aware of PCs
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Dwarvenhome

Dwarvenhome

The gates to the caves of the dwarves' realm of Dwarvenhome have been exposed and opened. Whomp, whomp.

SYNOPSIS

Villain/main challenge

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Outline.

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- Turning point
- Midpoint
- Climax
- End of adventure: text here.

Things to know

- First thing to know. Text here, to explain some background of the adventure or setting, or to provide information on a specific event or NPC. For example the 'true origin' of the threat; if there are any plot twists, this a good place to write them down.
- Second thing to know. More background. Make sure this is relevant to the adventure, not merely 'bonus information'

INCITING INCIDENT

This is what sets the PCs off into this adventure. Multiple triggers are possible, and

triggers can be quests in and of themselves. Use verbs that lead to the elevator pitch.

- Trigger 1

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EVENT/SCENE TITLE

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NPCs/Creatures

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- Name & link
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LOCATIONS LISTED

- Name & link
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NPCs LISTED

- Name & link
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DM NOTES

- Treasure

RANDOM ENCOUNTERS

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Flamsterd

Flamsterd

A local wizard has asked for your help finding his enigmatic grandfather. They both sound a little strange.

SYNOPSIS

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DM NOTES

- Treasure

RANDOM ENCOUNTERS

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Gwyneth & Sarifal

That's a weird necklace. Want to take a gander as to what it has in store?

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DM NOTES

- Treasure

RANDOM ENCOUNTERS

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Korinn Archipelago

Korinn

Yaarg, ye scallywags! The bounty reward for this adventure better be better than a *buccaneer*!

SYNOPSIS

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Moray

There's been a strange howling from the forest. What is making that gods-awful sound?

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Norheim / Norland

Norheim & Norland

There's a war between the kingdoms. Which side will you choose?

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Oman's Isle

I've heard giants are big, but this is ridiculous.

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Snowdown

Snowdown

Who knew disparation had a smell? And the only way to clean it up is with a can of whoop ass.

SYNOPSIS

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Sunset

No one has dared claim the mysterious isle of Sunset. It's just because it's a really remote island. Right?

SYNOPSIS

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Templates

ELEVATOR PITCH

Elevator pitch here. Will the characters (...)?

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NPC Description Format

Name And/Or Title

Appearance

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Personality

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Motivations and Fears

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Backstory & Relationships:

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Skills and Abilities

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Quirks

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Plot Hooks / Interactions / Role in Story

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Quote

*“Lorem ipsum dolor sit amet, consectetur
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Location Description Format

Location Name

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Architecture & Streets:

- **Buildings:** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.
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Daily Life & Inhabitants:

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Notable Features:

1. **LOCATION NAME:**
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Culture & Atmosphere:

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- **Feature:** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

Plot Hooks & Rumors:

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Sources:



Encounter Format

Encounter Title

Setting:

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Scene Start

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Key Characters

- **NPC (BOOKMARK):**
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 - Lorem ipsum dolor sit amet, consectetur adipiscing elit
 - **Motivation:** Lorem ipsum dolor sit amet, consectetur adipiscing elit
- **NPC (BOOKMARK):**

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- Lorem ipsum dolor sit amet, consectetur adipiscing elit
- **Motivation:** Lorem ipsum dolor sit amet, consectetur adipiscing elit

Encounter Structure

1. **Objective:** Lorem ipsum dolor sit amet, consectetur adipiscing elit:
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2. **Objective:** Lorem ipsum dolor sit amet, consectetur adipiscing elit:
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4. **Objective:** Lorem ipsum dolor sit amet, consectetur adipiscing elit:
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5. **Resolution:**

- **Resolution1:** Lorem ipsum dolor sit amet, consectetur adipiscing elit
- **Resolution2:** Lorem ipsum dolor sit amet, consectetur adipiscing elit

Twist/Optional Complication

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Conclusion

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Rewards

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NEGOTIATIONS WITH THE KING

Skill Challenge DC5/3

Negotiation with the king...

5 Successes. He's ok with it.

3 Failures. He locks the PCs up.

Example Skills:

Skill1 DC 15 → 1 Succ. Lorem.

< 5 → **2 Fails.** Dolor.

Skill2 DC 10 → 1 Succ. Ipsum.

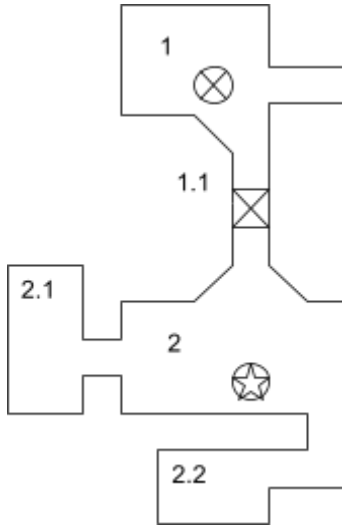
> 20 → **adv** on next check. Dolor.

Random Table

d12	Stuff	d12	Stuff
1	10d4 Orcs show up	7	Rocks fall everyone dies
2	1 Unicorn flies by on a rainbow made of blood	8	Lich-Tiamat-Clone attacks with an army of shadow dragons
3	It rains 200d10 gold	9	You find a rock that kinda looks like a dog
4	Tiamat attacks, now!	10	30 Killer ravens attack
5	Portal to the Abyss	11	Secret wish spell
6	Thunderstorm, but with llamas	12	Random TPK, go and start a new game

Map Location

“Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore.”



1 Lorem

Lorem.

Ipsum.

1.1 Lorem

Lorem.

Ipsum.

2 Lorem

Lorem.

Ipsum.

2.1 Lorem

Lorem.

Ipsum.

2.2 Lorem

Lorem.

Ipsum



Travel Format

Travel Encounter

Setup:

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Travel Mechanics:

- **Speed/Distance:** Lorem Ipsum
- **Travel Check:** Make a DC 12 Perception or Survival check every hour to stay on course. Failing a check results in the party becoming disoriented, adding an additional hour to their journey.

Encounters:

Roll a D8 for each hour of travel to see if the party encounters any creatures.

(Refer to the existing encounter table for potential enemies.)

Environmental Effects:

- **Effect:** Duis aute irure dolor in reprehenderit in voluptate velit
- **Wildlife:** Duis aute irure dolor in reprehenderit in voluptate velit



Stat Block Template

CREATURE NAME						
Medium Undead (shapechanger), lawful evil						
Armor Class	16 (Natural Armor)					
Hit Points	144 (17d8 + 68)					
Speed	30 ft					
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)	
Saving Throws Dex +9, Wis +7, Cha +9						
Skills Perception +7, Stealth +9						
Senses Passive Perception 11						
Languages Common						
Challenge 3 (700 XP)						
Innate Spellcasting (Psionics). The creature’s innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components: At will: mage hand 3/day each: jump, misty step, nondetection (self only), tongues 1/day each: plane shift, telekinesis Spellcasting. The creature is a 9th level spellcaster (spell save DC 16, +7 to hit with spell attacks). The creature has the following spells prepared: Cantrips (at will): firebolt 1st level (4 slots): shield 2nd level (3 slots): scorching ray 3rd level (2 slots): haste* *The creature casts these spells on itself on the first round of combat. Another Ability. Ability description. This is a test line lorem ipsum est just to get down to this line.						
ACTIONS						
Multiattack. The creature makes two attacks with its weapon Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d6 + 2) slashing damage plus						

(1d4) fire damage.

REACTIONS

REACTION NAME. Description of the reaction is here

BASIC - Campaign Outline

ELEVATOR PITCH

Elevator pitch here. Will the characters (...)?

SYNOPSIS

- Villain/main challenge
- Outline.
 - Start of adventure: text here
 - Turning point
 - Midpoint
 - Climax
- End of adventure: text here.
- Things to know

INCITING INCIDENT

- Trigger 1

EVENTS/SCENES

- EVENT/SCENE TITLE
- Goal
- Location(s)
- NPCs/Creatures
- Information/Progression/Treasure
- Next event/scene

LOCATIONS LISTED

NPCs LISTED

CREATURES LISTED

MYSTERIES LISTED

DM NOTES

RANDOM ENCOUNTERS

RELATED QUESTS

RESOLUTION