

Adventure 1:

Battle at Blacklake


by James Ryan



Welcome to Roll Player Adventures!

Roll Player Adventures is a narrative-driven cooperative game. You play as soldiers in the King's Guard, tasked with protecting the Kingdom of Nalos (*NAH-lohss*).

This storybook will walk you through your first game. Please read the rulebook before you begin playing. Callout boxes like the ones below will refer to relevant rulebook sections or even introduce new rules during play.

Symbols like  below are action indicators. An action indicator gives you instructions that you must perform.

 *Prepare for your first adventure.*

Follow the "Campaign Setup" section on page 5 of the rulebook.

Each storybook will begin with its own unique setup text, explaining how to prepare the map for that adventure and providing details for any adventure-specific rules.



Setup

ADVENTURE MAP

▲ Place the **Battle at Blacklake** adventure map in the center of the table, next to the party journal.

EXPLORATION XP

▲ Place one XP on each lettered location of the adventure map (A, B, C, and D).

PARTY JOURNAL

▲ Place bonus play tokens on the party journal equal to the recorded value.

CHARACTER SHEETS

▲ Place each player's hand of cards on their hand space.

▲ Place each player's class card face up on their class ability space.

▲ Fill each attribute row to its maximum with stamina from the supply.

Find encounter tokens 1 and 2. The remaining encounter tokens are not used in this adventure, so they can be returned to the box.



ENCOUNTER TOKENS

▲ Place encounter tokens 1 and 2 on the table to create a pool. Flip them face down and randomize them.

▲ Fill each of the available encounter spaces on the adventure map with a face-down encounter token from the pool

Your Adventure Begins

As a King's Guard soldier in the regiment of Commander Zalic, a Dark Elf, you have fought a long war. The Dragul (drah-GOOL), a coalition of northern tribes, invaded Nalos, your homeland. After many battles, you have driven off their hordes, but rumors spread through the camp of a new Dragul plot.

One night, you are summoned to Commander Zalic's tent, where you find him arguing over a map with General Grik, an Orc. A gold coin marks the southern city of Sabek. A vial of elixir marks a swamp to the west.

General Grik raises an eyebrow when you enter. "So you're Zalic's best?" he asks, looking you over skeptically. "We have a special mission for you, but first a question of strategy. Zalic wants to take your regiment south to investigate a threat to the capital," says Grik, pointing to the coin. Then, pointing to the vial, "I think we should push west and capture a powerful Dragul agent in the swamps. What say you?"

② Side with General Grik. Learn more about Dragul plots. → **BEGIN-1**

② Side with Commander Zalic. Investigate threats to the capital. → **BEGIN-2**

..... BEGIN-1

You point to the vial of elixir, and General Grik laughs, patting you on the back. “Yes, exactly!” he says.

Zalic nods. “I’ll leave you to it,” he says. He collects his coin and exits the tent.

RECORDING KEYWORDS

The action indicator below instructs you to record a keyword. To do this, write the keyword GRIK in the keyword space of your party journal.

⚠️ *Record the keyword GRIK.*

“You can keep the vial,” the general says to you, rolling up the map. “You’ll need it where you’re going. Leave now and travel due east until you reach a small enemy encampment. A special operative of King Taron will meet you there.”

You collect the elixir from the table and drink it down. With a nod, the general sends you forth.

⚠️ *Gain one XP.*

You make haste under a crescent moon, crossing burnt and abandoned farmland into open prairie. At the top of a bluff, you look out over a dark lake to a wooden outpost.

⚠️ *Place your party marker at location A.*

⚠️ *Read entry A.*

..... BEGIN-2

You point to the coin, and General Grik pats you on the back with pity. “Well,” he says, “good luck to you.” He collects his vial of elixir, and exits the tent.

RECORDING KEYWORDS

The action indicator below instructs you to record a keyword. To do this, write the keyword ZALIC in the keyword space of your party journal.

⚠️ *Record the keyword ZALIC.*

“Grik wouldn’t hear my council,” says Commander Zalic, “and he won’t hear yours either. But I’m glad to know I have your trust. As for your mission, leave now and travel due east until you reach a small enemy encampment. A special operative of King Taron will meet you there.”

Commander Zalic rolls up the map. “You can keep the coin,” he says.

⚠️ *Gain one gold.*

You make haste under a crescent moon, crossing burnt and abandoned farmland into open prairie. At the top of a bluff, you look out over a dark lake to a wooden outpost.

⚠️ *Place your party marker at location A.*

⚠️ *Read entry A.*



A. Boorlin Prairie

ACTION INDICATORS

Action indicators **A** are always read and resolved in order from top to bottom. Sometimes, an action indicator will direct you to another entry. When this happens, immediately turn to that entry, without reading or resolving any more action indicators.

A If there is no XP at this location → **A1**

A Otherwise, collect the XP from this location and continue reading.

As you look out over the lake, a voice calls from a thicket behind you, “Care to join me?” You turn to discover a friendly Halfling, roasting apples and hares by his fire. “You look like you could use a meal.”


You disregard the Halfling, and he chuckles, then stands to salute you: “Tarik Nowlin, Special Operative of King Taron, Confidant of the Immortal Knight, and Bearer of Bad News and Terrible Secrets! Now come. Eat and rest, for we have hard work ahead of us.”

As you eat, Tarik speaks in a hushed voice. “The lake below is dark, for the Dragul filled it with the blood and ashes of their dead. Our mission is to secure the outpost. The northern shore is guarded by an encampment of Goblins — weak but many. Gnolls stand watch to the south. We need to eliminate both camps, so take your pick. You go one way, and I’ll go the other. Burn down their camp to signal your progress. I’ll do the same.”

Tarik pulls something from his pack and tosses it to you. “We’ll need this at the gate.”

DISCOVERY CARDS


When instructed to reveal a specific discovery card, do not shuffle or examine other cards in the deck. Only find and reveal the card referenced by the text. The discovery deck is organized in numerical order, and the cards are numbered on their backs.

A  Reveal discovery card 65.

USING ITEMS

Items can be used at locations. When using an item, each player places stamina in their fatigue box from the supply equal to the cost listed on the card. To use the *Bluestone Fireball* (item 65) that Tarik Nowlin handed you here at Boorlin Prairie (location A), each player places one stamina into their fatigue box. Then combine the location letter with the item number and turn to that entry in the storybook (A65). You cannot use the same item twice in the same location.

 Use an item.

 Move to another location.

RESOLVING ENCOUNTERS






In a multiplayer game, the player to the right of the storyteller reads from the *Tome of Encounters*.

If you move along a path that contains an encounter token, flip the token face up and place your party marker beside it. Open the *Tome of Encounters* and turn to the entry for this adventure with the same number as the encounter token. Then return the encounter token to the box. For example, in this adventure, to resolve encounter token 2, turn to ADV1-2 in the *Tome of Encounters*.




..... A1

The bluff looks out over a lake, blackened with the blood and ashes of fallen Dragul.

- ②  Use an item.
- ②  Rest.
- ②  Move to another location.

..... A2

You examine the bluestone fireball by the light of the smoldering embers of Tarik's campfire. You recall Tarik giving it to you. He said you would need it at the gate.

- ②  Use an item.
- ②  Rest.
- ②  Move to another location.





..... A65

▲ If you have either of the keywords **ALARM** or **CLEAR** → **A2**

To Tarik's alarm, you casually begin to uncork the blue potion.

"Not here!" he cries, grabbing your hands to stop you. "Any exposure to air and the fireball will explode, which would be very loud and could easily kill us. Let's try to stay quiet and alive. Save the fireball for the gate."

- ②  Use another item.
- ②  Move to another location.

RESOLVING ENCOUNTERS



In a multiplayer game, the player to the right of the storyteller reads from the Tome of Encounters.

If you move along a path that contains an encounter token, flip the token face up and place your party marker beside it. Open the Tome of Encounters and turn to the entry for this adventure with the same number as the encounter token. Then return the encounter token to the box. For example, in this adventure, to resolve encounter token 2, turn to ADV1-2 in the Tome of Encounters.

..... A65.86

You hold the lodestone pendant against the bluestone fireball, but it does not stick to the bottle, nor does anything within it appear to be attracted to the pendant's magnetism.

② 🗑️ Use another item.

② 🛏 Rest.

② 📍 Move to another location.

..... A65.95

You look for a keyhole in the bluestone fireball, but find none.

② 🗑️ Use another item.

② 🛏 Rest.

② 📍 Move to another location.

..... A86

When you hold the lodestone pendant by its chain, it spins in a circle. It seems to be attracted to something here, but it needs something other than your hand to hold it in order to give a clear direction.

② 🗑️ Use another item.

② 🛏 Rest.

② 📍 Move to another location.

..... A86.95

You hang the lodestone pendant from the end of the ancient key. It leans slightly away from center, pulling you toward a magnetic source. You follow its leanings and dig where it points straight down. Just under the surface, you find a gold coin.

🟡 Gain one gold.

② 🗑️ Use another item.

② 🛏 Rest.

② 📍 Move to another location.

..... A95

The ancient key reflects the twin fires on either side of the lake. There is nothing to unlock here.

② 🗑️ Use another item.

② 🛏 Rest.

② 📍 Move to another location.



B. Goblin Camp

PASSING STORYBOOKS

When the party arrives at a new location, the players holding the storybook and the Tome of Encounters should pass them to the players on their left.

KEYWORD CHECKS

Some of the action indicators below ⚠ check for keywords. If you have the indicated keyword, turn to the entry named.

Remember to resolve action indicators from top to bottom, turning to another entry immediately when instructed to do so.

Now that you've arrived at the Goblin Camp, pass the storybook to the next player and read through the list of action indicators below.

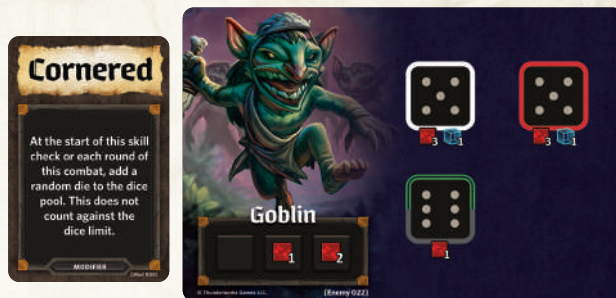
- ⚠ If there is no XP at this location → **B1**
- ⚠ Otherwise, collect the XP from this location.
- ⚠ If you have the keyword **GNOLL** → **B7**
- ⚠ If you have the keyword **ALARM** → **B2**
- ⚠ If you have the keyword **CLEAR** → *Continue reading.*

The light of several small campfires flickers through a chaotic grouping of boar-hide tents. Short, long-eared silhouettes move busily about, pulling up stakes and securing provisions. It seems the Goblins are preparing to move, likely in retreat. While they are distracted with their work, you sneak around the perimeter, whittling down their numbers one by one and pulling the bodies away into the dark.

It is not long, however, before a Goblin sentry spies you. She raises a horn to rally her kin. You race forward to silence her.

COMBAT

Cover all dice slots on the enemy card with dice matching the indicated number and color. See the "Combat" section on page 14 of the rulebook.



COMBAT: [Cornered] Goblin (22)

- ✓ **Victory:** You silence her before the alarm is raised. → **B5**
- ✗ **Defeat:** You have to set fire to the camp and flee. → **B6**

..... **B1**

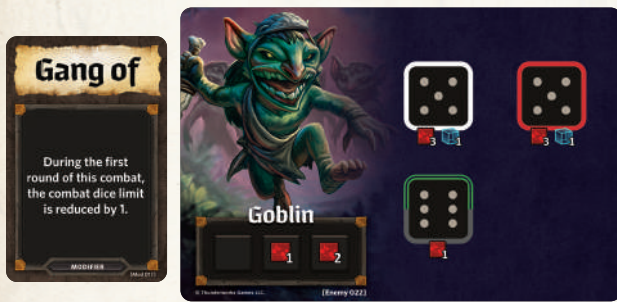
Burnt tents are all that remain of the Goblin encampment.

- ③ 🗑 **Use an item.**
- ③ 🛖 **Rest.**
- ③ 🏠 **Move to another location.**

The light of several small campfires flickers through a chaotic grouping of boar-hide tents. As you approach, you can see that the Goblins have begun to strike their tents and secure provisions. It seems they are preparing to move, likely in retreat. But this work has been abandoned for the moment. In the midst of the empty encampment, you suddenly find yourself surrounded by short, long-eared silhouettes. Firelight glints off the tips of their spears. With wild screams they all leap toward you at once.

COMBAT

Cover all dice slots on the enemy card with dice matching the indicated number and color. See the “Combat” section on page 14 of the rulebook.



COMBAT: [Gang of] Goblin (22)

✓ **Victory:** You drive them away from the camp. → **B₃**

✗ **Defeat:** You have to set fire to the camp and flee. → **B₄**

The Goblins retreat from your attack and flee back toward their homeland in the north. As they run, you set fire to their tents.

By the light of the burning camp, you find something the cowards left behind.

⚠️ 🔍 *Reveal discovery card 95.*

⚠️ 📖 *Record the keyword **GOBLIN**.*

Another fire rises from across the lake. You trust that Tarik is making good progress and will meet you at the fortified gate ahead.

ITEM COMBINATIONS

When a choice indicator offers you the opportunity to use an item, you may also choose to use two items at the same time. To do so, combine the location letter and both item numbers, with the lowest number first, and turn to that entry in the storybook (e.g., B65.95). Each player places stamina into their fatigue box from the supply equal to the total cost of both items. You cannot use the same item combination twice in the same location.

🔍 📖 **Use an item.**

🔍 🛖 **Rest.**

🔍 🏠 **Move to another location.**

See the “Resting” section on page 11 of the rulebook.

..... B4

The Goblins overwhelm you. Outnumbered, you set fire to their tents and flee into the darkness beyond. To your surprise, they make no effort to pursue you, or to put out your fires. Instead, they gather their meager belongings and begin a march to the north, back toward their homeland. It seems they have had enough of this war.

By the light of the burning camp, you find something they left behind.

⚠️ 🔍 *Reveal discovery card 95.*

⚠️ 📖 *Record the keyword **GOBLIN**.*

Another fire rises from across the lake. You trust that Tarik is making good progress and will meet you at the fortified gate ahead.

⚠️ *If your entire party is exhausted, mark the death track and read the corresponding entry in the Tome of Encounters.*

See the “Exhaustion” section on page 16 of the rulebook.

ITEM COMBINATIONS

When a choice indicator offers you the opportunity to use an item, you may also choose to use two items at the same time. To do so, combine the location letter and both item numbers, with the lowest number first, and turn to that entry in the storybook (e.g., B65.95). Each player places stamina into their fatigue box from the supply equal to the total cost of both items. You cannot use the same item combination twice in the same location.

🔍 📖 **Use an item.**

🔍 🛖 **Rest.**

🔍 🏠 **Move to another location.**

See the “Resting” section on page 11 of the rulebook.

..... B5

You grab hold of the Goblin sentry and strike her down before she can sound her horn. With this done, picking off the rest of the camp is easy work. When every last Goblin is gone, you set fire to their tents. Something catches your eye in the firelight.

⚠️ 🔍 *Reveal discovery card 95.*

⚠️ 📖 *Record the keyword **GOBLIN**.*

Another fire rises from across the lake. You trust that Tarik is making good progress and will meet you at the fortified gate ahead.

ITEM COMBINATIONS

When a choice indicator offers you the opportunity to use an item, you may also choose to use two items at the same time. To do so, combine the location letter and both item numbers, with the lowest number first, and turn to that entry in the storybook (for example, B65.95). Each player places stamina into their fatigue box from the supply equal to the total cost of both items. You cannot use the same item combination twice in the same location.

🔍 📖 **Use an item.**

🔍 🛖 **Rest.**

🔍 🏠 **Move to another location.**

See the “Resting” section on page 11 of the rulebook.

The Goblin sentry sounds her horn, summoning her kin, who quickly overwhelm you. Outnumbered, you set fire to their tents and flee into the darkness beyond. To your surprise, the Goblins make no effort to pursue you, or to put out your fires. Instead, they gather their meager belongings and begin a march to the north, back toward their homeland. It seems they have had enough of this war.

By the light of the burning camp, you find something they left behind.

⚠️ 🔍 *Reveal discovery card 95.*

⚠️ 📝 *Record the keyword **GOBLIN**.*

Another fire rises from across the lake. You trust that Tarik is making good progress and will meet you at the fortified gate ahead.

⚠️ *If your entire party is exhausted, mark the death track and read the corresponding entry in the Tome of Encounters.*

See the “Exhaustion” section on page 16 of the rulebook.

ITEM COMBINATIONS

When a choice indicator offers you the opportunity to use an item, you may also choose to use two items at the same time. To do so, combine the location letter and both item numbers, with the lowest number first, and turn to that entry in the storybook (e.g., B65.95). Each player places stamina into their fatigue box from the supply equal to the total cost of both items. You cannot use the same item combination twice in the same location.

🔍 📖 **Use an item.**

🔍 🛖 **Rest.**

🔍 🏠 **Move to another location.**

See the “Resting” section on page 11 of the rulebook.

Ashes are all that remain of the Goblin encampment. There are no tracks, no bodies, and no stains of blood on the earth. No trace of the battle remains, not even any evidence of Tarik’s approach or exit. A few crude spearheads are the only sign that Goblins ever camped here. If you didn’t know better, you would have guessed that this was the site of some long-forgotten Goblin village, founded ages ago when Nalos and the Dragul lived in harmony. It’s as if Tarik blasted the poor creatures into ancient history. He is a more formidable operative than you had supposed.

A light breeze shifts the ashes, revealing something Tarik overlooked.

⚠️ 🔍 *Reveal discovery card 95.*

🔍 📖 **Use an item.**

🔍 🛖 **Rest.**

🔍 🏠 **Move to another location.**

..... B65

You examine the bluestone fireball in the light of the drifting embers of the burnt Goblin camp. To uncork it here would not do any more damage than has already been done.

🔍 📖 **Use another item.**

🔍 🛖 **Rest.**

🔍 🏠 **Move to another location.**

..... B65.86

You hold the lodestone pendant in one hand and the bluestone fireball in the other. The pendant sways subtly back and forth at the end of its chain.

🔍 📖 **Use another item.**

🔍 🛖 **Rest.**

🔍 🏠 **Move to another location.**

..... B65.95

Finding no use for these items together, you decide to juggle the ancient key and the bluestone fireball. It's a risky act, but you juggle with great skill. Too bad the Goblins aren't around to be impressed. When you're done, you feel invigorated. Nothing like a bit of juggling to get the blood flowing!

▲ *Each player: Add one stamina to your DEX attribute row from the supply, ignoring the usual limit.*

- ② 🗡️ Use another item.
- ② 🛏️ Rest.
- ② 🏠 Move to another location.

..... B86

When you hold the lodestone pendant by its chain over the remains of the Goblin camp, it remains perfectly motionless, finding no precious metal in the area to be attracted to

- ② 🗡️ Use another item.
- ② 🛏️ Rest.
- ② 🏠 Move to another location.

..... B86.95

You hang the lodestone pendant from the end of the ancient key. It leans forward, away from you and to the left. It seems to be responding not to metal, but to your own inner sense that something of value remains hidden in the ruins of the Goblin camp. You follow the lead of the pendant, which draws you to the ashes of a tent, where you uncover a corked bottle of a healing elixir.

▲ *Each player: Roll one die and return stamina from your fatigue box to the supply equal to the result.*

- ② 🗡️ Use another item.
- ② 🛏️ Rest.
- ② 🏠 Move to another location.

..... B95

The ancient key has a nice weight to it. You suspect that it must unlock something of great value.

- ② 🗡️ Use another item.
- ② 🛏️ Rest.
- ② 🏠 Move to another location.



C. Gnoll Camp

PASSING STORYBOOKS

When the party arrives at a new location, the players holding the storybook and the Tome of Encounters should pass them to the players on their left.

KEYWORD CHECKS

Some of the action indicators below ⚠ check for keywords. If you have the indicated keyword, turn to the entry named there.

Remember to resolve action indicators from top to bottom, turning to another entry immediately when instructed to do so.

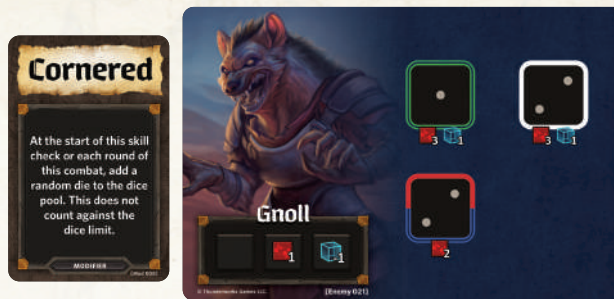
Now that you've arrived at the Gnoll Camp, pass the storybook to the next player and read through the list of action indicators below.

- ⚠ If there is no XP at this location → **C1**
- ⚠ Otherwise, collect the XP from this location.
- ⚠ If you have the keyword **GOBLIN** → **C5**
- ⚠ If you have the keyword **ALARM** → **C2**
- ⚠ If you have the keyword **CLEAR** → Continue reading.

Three dog-faced creatures huddle around a single campfire. You approach downwind but smell no roasting meat. A hungry Gnoll is a vicious foe, so you approach from behind in the space of their own shadows. Your iron strikes one down and then another before the last can get to her feet. She snarls at you and pulls a burning branch from the fire, waving it wildly to defend herself.

COMBAT

Cover all dice slots on the enemy card with dice matching the indicated number and color. See the "Combat" section on page 14 of the rulebook.



- 👊 **COMBAT:** [Cornered] Gnoll (21)
- ✓ **Victory:** You drive her away from the camp. → **C3**
- ✗ **Defeat:** You have to set fire to the camp to escape. → **C4**

..... **C1**

Burnt tents are all that remain of the Gnoll encampment.

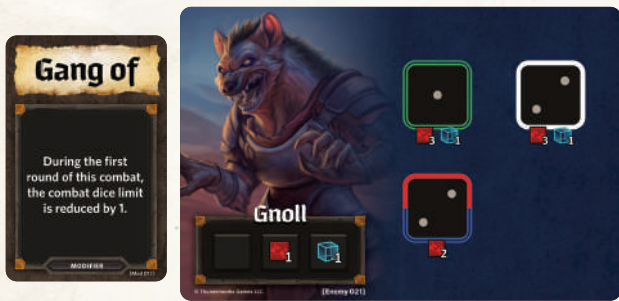
- 🔍 Use an item.
- 🛖 Rest.
- 📍 Move to another location.

..... C₂

A single campfire lights the empty tents and packed bags of the Gnoll encampment. Behind you, in the darkness, a twig cracks. You turn to face the blades of three dog-faced creatures emerging from the darkness. They snarl and bark at you in their native tongue, spreading out to force your backs to their fire. The Gnolls look hungry. They will not hesitate to make a meal of you tonight.

COMBAT

Cover all dice slots on the enemy card with dice matching the indicated number and color. See the “Combat” section on page 14 of the rulebook.



COMBAT: [Gang of] Gnoll (21)

✓ **Victory:** You drive them away from the camp. → C₃

✗ **Defeat:** You have to set fire to the camp to escape. → C₄

..... C₃

The Gnolls retreat from your blades and flee back toward their homeland in the north. As they run, you set fire to their tents. By the light of the burning camp, you find something the cowards left behind.

⚠️ 🔄 **Reveal discovery card 86.**

⚠️ 📝 **Record the keyword GNOLL.**

Another fire rises from across the lake. You trust that Tarik is making good progress and will meet you at the fortified gate ahead.

ITEM COMBINATIONS

When a choice indicator offers you the opportunity to use an item, you may also choose to use two items at the same time. To do so, combine the location letter and both item numbers, with the lowest number first, and turn to that entry in the storybook (e.g., C65.86). Each player places stamina into their fatigue box from the supply equal to the total cost of both items. You cannot use the same item combination twice in the same location.

❓ 🧰 **Use an item.**

❓ 🛖 **Rest.**

❓ 🏠 **Move to another location.**

See the “Resting” section on page 11 of the rulebook.

The Gnolls overpower you, so you grab a burning branch from their campfire, setting tents ablaze while you flee into the darkness. To your surprise, they make no effort to pursue you and have no interest in putting out the fires. Instead, they gather their meager belongings and head north, back toward their homeland. It seems they have had enough of this war.

By the light of the burning camp, you find something they left behind.

⚠️ 🔍 *Reveal discovery card 86.*

⚠️ 📖 *Record the keyword **GNOLL**.*

Another fire rises from across the lake. You trust that Tarik is making good progress and will meet you at the fortified gate ahead.

⚠️ *If your entire party is exhausted, mark the death track and read the corresponding entry in the Tome of Encounters.*

See the “Exhaustion” section on page 16 of the rulebook.

ITEM COMBINATIONS

When a choice indicator offers you the opportunity to use an item, you may also choose to use two items at the same time. To do so, combine the location letter and both item numbers, with the lowest number first, and turn to that entry in the storybook (e.g., C65.86). Each player places stamina into their fatigue box from the supply equal to the total cost of both items. You can not use the same item combination twice in the same location.

🔍 📖 *Use an item.*

🔍 🛖 *Rest.*

🔍 🏠 *Move to another location.*

See the “Resting” section on page 11 of the rulebook.

Burnt tents are all that remain of the Gnoll encampment. Tracks in the soil reveal the frantic movement and sudden end of three dog-pawed creatures, whose bodies are not in evidence. There are no tracks from Tarik’s feet and no drag marks to indicate what became of these Gnolls once the Halfling was done with them. If you didn’t know better, you would have guessed that the Gnolls saw a ghost, ran about wildly, and then vanished forever from this world. Tarik is a more formidable operative than you supposed.

In the ashes of a tent, you find something he overlooked.

⚠️ 🔍 *Reveal discovery card 86.*

🔍 📖 *Use an item.*

🔍 🛖 *Rest.*

🔍 🏠 *Move to another location.*

You examine the bluestone fireball in the darkness of the burnt Gnoll encampment. To uncork this bottle would release a great explosion, which would be of no value here.

🔍 📖 *Use another item.*

🔍 🛖 *Rest.*

🔍 🏠 *Move to another location.*

Finding no use for these items together, you decide to play a game. You hang the bluestone fireball from the chain of the lodestone pendant and whirl it around over your head. Then you hurl the fireball into the air as high as you can, catching it again before it hits the ground. Fortunately, you are good at playing catch, so you do not explode yourself in the middle of the Gnoll encampment. When your game is over, you feel reinvigorated.

⚠️ *Each player: Add one stamina to your STR attribute row from the supply, ignoring the usual limit.*




🔍 📖 *Use another item.*

🔍 🛖 *Rest.*

🔍 🏠 *Move to another location.*




..... C65.95

You balance the bluestone fireball on the end of the ancient key. It is a delicate and dangerous act. If the bottle should drop and crack, it would surely engulf you in a powerful blast of flame, so you tuck them away before you harm yourself.

- ②  Use another item.
- ②  Rest.
- ②  Move to another location.

..... C86




The lodestone pendant is expertly made, its magnetic stone carved into a smooth shape. When you hold it by its chain, the pendant sways gently, responding perhaps to its invisible attraction to nearby metal, or perhaps to subtle motions of your hand. If you had something else to hang it from, you could get a clearer signal of its attraction to metal.

- ②  Use another item.
- ②  Rest.
- ②  Move to another location.



..... C86.95




You hang the lodestone pendant by its chain from the ancient key, and it gives you a clear signal of its attraction to metal. It gently pulls you toward the corpse of a Gnoll. In the Gnoll's pocket you find a gold coin.

- ▲ Gain one gold.
- ②  Use another item.
- ②  Rest.
- ②  Move to another location.

..... C95

You examine the ancient key in the Gnoll encampment and decide to look around to see if there is anything here it might unlock. Kicking through the ashes of a tent, you uncover a small chest. The key doesn't fit, but you manage to spring the lid open anyway with a bit of force. You find a diary inside.

On the last page you read of the poor creature's despair at the prospect of losing this war. Apparently, the northern lands have already been destroyed. The Dragul have no place to call home.

- ▲ Gain one XP.
- ②  Use another item.
- ②  Rest.
- ②  Move to another location.

D. Outpost Wall

- ⚠ If you have the keyword **OPEN** → **D2**
- ⚠ If there is no XP at this location → **D1**
- ⚠ Otherwise, collect the XP from this location and continue reading.

You approach the fortified outpost as the moon sets, leaving you in utter darkness. Behind you, twin fires burn on either side of the shimmering black lake. You feel your way across the rough wood of the outpost's massive gate but can find no handle or latch, yet the gate holds firm. It must be barred from within.

Behind this wall, the Dragul are protecting a powerful artifact. Tarik Nowlin, the Halfling, is nowhere in sight.

- 🔍 Use an item.
- 🛖 Rest.
- 📍 Move to another location.

D1

The outpost's massive wooden gate is barred from within. Inside the outpost, the Dragul are protecting a powerful artifact. Tarik Nowlin, the Halfling, gave you something that he said you would use at this gate.

- 🔍 Use an item.
- 🛖 Rest.
- 📍 Move to another location.

D2

You stand in the smoldering hole that you blasted in the fortified gate.

- 🛖 Rest.
- 📍 Move to another location.

D65

You uncork the bluestone fireball at the base of the fortified gate and run for cover. A thunderous explosion tears a wide, flaming hole in the wall, giving you passage through.

MAP CARDS



The second action indicator below tells you to reveal a discovery card that is not an item. Some discovery cards will update your map. The bottom left corner of these cards indicate where they go on the adventure map. In this case, place the Outpost Interior (discovery card 16) on map coordinates (ⓈIV). Remember to add one XP to the new location from the supply.

- ⚠ 📝 Record the keyword **OPEN**.
- ⚠ 🔍 Reveal discovery card 16 and place one XP on it.
- ⚠ 🔄 Return discovery card 65 to the discovery deck.
- 🔍 Rest.
- 📍 Move to another location.

D65.86

Using the bluestone fireball on the lodestone pendant could damage it beyond repair. The lodestone seems valuable to you, so perhaps it's best to hang on to both for now.

- 🔍 Use another item.
- 🛖 Rest.
- 📍 Move to another location.

..... D65.95

You consider using the bluestone fireball with the ancient key but then realize that the fireball could destroy the key, which may still be of value.

- ② 🗡 Use another item.
- ② 🛏 Rest.
- ② 📍 Move to another location.

..... D86

You press the lodestone pendant against the gate, but there is no response. The gate is made of wood, not metal.

- ② 🗡 Use another item.
- ② 🛏 Rest.
- ② 📍 Move to another location.

..... D86.95

You press the lodestone pendant and the ancient key against the gate, hoping that they will magically give you passage, but the gate does not move.

- ② 🗡 Use another item.
- ② 🛏 Rest.
- ② 📍 Move to another location.

..... D95

You try the ancient key on the gate. But there is no lock for the key to fit into. It is a fortified outpost gate, held in place by a heavy bar on the inside.

- ② 🗡 Use another item.
- ② 🛏 Rest.
- ② 📍 Move to another location.



E. Outpost Interior

- ▲ If you have the title **REVEALER OF SECRETS** → **E18**
- ▲ If you have the title **ROGUE'S ACCOMPLICE** → **E1**
- ▲ If you have the title **AID TO OGRE** → **E17**
- ▲ Otherwise, collect the XP from this location and continue reading.

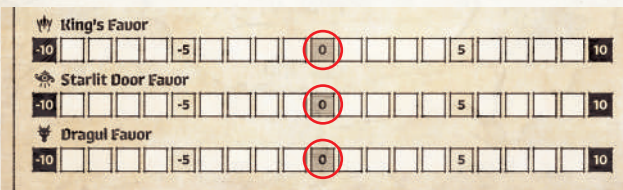
You pass through the smoldering hole and enter the Dragul outpost. Its massive wooden walls are solid but roughly constructed. They enclose an open space, empty except for a single chest of white metal and a gray-skinned Ogre who stands before it with an iron club.

The Ogre shouts in the Dragul language. It's gibberish to you, as if he were making all the sounds but none of the sense of Nalos Common. Between his angry cries, he smashes the metal chest with such force that it shakes the ground around you. But the chest only rings out a remarkably pleasant tone. It remains unbroken, undented, and firmly in place.

Enraged, the Ogre approaches you, shouting and swinging his club wildly. As you watch his outbursts, you catch a glimpse of something moving in the shadows behind him. Tarik Nowlin, blade drawn, carefully approaches the Ogre from the other side of the outpost.

FACTION TRACKS

At this location, the choices you make will affect your standing with three major factions.



Find the favor marker and place them on the "0" starting spaces of all three faction tracks on your party journal.

When ready, make your choice about how to deal with the Ogre.

- ② **Attack the Ogre** 🗡️ → **E2**
- ② **Try to understand what he is saying** 🗣️ (INT, WIS). → **E3**

..... E1

The Ogre's dead body lies near the closed durgolium chest. Tarik waits nearby, consulting some papers, which he tucks away as he greets you.

- ② 🗡️ **Use an item.**
- ② 🛌 **Rest.**
- ② 📍 **Move to another location.**

..... E2

The Ogre throws himself at you with all the ferocity of a cornered animal. He swings his iron club wildly and races toward you.

👊 **COMBAT:** *Tog (52)*

✓ **Victory:** You best the Ogre. → **E4**

✗ **Defeat:** He thrashes you. → **E7**

See the "Combat" section on page 14 of the rulebook.

..... E3

As Tarik creeps closer, you try to understand what the Ogre is saying. Dragul and Nalos Common are not completely divorced. A thousand years ago, when all of Ulos (OO-lohss) lived in peace, the two languages were a single tongue. But after all these centuries of separation, it is no simple task for you to comprehend the Ogre's angry rants.

🗣️ **SKILL CHECK:** *Interpretation I*

✓ **Pass:** You roughly understand the Ogre's meaning. → **E8**

✗ **Fail:** He grows frustrated with you and attacks. → **E11**

See the "Skill Checks" section on page 12 of the rulebook.

..... E4

The Ogre cowers under your attack. He drops his club and falls to his knees, but his strange ramblings do not stop. At your mercy now, he continues to rant and point at the chest.

- ② Finish the Ogre and get on with your work. → E5
- ② Listen to him more closely ⚔ (INT, WIS). → E6

..... E5

You end the Ogre's life quickly and mercifully. Tarik approaches, sheathing his blade.

"Nice work!" he tells you. "I didn't have to do a thing."

⚠ Reveal title card 3.

TITLE CARDS

Find the deck of title cards. Do not shuffle or examine them. They should be in numerical order, as their numbers are on their backs. Find card number 3 and place it face up in the title space of the party journal. Titles like this record your decisions and alter the events of future adventures in the campaign.

FAVOR MARKERS

Adjust the favor markers on the faction tracks as instructed by the action indicators below. For example, "👹 -1" instructs you to move the favor marker one space to the left on the Dragul faction track. See "Faction Tracks" on page 11 of the rulebook.

- ⚠ +1.
- ⚠ -1.
- ⚠ If you have both of the keywords **GOBLIN** and **ALARM** → E12
- ⚠ If you have both of the keywords **GOBLIN** and **CLEAR** → E13
- ⚠ If you have both of the keywords **GNOLL** and **ALARM** → E14
- ⚠ If you have both of the keywords **GNOLL** and **CLEAR** → E15

..... E6

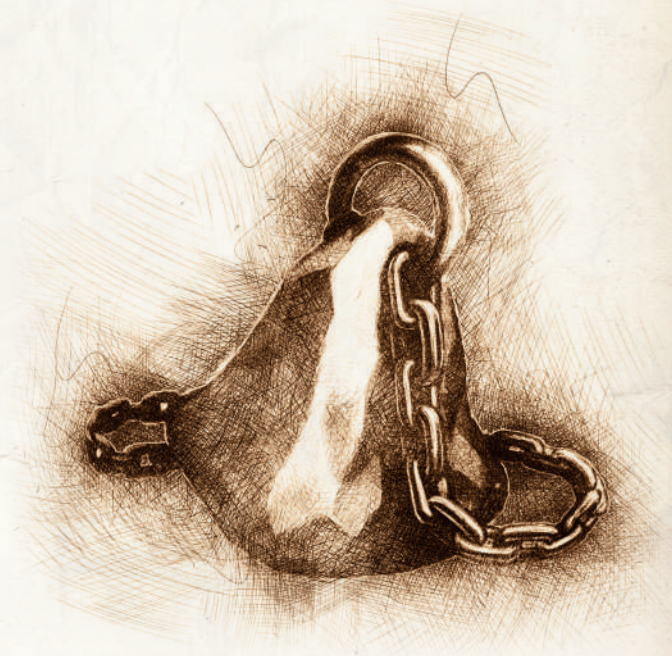
As Tarik creeps closer, you try to understand what the Ogre is saying. Dragul and Nalos Common are not completely divorced. A thousand years ago, when all of Ulos (OO-lohss) lived in peace, the two languages were a single tongue. But after all these centuries of separation, it is no simple task for you to comprehend the Ogre's angry rants.

⚔ **SKILL CHECK: Interpretation I**

✓ **Pass:** You roughly understand the Ogre's meaning. → E8

✗ **Fail:** Tarik finishes him. → E10

See the "Skill Checks" section on page 12 of the rulebook.



The Ogre pummels you mercilessly while you do your best to preserve your life. Luckily for you, the creature is distracted by his rage and does not sense the approaching Halfling, who stabs him in the back of the neck.

“Well,” says Tarik, “that’s one way to distract him.”

⚠️ 📖 **Reveal title card 3.**

TITLE CARDS

Find the deck of title cards. Do not shuffle or examine them. They should be in numerical order, as their numbers are on their backs. Find card number 3 and place it face up in the title space of the party journal. Titles like this record your decisions and alter the events of future adventures in the campaign.

FAVOR MARKERS

Adjust the favor markers on the faction tracks as instructed by the action indicators below. For example, “👁️ -1” instructs you to move the favor marker one space to the left on the Dragul faction track. See “Faction Tracks” on page 11 of the rulebook.

⚠️ 🗡️ +1.

⚠️ 👁️ -1.

⚠️ If you have both of the keywords **GOBLIN** and **ALARM** → **E12**

⚠️ If you have both of the keywords **GOBLIN** and **CLEAR** → **E13**

⚠️ If you have both of the keywords **GNOLL** and **ALARM** → **E14**

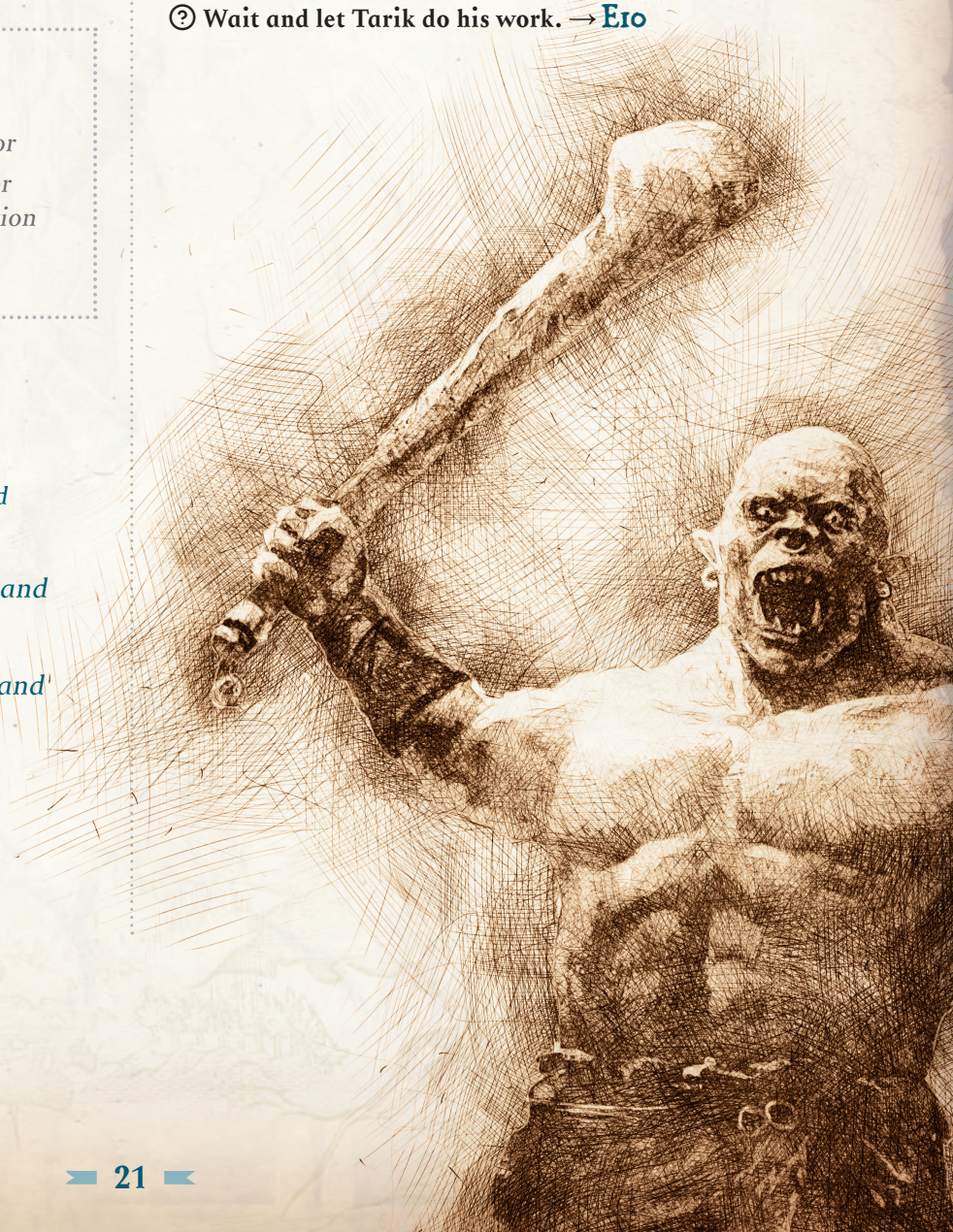
⚠️ If you have both of the keywords **GNOLL** and **CLEAR** → **E15**

Paying careful attention to the Ogre’s speech, you can tell that he is angry about the chest and whatever is inside it. He introduces himself as Tog, and he tells you that the Dragul Invasion was meant to bring home artifacts like the one at his feet. After all the death and suffering of this war, he has finally reached his mission’s end, but he can neither move the chest nor open its lid. As he speaks, Tog sinks into despair. His homeland is gone. The invasion has failed. “And where will the Dragul go now?”

His are the complaints of an invader who killed many of your compatriots and now is disappointed in his own losses at war. But your efforts to understand him have kept his attention fixed on you, allowing the Halfling in black to creep ever closer to the Ogre. A moment more and Tog’s life will be over.

🕒 Warn Tog so that he can escape. → **E9**

🕒 Wait and let Tarik do his work. → **E10**




..... E9

“Look out!” you cry. Tog is startled and leaps backward, knocking Tarik to the ground. When he sees that you have saved him from assassination, the Ogre grunts his gratitude to you, climbs the wall of the outpost, and leaps into the darkness beyond.

Tarik stands and dusts himself off. “Needless to say, I’m not impressed,” he says. “Warning an adversary of my attack is nigh treasonous. Nevertheless, your mission is accomplished. The Ogre has fled, and we are here with the chest.”

You examine the area around the chest and find that the Ogre left behind his coin purse.


▲ Gain four gold.

▲  Reveal title card 1.

TITLE CARDS

Find the deck of title cards. Do not shuffle or examine them. They should be in numerical order, as their numbers are on their backs. Find card number 3 and place it face up in the title space of the party journal. Titles like this record your decisions and alter the events of future adventures in the campaign.

FAVOR MARKERS

Adjust the favor markers on the faction tracks as instructed by the action indicators below. For example, “ -1” instructs you to move the favor marker one space to the left on the Dragul faction track. See “Faction Tracks” on page 11 of the rulebook.

▲  -1.

▲  +1.

▲ If you have both of the keywords **GOBLIN** and **ALARM** → **E12**

▲ If you have both of the keywords **GOBLIN** and **CLEAR** → **E13**

▲ If you have both of the keywords **GNOLL** and **ALARM** → **E14**

▲ If you have both of the keywords **GNOLL** and **CLEAR** → **E15**


..... E10

The Halfling inserts his knife into the back of the Ogre’s neck, and Tog falls to the ground dead.

“Nice job distracting him,” says Tarik. “One less Ogre to worry about.”

You examine the scene and find some gold in the Ogre’s pockets.


▲ Gain four gold.

▲  Reveal title card 3.

TITLE CARDS

Find the deck of title cards. Do not shuffle or examine them. They should be in numerical order, as their numbers are on their backs. Find card number 3 and place it face up in the title space of the party journal. Titles like this record your decisions and alter the events of future adventures in the campaign.

FAVOR MARKERS

Adjust the favor markers on the faction tracks as instructed by the action indicators below. For example, “ -1” instructs you to move the favor marker one space to the left on the Dragul faction track. See “Faction Tracks” on page 11 of the rulebook.

▲  +1.

▲  -1.

▲ If you have both of the keywords **GOBLIN** and **ALARM** → **E12**

▲ If you have both of the keywords **GOBLIN** and **CLEAR** → **E13**

▲ If you have both of the keywords **GNOLL** and **ALARM** → **E14**

▲ If you have both of the keywords **GNOLL** and **CLEAR** → **E15**

..... E11

The Ogre grows impatient with your failed efforts to understand him. He swings his iron club wildly and races toward you.

 **COMBAT:** *Tog (52)*

✓ **Victory:** You put the Ogre out of his misery. → E5

✗ **Defeat:** He thrashes you. → E7

..... E12

Now that the outpost is calm, Tarik relaxes on a tree stump and carves slices from an apple. “I have to say, your approach to the Goblin camp was less than artful, but it did get all the Gnolls from my side of the lake to look in the wrong direction at the same time. You’re like a fireball at a wooden gate — noisy but effective. I can work with that.”

▲ *Continue.* → E21

..... E13

Now that the outpost is calm, Tarik relaxes on a tree stump and carves slices from an apple. “Your approach to the Goblin camp was impressively quiet. I didn’t hear a peep from your side of the lake until there was a whole lot of screaming and dying. Nice work.”

▲ *Continue.* → E21

..... E14

Now that the outpost is calm, Tarik relaxes on a tree stump and carves slices from an apple. “Oh, I just remembered,” he says. “I should thank you for bungling your approach to the Gnoll camp. You made so much noise that all the Goblins from my side of the lake waded into the water in hopes of watching you die. I could not have asked for a better distraction.”

▲ *Continue.* → E21

..... E15

Now that the outpost is calm, Tarik relaxes on a tree stump and carves slices from an apple. “Allow me to compliment you,” he says, “on your stealthy approach to the Gnoll camp. I heard no sound at all from your side of the lake. Not until I heard the Gnolls screaming to their gods for mercy. Well done.”

▲ *Continue.* → E21


..... E16

As the chest pops open, the earth quakes and the sky crackles with strange purple energy. For a moment, you hear the screech of bats, and you smell a briny sea. Tarik holds forth a chainmail sack of the same white metal as the chest. “Quickly! Grab the object and place it in here!”

You reach inside the chest and pull forth a plain glass jar of translucent gray material. Strange, colorful images pass through the material as if it were displaying the dreams of another world. You place this curiosity in Tarik’s durgolium sack. Immediately, earth and sky are still.

“A fine discovery,” Tarik says, admiring the jar through the chainmail links. “I’ve only seen one other like it.”

Then he pauses to consider you for a moment.


▲  *Reveal title card 2.*

▲ *If your  is one or higher → E19*


▲ *Otherwise → E20*

..... E17

Tarik sits near the closed durgolium chest, eating his apple. “Well?” he asks, still irritated. “Did your Ogre friend tell you the secret of this chest?”

②  **Use an item.**

②  **Rest.**

②  **Move to another location.**

..... E18

The open durgolium chest sits alone in the outpost. Tarik is gone.

Ⓣ ▲ Rest.

Ⓣ ↻ Move to another location.

..... E19

Tarik smiles and hands you the durgolium sack.

“Hang on to this,” he says, “but use it wisely. If you slip that jar out of its sack, even for a moment, you’ll unleash a wave of interplanar power.”

▲ ♦ Reveal rare card 55.

RARE CARDS

When your party discovers a rare card, discuss which player will add the card to their hand. As with every decision by the party, attempt to reach consensus.

If you cannot reach consensus, take a vote, with the current storyteller breaking ties.

Tarik pulls several empty durgolium chainmail sacks from his pack and hands them to you.

“Consider yourself recruited to the cause,” he says. “There are durgolium vaults hidden all over Nalos, each holding an object of great power. We cannot let them fall into the wrong hands. By the king’s orders, we must gather as many as we can, and with haste.”

Ⓣ ▲ Rest.

Ⓣ ↻ Move to another location.

..... E20

Tarik frowns. “I’ll be hanging on to this,” he says, tucking the jar into his pack. “But now that you’ve seen its power, I have no choice but to recruit you.”

He pulls several empty durgolium chainmail sacks from his pack and hands them to you.

“There are durgolium vaults hidden all over Nalos,” says Tarik. “Each holds an object of great power. We cannot let them fall into the wrong hands. By the king’s orders, we must gather as many as we can, and with haste.”

Ⓣ ▲ Rest.

Ⓣ ↻ Move to another location.



Tarik points to the metal chest with an apple wedge. “All that’s left for me,” he says, “is to figure out what is locked inside.”

Upon closer inspection, you discover the white metal of the chest to be durgolium (dur-GOH-lee-um), an ancient alloy forged to contain objects from other planes. No force will crack it. Its lid must yield to some other secret. You find a pear-shaped indentation above its keyhole.

Tarik notices your interest in the chest. “You can return to your regiment now if you like. Or you can stay and help me open it.”

ADVENTURE COMPLETE

*Your mission here is complete, leaving you free to explore the area at your leisure. Are there parts of the lake you have not yet visited or items you have not yet found a use for? From now on, when a choice indicator gives you the opportunity to move to another location, you may instead turn to the final section of the storybook titled **THE END**.*

▲ *If your entire party is exhausted, mark the death track and read the corresponding entry in the Tome of Encounters.*

See the “Exhaustion” section on page 16 of the rulebook.

EXPLORING THE MAP

When moving around on the adventure map, you do not need to stop at locations without XP or other tokens on them. For example, you can currently move directly to the Goblin Camp (B) or the Gnoll Camp (C), because you have already cleared the XP at the Outpost Wall (D).

When you return to a location that you have previously explored, make sure to read the base text of the entry again. For example, if you return to Boorlin Prairie (A), make sure to read entry A again.

🔍 Use an item.

🛖 Rest.

📍 Move to another location.

The lodestone pendant holds fast to the pear-shaped indentation on the chest, and you hear something click within. You give it a kick, but the chest does not open. The keyhole remains empty.

🔍 Use another item.

🛖 Rest.

📍 Move to another location.

E86.95

You press the lodestone pendant to the pear-shaped indentation on the chest and insert the ancient key. There is a click of mechanisms within, which allows you to turn the key. The chest pops open.

▲ *Continue.* → E16

E95

You insert the ancient key into the chest. It fits the lock but will not turn. There must be some other mechanism at work.

🔍 Use another item.

🛖 Rest.

📍 Move to another location.

..... THE END

Your mission at Blacklake has ended, and Tarik Nowlin wishes you godspeed as you return to your regiment. “My own mission takes me elsewhere,” he tells you, “but I have a feeling we will meet again.”

As you travel back, you have time to collect your thoughts and puzzle over the things you’ve seen.

WHICH TITLES DID YOU EARN?

Read each section below that matches a title card you have.

AID TO OGRE

You think back on Tog, the Ogre who you spared from Tarik’s blade. His look of gratitude is still fresh in your mind. Strange that, at the end of this long war, you have finally made a bit of peace. He complained that artifacts had been stolen from the Dragul city-states, and you wonder if their invasion of Nalos might somehow be related to this theft. In any case, somewhere in Nalos wanders an Ogre who owes you a debt of gratitude.

ROGUE’S ACCOMPLICE

The slack face and limp body of the slain Ogre appear in your mind. You have put an end to many Dragul invaders during this long war, but for some reason this Ogre’s death left an impression. Of all the Dragul that you have killed, he was the only one who ever tried to communicate with you. You find yourself wondering what you might have learned from him if he had lived.

REVEALER OF SECRETS

You wonder about the power of the jar that was hidden in that durgolium chest. How could such a small object shake the earth and rend the sky? Strange images floated through the material inside it. The jar must be an illusion, or else from another plane, for nothing like those images exists anywhere in Ulos.

..... CONCLUSION

▲ *If you have the keyword ZALIC → END-1*

▲ *If you have the keyword GRIK → END-2*

..... END-1

Upon your return, you find your regiment preparing to march. “Orders to move west,” a soldier tells you. “To the swamps.”

You report to Commander Zalic, who greets you somberly. “They are off on one fool’s errand, and you another, I’m afraid.” He hands you a letter from King Taron. It seems the king’s hometown has been attacked by a Giant Troll, and he wants someone to bring him its head.

“That someone will be you,” says Zalic. “I’m still concerned about cult activity in the capital, so I will wait for you there.” Zalic nods and bids you farewell.

You head toward the coast. After a two-day march, you can smell brine in the air and hear the call of gulls. Soon, you will arrive in the Halfling town of Jolev, where you must fetch the head of a Troll for your king.

▲ *If you do NOT have the title REVEALER OF SECRETS → END-3*

▲ *Each player: You may now advance your character.*

▲ *Clean up the adventure and save your characters.*

See the “Saving Campaign Progress” section on page 18 of the rulebook.

..... **END-2**

Upon your return, you find your regiment preparing to march. "Orders to move west," a soldier tells you. "General Grik is advancing on Bogroot Swamp."

You report to the general, who smiles when he sees you. "Just in time!" he calls. General Grik hands you a letter from King Taron. It seems the king's hometown has been attacked by a Giant Troll, and he wants you to bring him its head.

"My duties take me to Bogroot," says Grik. "So when you're done with the Troll, you'll need to meet Zalic in Sabek for your next assignment." Grik slugs you in the shoulder to bid you farewell.

You head toward the coast. After a two-day march, you can smell brine in the air and hear the call of gulls. Soon, you will arrive in the Halfling town of Jolev, where you must fetch the head of a Troll for your king.

- ▲ *If you do NOT have the title REVEALER OF SECRETS → END-3*
- ▲ *Each player: You may now advance your character.*
- ▲ *Clean up the adventure and save your characters.*

See the "Saving Campaign Progress" section on page 18 of the rulebook.

..... **END-3**

On the trail to Jolev, you are greeted by an Elvish messenger, who hands you a parcel from Tarik. Inside you find several empty chainmail sacks made of durgolium and a hastily written note:

The chest at Blacklake was more important than we knew. Similar durgolium vaults are hidden all over Nalos. Each holds an artifact of great power. You must find the vaults, open them, and confiscate their artifacts. Place what you find in the enclosed sacks, or else risk unleashing horrible power.

—TN

Tarik is a special agent of King Taron and his orders are not to be taken lightly. You tuck the durgolium chainmail sacks into your pack and continue your journey.

- ▲ *Each player: You may now advance your character.*
- ▲ *Clean up the adventure and save your characters.*

See the "Saving Campaign Progress" section on page 18 of the rulebook.



Adventure I:

Battle at Blacklake

After a thousand years of peace, Dragul armies raided from the north, prompting you and every other loyal citizen of Nalos to sign up as soldiers of the King's Guard. You have fought long and hard against the North's monstrous generals and their minions.

Now, under the command of General Grik, the Dragul armies have been routed from Nalos, but an Ogre and his minions still hold camp nearby. Their outpost protects a secret coveted by King Taron. Your mission is to best these minions, defeat the Ogre, and seize whatever treasures lie within.

To support your efforts, the king has sent Tarik Nowlin, a roguish Halfling and Taron's personal agent, to meet you by the shores of Blacklake. You soon suspect that Tarik knows more of this outpost's secrets than he leads you to believe.