

Mogfur's Painful Dilemma

Recommended Level: 3-4 Level 1 Characters

Dungeon Master Notes. The information in *italics* is meant to be read out loud. Information in **purple bold italics** are magic items while information in **red bold italics** are monsters. These will require you to refer to one of the three core rulebooks for more information on their stats. **A skill check or saving throw will be in pink text.** You may need to lower or increase the strength of the monsters or Difficulty Challenges (DC) to better match the strength and skills of the party. You are encouraged to alter the story and its contents as you wish. You will want to explain what Faraway Figurines are (rules on death) before starting. I recommend reading through the whole adventure before starting, but especially the “NPCs and Character Motivations” section.

Summary. This is a story about a giant named Mogfur who loves music. Mogfur goes to every showing of the Azulian Orchestra, until recently. He has been missing for some time now. The party has decided to take a contract to find Mogfur and see if he is okay. First, they must travel across the Decaying Hills and through the dense Rosewood forest. They will also have to deal with a Knight of the Candle named Knight Gunter, an evil man who seeks to destroy Mogfur and collect his Faraway Figurine. Players must find Mogfur, make sure he is safe, and deal with Knight Gunter and his conquest for Mogfur's Faraway Figurine.

Preparation. This section details the preparation needed for this adventure. The DM will need the Player's Handbook, Monster Manual. And Dungeon Master's Guide. The DM will also need note taking materials, a DM screen, a set of dice, and a copy of each player's character sheet. It's recommended that the DM bring extra sets of dice. Each player will need a set of dice, character sheet, pencil, eraser, and note paper. An extra Player's Handbook is a bonus.

If you want to go above and beyond, pick out songs ahead of time that match the mood of each stage of the adventure as you play. Dressing as your character is also a huge plus.

Props. This includes a list of suggested props that can be used throughout the adventure, if able. Games are always more fun with props!

- Miniatures to represent characters (chess pieces or other objects work well!)
- A battle grid – 1' squares = 5 ft. (Pre-drawn maps on printer paper work if you don't have an alternative)
- A dice tray (This is to catch dice that may roll off the table. Pencil boxes or something similar work well)
- The job offer letter from Chant the Conductor – Page 3 - (rolled up piece of paper tied with ribbon or string)

Rules on Death (Faraway Figurines). In these adventures, characters and monsters don't die in the traditional sense. A character that drops to 0 hp still makes Death Saving Throws. When a character fails all three of his or her Death Saving Throws, their body is transported to the Faraway Plane. This is a mysterious and unknown plane of existence that most everyone knows about, but no-one really knows the full details of. Monsters that drop to 0 hp also go to this place. Going to the Faraway Place is known as being “taken faraway”. When this happens, the body transforms into a pile of fine silver dust. Leftover in the dust is a small indestructible silver stone figurine of the character or monster. These figurines, known as Faraway Figurines, are magical and can be restored with spells like Revivify or Resurrection.

Rules of Roleplay. The following list includes some ideas for enhancing the role play of your games. Use as many or as few of these rules as you think are applicable for your age range. Try expanding on them with future games.

1. Find ways to facilitate roleplay and get the kids thinking about how their character would react, not how they would act. Find ways to ask “What would (insert character name) do in this situation?”

2. In the beginning of the adventure, encourage each player to give their character one good trait and one flaw. They can be creative with this. An example of good traits include being courageous, shy, or creative. Some negative traits include nosy, secretive, and impatient.

3. Recommend players to come up with a voice for their character, but only if they want.

4. Encourage players to create a short backstory on why their character became the class they are (fighter, wizard, etc) and one thing that is special or interesting about that character. (2-3 sentences). They should read this aloud or give to the DM to read.

5. Each player should choose one mannerism for their character. Some mannerisms include crossing their arms when defensive, tilting their head when curious, or rubbing their hands in anticipation.

6. As the DM, ask each player “How would your character say that?” to get them to speak in character. Do this repeatedly across the adventure.

7. Encourage each player to participate in in-character interaction by making eye contact and gesturing to those players who may be too shy or are overshadowed by other players. Smile and encourage the players to describe what their character is doing. If they can't think of anything, offer some suggestions.

8. Always refer to each player by their character name.

9. Encourage some in-character personal questions. Adventuring isn't all slaying monsters

and finding gold coins. At the table, players are living and breathing as their characters. This means that casual conversation can occur. Encourage the players engage in a little in-character small talk. This can be about their character's past, things the character encounter during their adventures, or any introspective questions.

10. Try to interact with the player's characters with an NPC. This could be an NPC included in the adventure or one of your own making such as a sarcastic familiar, someone who talks to the characters in their dreams, or a sentient magic object. This will help shy players or newcomers feel more comfortable role playing their character.

11. Try to limit out of character conversations about mechanics and rules if possible. I only recommend enforcing this for those that already have a good understanding of the rules.

12. Reward role playing. This can be done by rewarding characters with inspiration points or a circumstance bonus. An example of a circumstance bonus is when a player does a really good job convincing a merchant to lower their prices with an in-character conversation. You can reward their character with a +5 bonus to a Persuasion Check or letting them have advantage on that roll. Another example could be describing a cool scene in combat. An example is describing that their rogue wants to backflip off a balcony, swing off a chandelier, and land on an enemy below. You may reward a character that describes that scene advantage on their Dexterity Check or bonus to damage dealt.

13. Don't forget the rule of fun. Set the expectations in the beginning of the game and give clear examples. Having fun is always the PRIMARY GOAL, above all else. Players should have fun without impeding someone else's fun

The City of Azule

City Theme. A city of beautiful works of art, craftsmen, and adventurers.

Locations of Interest. Blacksmith, General Store, Fighter's School, Jeweler, Woodcarver, Azulian Theater, Azule Stone Quarry.

People of Interest

1. Sindri the Male Gnome
(Charismatic, Charming, Job: Baker)
2. Bojack the Female Orc (Scholarly, Strict, Job: Librarian)
3. Kalaack the Male Arakocra
(High-spirited, Preoccupied, Job: Tavern Keeper and Blacksmith)

Climate and Environment. Azule is landlocked so it can be very dry. It's currently summer and the days can get unbearably hot if you're not in the city. Those who are wearing heavy clothing or armor while traveling outside the city must succeed on a DC 10 Constitution Saving Throw or become exhausted (level 1) with an increase in exhaustion level after each successive failure. Wearing light clothing and drinking cool liquids, or weather protection from magical items, will reduce your exhaustion. A long rest will also help. These saving throws only apply when travelling through the Decaying Hills. The Rosewood's shade blocks the heat of the sun.

The area surrounding Azule are large, mostly barren hills. The locals call them the Decaying Hills because of the night predators that roam

the area. The landscape has the occasional large boulder or tree. After one day's travel south, characters will arrive at the Rosewood. This is a forest with huge coniferous trees that sprout red and white roses from their trunks. The ground is often littered with rose petals.

Demographics. The local population is mostly dwarven and human, although races of all types live and visit Azule.

City Culture. Mostly high spirited, although some adventurers can be unruly and upset the locals. It's not uncommon to see the city guard and their silver armor intervene in a dispute over an adventure contract or trade deal. Azule is a hub for adventurers because of the heroic sleep they gain, and because many main roads lead through the city from other parts of the continent.

Benefits. Sleeping in the city grants characters advantage on Charisma Saving Throws and Charisma Checks for the day, until sunrise. Sleeping with a chunk of Azule Stone in one's possession will grant the same benefits. Azule Stone can be bought from Kalaack the Blacksmith.

Dangers. Bandits and Wolves patrol the Decaying Hills. Thieves lurk in the city. There are unknown dangers in the Rosewood.

Chapter 1 - Finding Mogfur

This chapter details the characters starting point in the city of Azule and their travels through the Decaying Hills.

Your story begins in Azule, a beautiful city made of blue stone that shimmers in the sunlight. Its high walls make it difficult to see into the city from the outside, except for those that sit on the southern hills. From there, one can see the many people moving through its streets, like ants in a busy colony. People come to Azule because of the beautiful buildings made of large blue stones, which are rumored to bless people with magical courage and a golden tongue. Knights and warriors from far away, after perilous journeys, come to spend the night in Azule and awake with no more fear and the courage of the fearless ancient Dwarven hero Dralgon Fireglide. An image of Dralgon and his fire hammer are emblazoned throughout the city on several tall cloth banners.

People come to Azule to get a heroic sleep, but stay for the Azulian Orchestra. Every week on Sun's Day, the 100 member orchestra fills the city with beautiful and intense music as the sun falls. Music spills out from the blue stone amphitheater, through the streets, and out across the Decaying Hills.

People also come to Azule for the adventuring contracts. Azule, being a central hub on the continent, is a popular destination for people to hire adventurers for oddjobs of all sorts. These jobs range from collecting components for wizards and their spells to slaying vicious beasts that threaten the land.

Your party awakes early on Sun's Day. The first thing you hear is the sound of beautiful music. It's not the sound of the Azulian Orchestra, but of the hundreds of Rose-breasted Grosbeaks chirping, acting as an alarm for the city to wake up. Shortly after, you hear the echoes of collective yawns and the creaking of wood as hundreds of resident craftsmen and out-of-town adventurers begin their day.

You've awakened from your slumber and stumble downstairs for some toast and sausage. How do you begin your day? What do you say to each other?

At this time, allow the players to introduce their characters. In this adventure, the characters have only known each other for about a day. Each has their own reason for visiting or traveling through Azule, but they are mainly there to earn some extra coin by completing one of the many posted assignments. Encourage them to share their own reason for visiting Azule and their backstory if they haven't already.

One of the characters will have found a paid assignment from a notice board outside their inn and has convinced the other to tag along. Most assignments posted in Azule are dangerous and better completed as a group. If you use a prop for the note, hand it to the player that "found it". Encourage them to read the parchment. The parchment reads:

CONTRACT: BIG REWARD

We are deeply saddened by the disappearance of the local giant, Mogfur. He is our biggest fan and watches our performances from the southern hills every Sun's Day night. He didn't show last week, which was odd, but now I'm worried because he hasn't shown up this week either. He is usually lounging all day on the southern hill, waiting for our performance. Please check on Mogfur let him know we miss him. He lives somewhere in the Rosewood, past the Decaying Hills to the south, no more than a four-day journey there and back. Bring him to the Azulian Theater. Please hurry.

Afterwards, please see me, Conductor Chant of the Azulian Orchestra, for your reward.

After reading the assignment, encourage the players to ask questions and discuss how they will start this quest while in character. Emphasize that this journey will take at least two to three days there, and two to three days back. How would they plan for a dangerous journey if they were in their character's shoes?

The characters have spent some time in Azule already, talking with the locals. They've learned the Decaying Hills to the south can be dangerous. There are wolves and other creatures lurking about. It can get very dark at night. The heat may cause fatigue for those that wear heavy armor. There may also be other adventurers that they must compete with on contracts.

The city of Azule is a large place and has many merchants to purchase supplies from. The party can ask the residents for assistance finding shops. The amount of starting gold is up to you, but I recommend following the starting gold presented in the Player's Handbook, which is roughly 100 gold pieces per character. I recommend they purchase an explorer's pack at the very least. The characters will only have until sundown before shops close for the next three days for the Azulian Craft Festival, a monthly craft fair where local craftsmen sell and celebrate their creations.

Characters may want to travel by day, as travel by night is more dangerous. It is also recommended that characters take turns keeping watch during the night, so nobody

sneaks up on them and interrupts their long rests to restore HP and spells.

The characters can travel through the southern portcullis of Azule to reach the Decaying Hills. It will take a little over 24 hours of traveling by foot, through the hills, to reach the Rosewood. Characters can purchase horses or a wagon, but they will be expensive. Horses also require feeding and can be spooked. Characters will need an explorer's pack, **Potion of Healing** (Magic Item), and other adventuring gear in order to survive. They should expect anything.

Before leaving the town, the characters will overhear a loud and obnoxious young man with long blonde hair named Knight Gunter. This man is a Knight of the Candle and is wearing near pristine plate armor with a lit candle on his breastplate and a lantern hanging from his hip. He has a two-handed longsword on his back and is holding a steel full helmet with a purple plume against his side with his right hand. He is talking to a group of half a dozen members of nobility.

Knight Gunter: *"That's when I slayed the beast! The slimy Lizard King never even saw it coming. The last thing he saw was the flame of my candle and the metal flash of my sword before turning into silver dust. Commander Tobey paid me a fine price for his Faraway Figurine!"*

The onlookers smile and laugh at his story.

Knight Gunter: *"Now I'm on a task to clear the country-side of any beasts that lurk around."*

Soon their figurines will be mine, and even better, the coin that comes with it!"

As he says that, a peasant woman in a dirty red dress comes running up to him, sobbing, and slaps his chest plate and says,

Peasant Woman: *"Knight Gunter! How could you, Knight Gunter! You're a monster! The Knights of the Candle are monsters! You sent my poor husband Joey to the hospital, all because you thought he was trying to steal your bounty! How could you? Joey is a good man!"*

As she finishes, he grabs her arms and pushes her to the ground with an evil smile.

Knight Gunter: *"That's what he deserves for getting between me and my bounty. He's lucky I didn't collect his Faraway Figurine!"*

The nobles laugh as the peasant woman looks in horror then runs away. Gunter pulls out his sword and raises it in the air.

Knight Gunter: *"For the Knights of the Candle! Nobody shall stop me in my conquest! Not even dirty peasants!"*

The nobles cheer as he finishes speaking. He continues speaking, but noticeably gives your party a watchful eye for a few seconds before returning to conversation with the nobles.

Waiting on the other side of the southern portcullis, the characters will meet Sterm Lightblade. Please read "Characters and NPCs" section below to know more about Sterm Lightblade.

Sterm is seen wearing very old Knight of the Candle plate armor and has a two-handed sword on his back. Sterm will ask if he can join the characters so he can complete his Knightly duties and finally retire. For a Knight of the Candle to retire, they must perform a ceremony involving the burning of their plate armor and sword. To do this, he must travel deep in the forest until he's found a pit of firewax. This wax burns so hot that it melts solid steel. He tells that party that if the party helps him, he will protect

them from danger and reward them in the end, although he won't say what the reward is.

He will also be on the lookout for his lost **Ring of Invisibility** (Magic Item). Only knights of high ranking are given these rings, although he will not say how he obtained the ring in the first place. He will say he obtained the ring long ago from a friend if they ask about it.

If the party questions his affiliation with Knight Gunter and the Knights of the Candle, he will explain how a man named Commander Tobey took control of the Knighthood and the Knights took a turn for the worst after that, seeking power for themselves over justice for others.

As the DM, you will use Sterm to impart advice when the party is stuck or acts as a helping hand if combat becomes dire. Sterm is a very friendly person and will do things like pat adventurers on the back, give group hugs after a triumph, and give words of encouragement.

While traveling through the Decaying Hills, characters may encounter a variety of threats. Before travelling through the hills, please read the "Climate and Environment" section above. Howling wolves can be heard all through the night as they stalk and hunt in the hills. When travelling during the night, roll 1d20 every 6 hours of in-game time using "Encounter Table A" to determine what threats that may try to attack the party. When traveling during the day, roll 1d20 every 12 hours. Do this even while in Rosewood. The journey through the Decaying Hills should only last a day or so on foot.

It's recommended that you use a maximum of one encounter using the encounter table in a 24-hour period, although you may increase it to two if the party can handle it and time permitting. Use your best discretion when determining when encounters occur, if at all.

Encounter Table A (1d20)

1-4: (1d6-1) Giant Frogs (CR 0.25) attack the party.

5-8: (1d4) Black Bears (CR 0.5) attack the party.

9-12: (1d4) Wolves (CR 0.25) stalk the party for several hours before trying to attack while they are sleeping.

13-16: (1d6) Bandits (CR 0.125) try to rob the party of their gold.

17-20: Nothing happens

Chapter 2 – Travelling through the Rosewood

This chapter details travelling through the Rosewood. The intense smell of roses will fill the character's noses as they reach the tree line into the Rosewood. Within the Rosewood, characters will not suffer from heat exhaustion because of the shade. There is no clear path in, but the trees are far enough apart to not have any trouble walking through, although a cart wouldn't be able to fit.

Red and white roses climb up and down every tree trunk and branch. A thick blanket of petals covers the ground floor. The sound of chirping Rose-breasted Grosbeaks seems to grow louder as you start to walk within the Rosewood, but eventually softens.

A character that succeeds on a DC 15 Nature or Investigation Check will notice faint outlines of large footprints, pressed into the petals, that lead further south. A character that succeeds on a DC 10 Insight Check will know these are giant's footprints and probably Mogfur's.

After walking for a couple hours, following the footprints, a character that succeeds on a DC 18 Perception Check will notice some smaller footprints leading off to the right of the path.

Characters that follow these footprints will be led to the base of a large tree. At the base of this tree is a circle impression in the rose petals, as if someone was sitting down here.

SIDE TASK: If the characters try to investigate further, and stick their hand down towards the impression, they will discover an invisible humanoid napping against the tree. This is a male gray feathered Kenku, named Flipper, who is napping against the base of the tree while wearing a **Ring of Invisibility**. This is the same ring that was stolen from Sterm Lightblade.

If prodded or disturbed, Flipper will wake with a startle and try to scurry up the tree and hide in the canopy 50 feet up. Some of his black feathers will fall off in the process. He will look frightened and suspicious. Sterm will accuse Flipper of stealing his ring. The Kenku will tell the party that his cousin gave him the ring as a wedding present. **Succeeding on a DC 14 Insight Check will reveal that this is a lie.** If caught in the lie, Flipper will admit that he stole the ring from Knight Sterm as he slept. He will then drop the ring but stay in the tree until they leave. Then he will run back to Azule.

After four more hours of travel, the characters will start to notice smaller trees that have been

knocked over, scrapes and gashes in the larger trees, and a general path of destruction leading further south made by the giant. After a couple more hours of travelling along this heavily beaten path, they will catch up to the giant.

The party should be cautious about approaching Mogfur. If they startle him in the slightest, and he is easily scared, he will spot the party and start to run south. Please see the "APPENDIX" below for stats on Mogfur and other characters or monsters in this adventure.

Chasing Mogfur. When Mogfur starts to run, the party should follow him. When they do, this will start a skill challenge. Characters must partake in a series of group Dexterity Saving Throws as Mogfur tries to slow the characters down as he runs while slightly limping in pain.

Take the combined average of checks for all the characters for each challenge. If the characters fail the skill contest, they will lose sight of Mogfur and have to track him down again. He will not listen to their pleas to stop until after this skill challenge.

Challenge 1: Mogfur takes off running as quickly as he can bearably do so, which is only slightly quicker than the characters thanks to the thorn in his foot. As he runs, he picks up a large stone and rolls it behind him. **Everyone in a 5 foot line, 100 feet back, must succeed on a DC 13 Dexterity Saving Throw or take (2d4) bludgeoning damage and fall prone.**

Challenge 2: Mogfur will then try to club a tree. It will fall right in front of the characters. **Everyone in the path of the tree must succeed on a DC 14 Dexterity Saving Throw or fall prone.**

Challenge 3: Mogfur will take a huge chunk of mud in his hands and throw it at the party. **Characters must succeed a DC 15 Dexterity Saving Throw or have their eyes covered in mud and become blinded for 2 rounds.**

If the party catches up to Mogfur, he will try to swing his club at the party. When he gets a closer look at the characters, he will realize his mistake and drop his club and sincerely apologize. He tells them the pain he is in and how it makes him do dumb things sometimes. If he hurts one of the characters, he will take some

red and purple rose petals from a big leather satchel hanging from his side and grind them with water into a pestle and mortar until he makes a healing paste. Applying this paste to the wound closes it and heals the target for (2d4+2) hp.

Afterwards, he will explain that he has been in a foul mood because of a massive thorn in his foot that he stepped on gathering some purple rose petals from the Purple Rosewood Thicket to the east.

The characters should explain that he's needed back at the city because of Conductor Chant. When he hears this, he will be shocked and warmhearted. He never knew the Azulian Orchestra cared for him like he does for them. Listening to the Azulian Orchestra on the hills outside of Azul is his favorite thing to do every Sun's Day which makes the pain of the thorn that much worse. He wants nothing more than to return to Azule to listen to the Orchestra, but needs the thorn removed from his foot before he can make the trek across the Decaying Hills. He can't remove the thorn because it hurts far too much.

He calls himself dumb for not thinking of it at the time, but the berries of the Purple Rosewood Tree have special numbing properties that, when properly mixed with red and purple rose petals, creates a numbing paste. When applied to Mogfur's foot, it will numb it enough to remove the thorn without pain. Only then, will Mogfur be able to heal and travel with the party. He will tell the party that the Purple Rosewood Thicket is a day's journey to the west of their location.

Dire Wolves Attack. As Mogfur is talking, two Dire wolves sneak up on the group from the east. There is a white **Dire Wolf** and a gray **Dire Wolf**. Their stats are in the "APPENDIX". They stand far enough away so as to not draw attention to themselves and wait for an opportunity to strike. Towards the end of the conversation, they sneak behind Mogfur. After the conversation ends, they attack. **Characters can try to make a contested Perception (Characters) vs Stealth (Dire wolves) Check to try to spot the wolves, but the characters will have disadvantage unless they are actively looking for a threat.**

When the **Dire Wolves** attack, they will mostly go for Mogfur. These wolves have thick fur, snarling teeth, and a wild vicious look in their eyes. Saliva drips from their large sharp teeth. They give out a vicious growl as they sprint towards Mogfur.

As the fight begins, Mogfur yells at the party not to intervene. The **Dire Wolves** bite at Mogfur's legs and occasionally jump up to bite his arms as he tries to kick and swing them away. He manages to toss the white wolf off, which was attached and biting his arm, to the ground nearby. As the gray wolf is biting his legs, he swings his club down on the white wolf and knocks it unconscious. When he does this, the gray wolf whimpers and backs off, then flees into the woods to the west. The den is located to the east. The wolf does this purposely so as not to lead anyone to the den directly.

After the fight ends, Mogfur tells the party not to worry. He says he will care for the wolf back at his cave. He puts the white wolf over his shoulder. **A character that succeeds on a DC 10 Animal Handling Check, they will notice that the white Dire wolf is a female.**

Mogfur is slightly injured, but nothing serious. He quickly bandages himself with some rags and

more healing paste. He tells the characters how to find his home. Mogfur lives 30 minutes south of this location in a small cave.

At this point, Mogfur will urge the party to find the Purple Rosewood Thicket and bring back Purple Rosewood petals and berries so he can help himself and the white **Dire Wolf**. He tells the characters that they should head east, past the Crying Rock, across the tree bridge on the river, and up the Howling Cliff. Before they leave, Mogfur hands the characters two rolled up balls of the red and purple petal healing paste that can be used to heal a character for 2d4+2 hp in a round. Each ball of healing paste has one use.

Mogfur will tell them that there are unknown dangers that lurk in the woods and that they should be stealthy and cautious if able. He tells them not to be fooled by the beautiful scenery and wishes them luck.

Chapter 3 – Finding the Purple Rosewood Tree

In this chapter, the characters will travel east through the Rosewood to try to find the Purple Rosewood Thicket. The journey there and back will take approximately 24 hours. Along the way, the characters will pass by the Crying Rock, the river with the tree bridge, and the Howling Cliff. Each location is roughly 6 hours apart.

Encounter Table B (1d20)

1-4: (1d4-1) Giant Centipedes (CR 0.25)

5-8: (1d4-1) Goblins (CR 0.25)

9-12: (1d4) Giant Rats (CR 0.125)

13-16: (1d4) Kobolds (CR 0.125)

17-20: Nothing happens

The Crying Rock. *After hours of traveling through dense forest, you come across a giant boulder that sits between two trees. Either by natural or magical means, the front of the boulder is shaped like a frowning face with large sunken eyes. Water dribbles from its eyes from somewhere within the rock. The canopies from the trees on either side of the rock lay on the rock as if to give it big bushy hair.*

A character that searches near the rock and succeeds on a DC 18 Perception check will find a loose dirt patch, as if something was buried under the ground. Characters that discover this and find a way to dig through 3 feet of dirt, will discover a small metal chest that has strange unknown symbols carved on top. Those that

Characters must succeed on DC 15 Survival Checks between each location or risk running into trouble. Take the group average. If the average is below 15, roll a 1d20 using the “Encounter Table B” to determine what threats the party encounters.

understand Celestial will know this says “remember to disarm the trap”.

The chest is unlocked but trapped. A character can discover that this box is trapped by succeeding a DC 15 Perception Check. Unlocking the trap requires holding two hidden buttons on either side while simultaneously opening the lid very slowly. A character may do this if they try to open the chest and succeed in a DC 16 Dexterity check, with thieves’ tools. On a failure, the trap will release a spring-loaded piton that destroys the potion inside. Inside is a **Potion of Animal Friendship** (Magic Item), a **Ring of Jumping** (Magic Item), and a leather coin pouch with 50 gold pieces.

The Tree Bridge. *Here, you come to a rushing river about 50 feet wide and countless miles long. There are several tall trees that line the river. One of them has been cut down, its trunk being used as a bridge.*

As you approach, you see small flashes of light coming out of the tree line on the other side of the river. The light is from the glass lantern that hangs from the hip of Knight Gunter. He walks

up to the tree trunk that makes the bridge and, with a heavy kick, shoves the bridge out of place. The rushing water carries it down the river.

Knight Gunter: *“I know you plan on helping this giant I’ve been hearing so much about, and with the help of another Knight of the Candle, no-less.”*

He raises his sword towards Knight Stern Lightblade.

“Have you forgotten your duties, old man? We’re here to slay beasts, not make friends with them. They’re evil monstrosities that stand in the way of our power! You’ll regret what you’re doing.”

As he says that, he rubs a small ring on his finger and disappears.

At this time, Knight Gunter will have left the area to stalk the party. The party will need to find a way across the river.

The river flows for countless miles in either direction. It is 60 feet wide. The trees are approximately 50-75 feet tall and stand on either side.

A character that falls in the water will have to succeed in two out of three DC 15 Acrobatics or

Athletics Checks to swim to either side, or wash down the river until they find a way to hold onto one of the many rocks or tree roots in the water. If someone falls in, someone could throw a rope in for them to grab onto. If this happens, each character holding onto the rope must succeed on a DC 10 Strength Check, else the rope will slip out of their hands.

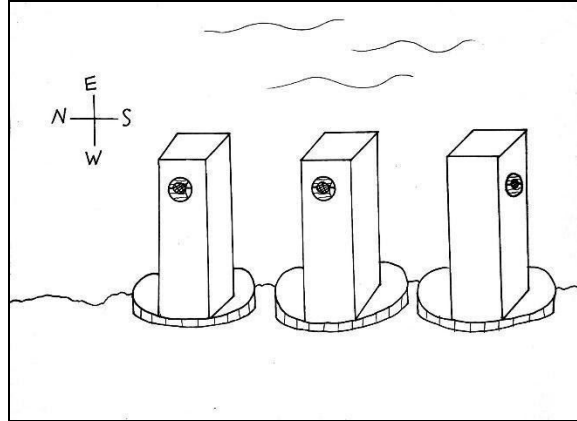
A character that succeeds on a DC 12 Insight Check will realize they can chop down one of the taller trees to use as a new bridge. If they do this, the characters may want to secure the tree on each end with large heavy river rocks found on each side of the river. Otherwise, they risk the bridge coming loose and end up floating down the river.

If the characters find the buried box at the Crying Rock, they can try to use the Ring of Jumping to jump across the river one at a time.

The Howling Cliff. *The Howling Cliff is a rock face that is 100 feet tall and 60 feet wide. Either side is covered in a dense layer of bushes and rocks, too thick to pass through. As wind rips through the trees and hits the smooth surface of the wall, it creates a sharp howling noise. Three*

cuboid pillars on circular rotating platforms sit at the base of the cliff. Each pillar has a hole at the top with a metal flap in the center. Each is facing west, or towards you.

Puzzle. To solve this puzzle, the characters will need to align all the pillars to face south. This way, the wind will be able to blow through all the holes and spin the metal flaps to activate the mechanism they control. When the flaps on all three pillars are spinning, a secret stairwell will activate and pop out of the wall that will lead the characters safely up the wall. If one of the flaps stops spinning, the stairs will retract back into the wall.



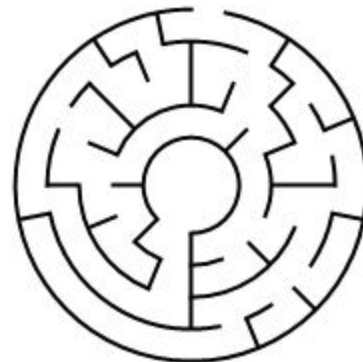
Thorn Maze. Once the characters reach the top of the Howling Cliff they will only need to travel another hour to reach the Thorn Maze that guards the Purple Rosewood Thicket. These trees have purple trunks and are covered in purple roses and small purple berries. Before the characters reach the Purple Rosewood grove, the characters will approach clusters of massive green vines, about a foot in diameter and sprawling in all directions. The clusters of vines stand 10 feet tall. The vines have long thorns, approximately 6 inches in diameter and a couple feet long. These vines create a maze that is spread a couple hundred feet in radius around the Purple Rosewood Thicket.

The images below show the maze of thorns and the path that leads to the center where the grove of Purple Rosewood Trees resides. The paths of this maze are approximately 20 ft. wide. The walls of thorns are 3 to 5 feet wide. The walls of the maze are impassable because of the thorns and thick vines. The vines are as tough as iron, although the thorns can snap off fairly easily.

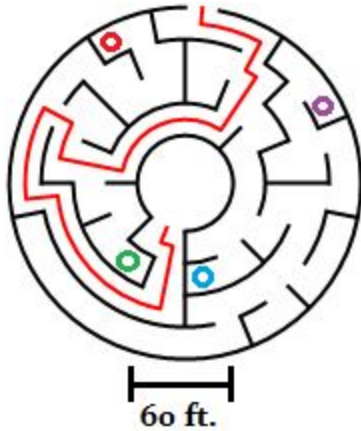
A character that is thrown against the thorn wall must succeed on a DC 13 Dexterity Saving Throw or take (1d4) piercing damage.

Below is the map that you can use to slowly reveal parts of the maze to the characters. I recommend only revealing parts of the map that the characters can see. The characters can try to climb a nearby tree and look down on top of the maze to get a better understanding of the

layout, but the maze is too obscured from the canopies of the trees and clusters of thorn vines to see any threats within.



Below is the solved maze with marked locations of interest.



The **red circle** is (1d4-1) Giant Rats (CR 0.125).

The **purple circle** contains (1d4) Giant Rats (CR 0.125). There is a pile of silver dust here from someone who has “gone faraway” with a figurine of a young male Knight of the Candle recruit. On the ground is also a **+1 Longsword** (Magic Item). The hilt is made with a standard black leather wrap and the blade is engraved with the words “Honor and Glory”. It gives off a slight golden glow.

The **green circle** has a regular Rosewood tree with some of the roots sticking out of the dirt. **A character that succeeds on a DC 15 Perception Check will reveal the shimmering hilt of a sword jammed in the dirt and tied up by the roots.** If the characters spend some time trying to slice the roots, they may eventually free the sword. Stuck in the roots is a **+1 Short Sword** (Magic Item). The hilt has a light brown leather wrap and the blade is dark blue with a red trim on the blade’s edge.

The **blue circle** is the location of the Dire Wolf den. Currently, the gray wolf is here guarding its pups. The pups can be heard whimpering and growling as the characters get closer to the center of the maze. The gray wolf will try to attack the characters about halfway to the center

of the maze or if they take a left-hand turn towards the den. Alternatively, the gray wolf may wait till the characters are ready to exit the maze. If the wolf’s health becomes too low, it will flee back to its pups, put the two pups on its back, and flee through a small exit through the thorns. If the wolf flees, it will go to Mogfur’s den and wait there to check on the white **Dire wolf**.

The center of the maze contains a half dozen Purple Rosewood Trees. The purple petals that have fallen to the ground can be collected, but the berries that are still attached to the trees can only be cut off or freed by a magical weapon. If the players haven’t been able to come across a magical weapon, Sterms sword is magical and he will be able to collect the berries. They will only need a handful of berries.

Once the berries have been collected, they should head back to Mogfur’s cave and give him the berries. They will know the location and can travel there easily.

About halfway back to Mogfur’s cave, when it becomes very dark, **a character who succeeds on a DC 20 Perception Check will notice a small ball of light following them in the distance.** This is the lit candle of Knight Gunter hundreds of yards back. If they spot him, they can choose to confront him.

Confrontation with Knight Gunter. If Knight Gunter is not spotted, he will try to attack the party in the night and gain the advantage of surprising the characters. During the fight, if he is low on health, he will use his **Ring of Invisibility** and escape to fight another day. He will heal back to full health overnight and continue to track the party to Mogfur’s cave. He will not reveal himself again until they reach the cave.

Mogfur's Cave. Mogfur's cave is built into a small hill. It is approximately 40 ft. wide by 60 ft. deep. There is a 40 ft. clearing in front of the cave entrance with a dense tree line beyond that. The cave is 40 ft. tall. One may position themselves above the cave on the hill which overlooks the clearing. Inside the cave is a large simple bed, a rack hanging with large simple wooden tools, and a bunch of dried meats hanging just outside the entrance.

When the characters reach Mogfur's cave, they will notice that the white wolf is on top of Mogfur and growling. Upon closer inspection, the characters will notice that the wolf is playing with Mogfur and not harming him. Mogfur will have a big smile on his face.

After returning the berries to Mogfur, he will make a purple paste to cover his foot and remove the thorn. He will then wrap the foot in a thick cloth. It will take 24 hours for his foot to heal before he can travel.

During this time, when Mogfur is still healing and is fast asleep, Knight Gunter will approach the giant, still invisible because of the **Ring of Invisibility**, and try to slay him as he sleeps. A character that succeeds on a DC 15 Perception Check will hear the sound of clanking armor before this happens, but cannot discern the exact location. A character that succeeds on a DC 18 Perception Check will hear the clanking armor and notice it is getting closer to Mogfur. After noticing the location of the noise, a character that succeeds on a DC 15 Perception Check will notice foot imprints being created in the mud getting closer to Mogfur. If the

characters do not react immediately, Knight Gunter will try to strike Mogfur.

If Knight Gunter gets the chance to strike, his attack will be a critical attack. At this time, Mogfur will awake with a scream and combat will start. The white wolf is too weak to attack and will stay in the back of the cave and growl at the attacker.

When Knight Gunter attacks, he will remove a black crystal necklace, throw it to the ground, and stomp on it to break it. Black smoke will flow out of the broken crystal and will reveal x2 **Shadows** (CR 0.5) that fight on behalf of Gunter. The shadows will try to stick to the shadow of the cave, because of their weakness to sunlight, but will exit the cave if they must. They will try to attack the giant first, unless threatened.

If Knight Gunter's health is too low, he will surrender or try to run away. Knight Gunter will be holding a coin pouch that has 200 gold pieces, as well as a leather bag that contains roughly 50 Faraway Figurines. These figurines depict monsters and humanoids of all sorts. It's unclear which are innocent.

Upon discovering these figurines, Knight Stern Lightblade will recommend taking the bag of figurines to a temple in Azule so they can sort out which Faraway Figurines are those of the innocent.

Chapter 4 – Extinguishing the Candle

After Knight Gunter is caught, he should be tied up and taken into Azule and reported to the authorities. If the characters have chosen to slay Knight Gunter instead, they should bring back his bag of figurines to prove he was an evil man. Knight Sterm will know to take the figurines to the Azulian Clerics.

Before heading back to Azule, and after Mogfur is healed, the gray wolf and pups will make an appearance. The gray wolf does not seem hostile and has a big slab of meat in his mouth. He crawls to the feet of Mogfur and places the meat at his feet, as a sign that he means no harm and wants peace. The white wolf then goes and nuzzles the gray wolf as Mogfur pets both. He gestures towards the cave as if to say “You can live here with me if you want”. Then he takes a piece of meat from his bag and throws it inside the cave. They happily accept the invitation.

After Mogfur’s foot is healed, he will travel with the party back to the city of Azule. On Mogfur’s back is a large object wrapped in cloth. It’s the shape of a large tree branch. Mogfur will not say what the item is, only that it’s something “very special”. Mogfur will lead the party safely through the Rosewood forest and across the Decaying Hills. On the way back, he will help any bandits or possible threats that might appear. You do not need to roll these encounters, just explain them if they should happen. Nothing in the area is a match for a full-strength Mogfur. A loud roar and a wave of his club intimidates any danger. Mogfur provides the characters with a special watery drink made with the red petals of the Rosewood to combat any fatigue from the heat.

As the party reaches the large black iron portcullis of Azule, they open for the adventurers and their giant friend. As they walk through the city streets, the residents of the city look in awe at Mogfur. Giants wandering in a city, even one with a constant flow of strange adventurers from across the land, is a rare sight. The residents don’t stare with any negative intent, but with wonderment. Many young children run up and hug Mogfur’s leg until their parents rush up to drag them away, although they can’t help doing

so without a smile. Mogfur responds back with funny faces and a smile.

As Knight Gunter is led into Azule, the same members of nobility from before are now laughing and pointing at him. One of the city guards, wearing silver armor, approaches the party.

The following dialogue assumes Knight Gunter has been hauled into the city and not slain.

Guard: *“Hault there. What are you doing with this Knight?”*

At this time, the characters should explain what Knight Gunter did wrong, which involves harming Mogfur and threatened the characters if they intervened. Sterm Lightblade will ask the guard to call upon the Azulian Clerics. Being a respected member of the old order of the Knights of the Candle, they do what he says.

The guard rushes off. A few minutes later, six clerics, a mix of Dwarves and Halflings in blue robes holding long white staffs, gather near the party. As they approach, the guard motions towards the party.

Guard: *“Well, do what they ask.”*

Sterm Lightblade: *“I suspect that not everyone here deserved their fate. Can you please look?”*

Sterm takes the bag of figurines and carefully spreads them out on the ground. There are figurines of goblins, knolls, and harpies. There are also figurines of normal looking peasant-folk.

One of the clerics looks at Sterm closely and his eyes widen.

Azulian Cleric: *“For Knight Sterm Lightblade, slayer of monstrosities and former General of the Knights of the Candle, I will do anything you ask. How can I not, after you saved our town 20 years ago from those Gargoyles? The way you used your Ring of Invisibility to sneak into their nest and trapped them with that giant magical net? Then your Knights rode in on their horses and took out the beasts, saving at least 20*

townsfolk too? I still tell that story! Anything for you, Knight Lightblade! After this, can I please get an autograph?"

The cleric, a Halfling with a long white beard, waves his hand over the figurines. The evil ones glow red, while the innocent ones glow blue. He looks back at the other clerics and they form a circle around the figurines and hold hands. They start to chant the language of magic. By this point, several townsfolk have gathered around to watch. As they chant, the figurines that were blue start to glow bright white. They glow so white, that everyone reflexively covers their eyes. A few moments later, the clerics stop chanting and everyone opens their eyes.

The figurines that were blue have grown into the full-size people that they used to be. They have been brought back from the Faraway Plane. Standing in the middle of the circle of clerics are now an assortment of humans, dwarves, and elves with one orc, dressed in plain peasant clothing. You hear a scream of joy from behind you as someone says "My Joey!"

As you turn around, you see the peasant woman in the dirty red dress from before running up to hug one of the human men. She turns to the characters and runs up to hug them and thank them all individually.

After this, Knight Gunter becomes very uncomfortable and starts sweating a lot. He starts desperately looking around for a way to escape.

Knight Gunter: *"Hey, look, those aren't mine. I was holding them for a friend, I promise!"*

As he says that, the guard grabs Gunter by the arm and hauls him off to the town jail. As they leave, the onlookers cheer with joy. Then, Knight Sterm Lightblade turns to look at the party, then Mogfur.

Knight Sterm: *"It seems our work here is almost done. It's unfortunate that I couldn't find any firewax. I was hoping to retire today.*

Upon hearing this, the peasant woman in the dirty red dress runs up to Sterm and says,

Peasant Woman: *"You need firewax? We have a bunch of the stuff at home. It makes a great fire in the winter and never goes bad. Hold on, I'll go get you what we have. It's the least I can do."*

The woman runs off for a few minutes and returns with a tin container filled with orange firewax and hands it to Knight Sterm. As she does, he opens the lid of the container and his eyes light with joy. He gives the woman a huge hug.

Ceremony of the Candle. After receiving the firewax, Sterm will lead the party just outside the southern portcullis. He will take off his armor and smear it in the fire wax, covering every inch, before lying each piece on the ground and surrounding them with 10 candles. He lights each one slowly and with care. After a pause, he draws his sword, holds it up, and begins to speak.

Knight Sterm: *Knights of the Candle. Knights of the Flame. Knights of Valor and Knights of Fame. Sword held high, the heat of the sun on my face, I hope I've done my duty, with bravery and grace. I've swung my last sword, slain my last foe, and now I look forward, a new road, I go.*

As he finishes, he brings his sword down and slashes one of the candles in half. The lit portion lands on the armor and sparks the firewax. The armor lights in a brilliant flame that melts it completely in a matter of minutes. Sterm stares into the fire, as if he's seeing his past all at once. After a couple of minutes, he turns to the characters and gives them all a big hug, Mogfur included.

Knight Sterm: *"Now, I believe this big guy has places to be! Follow me!"*

He gives Mogfur a playful shove and leads the characters to the Azulian Theater.

Upon reaching the Azulian Theater, Chant the Conductor comes out to meet the party. Chant, the blue female tiefling, twirls the edges of her conductor's cape out of excitement and looks up at Mogfur with a giant smile. She quickly greets

them all and ushers them to their seats in the empty blue Azule stone amphitheater.

Chant: *“Thank you so much for checking on Mogfur. Every performance I look to the southern hills and hope to see this big friendly guy staring back down at us. Here, please accept this as a gift. It’s not a lot, but it’s the least I can do.”*

Chant hands the party a bag of 200 gold pieces and a **Stone of Good Luck**.

Chant: *“That stone has helped me a lot over the years, but I no longer need it. Mogfur will be my good luck charm! Please, have a seat and enjoy the performance.”*

Chant rushes behind the large red curtains that cover the stage. As she does, Mogfur gets out of his seat and rushes to talk to Chant. They are too far away to hear what they’re saying, but they see Chant smile as Mogfur motions to the wrapped object on his back. They see Chant nod and motion Mogfur to follow Chant behind the curtains.

After a couple minutes, four lights from above and behind the seating area shine on the curtains and light the stage. An older male wizard in fine formal attire, a black suit and bowtie, walks on stage in front of the curtain.

Wizard: *“It is with great pleasure that I welcome our honored guests this evening. We have prepared something special, just for you all. Now, without further adieu, I present the Azulian Orchestra.”*

Then, he raises his hands towards the curtains, and with a couple flicks of his wrists, magically

opens the curtains and ties them to either side of the stage. Unveiled, is the Azulian Orchestra, instruments shining under the brilliant bright lights. Chant, the Conductor, is standing on a small platform facing the members. Mogfur is nowhere to be seen. After a couple moments, Chant turns around.

Chant: *“Thank you, honored adventurers! We owe you a debt for returning our biggest fan, whom we care deeply. I am pleased and honored to present this private performance and welcome our honorary new member of the Azulian Orchestra to the stage, Mogfur!”*

As he says that, the orchestra stands up and erupts in cheers. Mogfur, now dressed in the formal blue layered uniform of the Azulian Orchestra, walks on stage holding a large wooden instrument called a Shawm. It looks like a large wooden clarinet mixed with a horn. He has the biggest smile you’ve ever seen. Each tooth glimmers from the stage light. He walks over and takes his place at a large chair to the front and right of the stage. The orchestra waits to sit until Mogfur sits.

After a few moments, Chant the Conductor brings out her conductor baton and starts to wave it four times. Suddenly, the sound of Mogfur’s Shawm fills the room. After a few bars of playing, the Azulian Orchestra follows as a beautiful force of music fills the theater. Song after song, Mogfur’s face lights with more and more joy. After a while, the music softens and ends. The curtains close behind them.

THE END

NPC Characters and Motivations

Knight Gunter

The main antagonist in this story is Knight Gunter of the Knights of the Candle. Knight Gunter enlisted in the Knighthood shortly after Commander Tobey, an evil and power-hungry man, took power. Knight Gunter, under the orders of Commander Tobey, began on his conquest of banishing monsters of all sorts to the Faraway Plane. He is doing this to ensure that the Knights of the Candle have nobody in their way when Commander Tobey decides to use his Knights for future conquests across the rest of the continent. Knight Tobey doesn't care if innocents are slain in the process. He has recently slain an innocent named Joey for getting in his way.

The authorities of Azule know about Knight Gunter but doesn't know he has slain innocents in the process. Local adventurers don't like Knight Gunter. Recently, Knight Gunter discovered the giant Mogfur and aims to destroy him and banish him to the Faraway Plane.

Knight Gunter saw the party take the contract to seek the giant in the beginning of the adventurer and has been keeping close tabs on them since then. He overhears any conversation between the party and Knight Sterm Lightblade. Overhearing that the party plans on helping the giant, instead of merely slaying him, Knight Gunter plans on intercepting the party and foiling their plans and slaying

Knight Sterm Lightblade

Sterm Lightblade is a human male in his late 60s. He has short white hair and carries himself with pride. He is caring and honorable and always looking out for people. Sterm is a pure knight, through and through. He belongs to the Knights of the Candle, a Knighthood order who used to stand for justice and all things good in the world.

While he still wears the armor of his order, plate armor with a candle engraved on the front, and is still technically classified as a Knight of the Candle, his days of conquest are over. He spends most of his time napping in the Rosewood and imparting wisdom and advice on local adventurers around Azule. He believes strongly in the ways of the old and loves to help people. His views conflict with the new and younger order of Knights. Their current leader, Commander Tobey, shifted focus of the order away from seeking justice and towards seeking power. Since then, more and more shady characters have slipped into the ranks of the Knighthood.

Mogfur and the Dire Wolves

Mogfur is a big friendly giant. He loves going to the southern hills of Azule to listen to the Azulian Orchestra every Sun's Day. He makes regular trips to the Purple Rosewood to collect purple rose petals that have fallen from the trees. These are used in special healing paste that heals him from his injuries. Recently, a pair of Dire Wolves, one with gray fur (father), and one with white fur (mother) has moved into the dense maze of thorns that surround these trees. During Mogfur's last visit, not only did he step on a large thorn that badly injured him, he disturbed the newly formed Dire Wolf den.

This happened a couple days ago. Since then, the Dire Wolves have been stalking Mogfur and waiting for the opportunity to strike back. They fear that the giant may return to harm their growing pups. The pups are old enough to fend off any smaller predators that lurk around the Rosewood, but can't handle the threat of a giant.

Mogfur has no knowledge of the Dire wolf's presence until they attack.

APPENDIX

Knight Stern Lightblade

Medium Humanoid, Lawful Good

Armor Class 16

Hit Points 16 (2d8 + 5)

Speed 25 ft.

STR 17 (+3) **DEX** 13 (+1) **CON** 16 (+3) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Saving Throws Wisdom +4, Strength +6

Skills Investigation +4, Perception +3, Survival +4, Persuasion +5, History +4

Languages Common, Dwarvish

Challenge 2

ACTIONS

+1 Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (1d8+4) slashing damage.

Knight Gunter

Medium Humanoid, Lawful Evil

Armor Class 16

Hit Points 23 (3d8 + 6)

Speed 25 ft.

STR 17 (+3) **DEX** 13 (+1) **CON** 14 (+3) **INT** 12 (+0) **WIS** 10 (+1) **CHA** 14 (+2)

Saving Throws Charisma +4, Strength +6

Skills Investigation +4, Perception +4, Survival +6, Persuasion +5

Languages Common, Giant

Challenge 2

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (1d8+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* (1d6+2) piercing damage.

Mogfur

Huge Giant, Lawful Good

Armor Class 13

Hit Points 105 (10d12 + 40)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------------|------------|------------|------------|------------|------------|
| 21 (+5) | 8 (-1) | 19 (+3) | 10 (+0) | 9 (+1) | 8 (-1) |

Skills Perception +2

Languages Common, Giant

Challenge 5

ACTIONS

Multiattack. The giant makes two greatclub attacks.

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

Rock. *Ranged Weapon Attack:* +8 to hit, reach 60/240 ft., one target. Hit: (3d10 + 5) bludgeoning damage.

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Written by,

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