

# THE SOVEREIGN OF SPRING

A Delve Adventure for Player Characters  
of 2<sup>nd</sup> to 3<sup>rd</sup> Level.

*By C. Steven Ross*

## OVERVIEW

This delve is an event-based adventure that takes place over the course of a night, entirely within the confines of a single mansion. Unlike a traditional delve of characters exploring a dungeon, this adventure charges the players with piecing together clues to a crime, while at the same time fending off attacks and protecting the innocent against the fantastic and dangerous beasts of the Feywild from savaging the guests at a royal birthday party and masked ball. The actions and decisions of the PCs determine the locations of several of the encounters, with the DM determining when the encounters happen. The delve has no setting-specific material, and can fit into almost any ongoing campaign. This delve typically takes 3 hours to complete.

## PREPARATION

It is suggested that the Dungeon Master have prepared all of the combat maps of the mansion (*Dungeon Tiles*, etc.) beforehand and laid out in full when the adventure begins. A sketch of the mansion and brief descriptions of the rooms are provided with this adventure, although the exact size of the rooms is left to individual preferences and style. These rooms correspond to which rooms make good locations for combat encounters, and are open to guests during the ball. Feel free to invent more spaces in the mansion as the adventure warrants.

It is also suggested that a population of approximately 10 to 20 Masked Ball attendees

be prepared and laid out in full throughout the mansion, using miniatures or other tokens of choice. The changing dynamic of the investigation and the ravages of the Feywild will alter these opening set pieces throughout the adventure, rather than the player characters discovering new areas of a dungeon.

## FORMATTING

Text in italics and slightly larger is meant to be read aloud to the players, for example:

*You see the wet dungeon walls.*

Text in gray and slightly smaller is meant to be behind-the-scenes information for the Dungeon Master, for example:

This is what is happening behind the scenes.

Bold text contains questions that should be answered by each player about their character. These questions aren't necessary for the advancement of the plot, but help bring a level of roleplaying and immersion into the delve. For example:

**What is your character's favorite color?**

Boxed text contains environmental hazards, terrain effects, and quests that are meant to be printed, cut out, and placed at the table for all to see at the beginning of the adventure. For example:

**Quest:** Buy the Dungeon Master a pizza.

## The Sovereign of Spring

### **BACKGROUND**

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The Sovereign of Spring is a noble Eladrin lord, dwelling in a fantastical and beautiful demesne of the Feywild. Like many Fey, he is passionate and his emotions often run high. He lives with his teenage daughter, Eileene, whom he loves very much. Like most young girls, as Eileene has been growing into adulthood, she has discovered the world of dating and boys. A young Changeling going by the name of Robert Greenbell has come into Eileene's life and the two have fallen in love. Being of high Eladrin nobility, The Sovereign of Spring feels that his daughter should not consort with a creature such as a Changeling, and has forbidden the couple from seeing each other. This has only served to strengthen the young couple's devotion to each other. Enraged by his failed attempts at stopping what he considers an unacceptable union, The Sovereign of Spring has decided to physically punish Greenbell in some unspecified and unwholesome manner. Robert, fearing for his safety, has fled to the natural world. He has hidden himself amongst the local nobility, in an attempt to escape The Sovereign's wrath and one day plan his reunion with his love, Eileene. Greenbell has found himself an invited guest at the birthday party and masked ball of Lady Allandre, only to have The Sovereign of Spring show up, hot on his trail, and crash the party.

### **PLAYER INTRODUCTION**

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*Word of your deeds has spread throughout the Nentir Valley. Lord Padraig has been telling the tales of your heroics to any who would listen, and in response, you have all been invited to the birthday party of Lady Allandre, wife to Lord Faren Markelhey, and the most admired woman in all of Fallcrest.*

*The event is a royal Masked Ball, with formal attire. After receiving your invitation, you see that you have two full days to explore Fallcrest and select your wardrobe. Your official invitations cover the cost of the mask.*

#### **What does your character's mask look like? What does it show about his/her personality?**

The PCs are treated to a sumptuous banquet, with a large birthday cake. Minstrels play songs all night long; nobles dance with their spouses. There are approximately 20 guests at the Ball aside from the PCs.

### **NON-PLAYER CHARACTERS**

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The following is a brief description of the major NPCs in the adventure, including all of the suspects (see *The Accusation*). These descriptions are meant to be quickly paraphrased when the PCs meet each of them. After the PCs have had a chance to roleplay, socialize, and meet the party guests, ask them each the question:

#### **Whom does your character socialize with and talk to at the party?**

The events of the adventure take place throughout the entirety of the Keep, or at least the parts the crowd of innocent bystanders is allowed into. If, as Dungeon Master, you feel that it would advance the story in a meaningful or dramatic way, have monsters attack and kill members of the crowd. Treat the NPCs as minions with AC 11 and all other Defenses of 9. Avoid killing off too many of the prime suspects in battle. Having a wide variety of named NPCs will keep your adventuring group guessing as to who the culprit is.

This delve is reliant upon a large variety of NPCs for the PCs to interact with and to further the story. The adventure site and many of the NPCs presented here are deliberately taken from the descriptions of Fallcrest (*Dungeon Master's Guide*) and Winterhaven (*Keep on the Shadowfell*) in an effort to make this delve fit into the majority of D&D campaigns. The wide variety of NPCs is meant to give the players multiple avenues to pursue in the investigation, and to start with no clear culprit. It is recommended that the Dungeon Master replace any NPCs presented here with any NPCs previously encountered by your group who might conceivably be invited to this Masked Ball.

## The Sovereign of Spring

### THE SOVEREIGN OF SPRING

**Race:** Eladrin      **Gender:** Male  
**Hair Color:** Blonde      **Approx. Age:** Early 30's  
**Mask:** None  
**Wardrobe:** outlandish sparkling clothes  
**Distinguishing Traits:** arrogant, likes to dance

### ROBERT GREENBELL

Greenbell is a shape-shifting Changeling, able to take on the appearance of any humanoid. Currently, he appears as Lord Kalton, while the real Kalton is hidden away in the upstairs bedroom closet, behind locked doors. His true appearance is unknown.

### EILEENE

**Race:** Eladrin      **Gender:** Female  
**Hair Color:** Blonde      **Approx. Age:** 18  
**Mask:** None  
**Wardrobe:** silk robes of pale green  
**Distinguishing Traits:** is uncomfortable making eye contact with anyone

### LORD PADRAIG

**Race:** Human      **Gender:** Male  
**Hair Color:** Black      **Approx. Age:** Mid 30's  
**Mask:** a gray wolf  
**Wardrobe:** heavy winter furs  
**Distinguishing Traits:** chews tobacco, boisterous and happy

The original inspiration for the adventure's eponymous character came from the 1986 film *Labyrinth*. The magical, graceful, otherworldly, and frightening Goblin King Jareth, played by David Bowie, came across as an ideal example of Fey villainy.

### LORD FAREN

**Race:** Human      **Gender:** Male  
**Hair Color:** balding      **Approx. Age:** Early 40's  
**Mask:** simple black leather  
**Wardrobe:** royal regalia  
**Distinguishing Traits:** reserved, quiet, distrustful, salt and pepper beard

### LADY ALLANDRE

**Race:** Elf      **Gender:** Female  
**Hair Color:** Purple      **Approx. Age:** Mid 30's  
**Mask:** shimmering green and purple  
**Wardrobe:** glittering pink dress  
**Distinguishing Traits:** eyes flash purple

### LADY AZAER

**Race:** Tiefling      **Gender:** Female  
**Hair Color:** Bright red      **Approx. Age:** Early 20's  
**Mask:** orange and red flames  
**Wardrobe:** tight red dress with revealing sharp angles  
**Distinguishing Traits:** absent-mindedly tugs at her hair, fiery and attitude and quick temper

### ARMOS KAMROTH

**Race:** Human      **Gender:** Male  
**Hair Color:** bald      **Approx. Age:** Mid 50's  
**Mask:** green and red dragon scales  
**Wardrobe:** slovenly dressed with loose, baggy clothes  
**Distinguishing Traits:** nervously rubs the chain about his neck, always looking to make new friends, overbearing

### OREST NAERUMAR

**Race:** Tiefling      **Gender:** Male  
**Hair Color:** bone white      **Approx. Age:** Mid 20's  
**Mask:** white, eastern-style demon  
**Wardrobe:** bleached white tunic and well trimmed pants  
**Distinguishing Traits:** scar across his cheek, sour demeanor, rarely smiles

### MARSINDA GOLDSPINNER

**Race:** Dwarf      **Gender:** Female  
**Hair Color:** Blonde      **Approx. Age:** Mid 40's  
**Mask:** flowing gold chains  
**Wardrobe:** beautiful silk clothes with a multitude of colors  
**Distinguishing Traits:** multiple gold and silver rings in both ears and her nose, pleasant and charming, wise

### BARONESS STOCKMERE

**Race:** Dragonborn      **Gender:** Female  
**Scale Color:** dull silver      **Approx. Age:** 70's  
**Mask:** she refuses to wear one  
**Wardrobe:** plain black dress  
**Distinguishing Traits:** cranky and loudly hits her cane onto the ground when she walks.

### LORD KALTON

**Race:** Elf      **Gender:** Male  
**Hair Color:** light brown      **Approx. Age:** Late 30's  
**Mask:** brown leaves and acorns  
**Wardrobe:** earthen-colored silk robes  
**Distinguishing Traits:** wears a crown of green leaves, flamboyant, slightly obnoxious

## The Sovereign of Spring

### MAIN HALL

This is a large square room with a stained glass skylight in the center. The ceilings here are exceptionally tall, with a second floor balcony overlooking the floor below. A large glass chandelier, held up by chains, reflects light in a dazzling way around the room. The minstrels, dance floor, and cake table are also setup here.

**Crowd:** The crowd of party-goers acts as difficult terrain and provides concealment to those within (-2 to melee and ranged attacks).

**Balcony:** Anyone pushed over the edge of the balcony falls 20 ft. down, taking 2d10 damage and being knocked prone. There is a stout railing on the edge of the balcony, granting a +2 bonus to the saving throw to avoid being knocked over.

**Open Fire Pit:** A creature that moves into this space or starts its turn in this space takes 1d10+4 fire damage.

#### ✳ Chandelier Single Use Terrain

*The glass chandelier comes crashing down on anyone caught beneath it.*

##### Single Use

**Immediate Reaction** Area burst 2

**Trigger:** The chains holding the chandelier take damage (AC 16; Fort 11)

**Target:** Each creature in burst.

**Attack:** +4 vs. Reflex

**Hit:** 2d10+4 damage, and the target is knocked prone.

**Miss:** Half damage.

### DINING HALL

This room is a large rectangular space with a long dining table flanked by dozens of chairs. The food is served here, but by the time the Sovereign of Spring arrives, it has all been cleared away. Portraits of Lord Warden's from the past centuries hang on the walls.

**Table:** The table can be jumped up on (Athletics DC 7). Medium sized and smaller creatures can hide under the table, gaining total cover due to the long table cloth. Medium sized creatures must squeeze to get under the table.

**Fireplace:** A creature that moves into this space or starts its turn in this space takes 1d10+4 fire damage.

#### ➤ Wheel of Cheese At Will Terrain

*This massive piece of sharp cheddar is carefully rolled until it gets enough momentum to crush your enemies.*

**Standard Action** Ranged 5

**Check:** Acrobatics DC 11

**Attack:** +6 vs. Fortitude

**Hit:** 1d6+4 damage and the target is knocked prone and grabbed (until escape), Escape DC 16.

#### ← Boiling Soup Single Use Terrain

*You topple over a boiling cauldron of thick, sticky, green soup.*

**Single Use** ♦ Fire

**Minor Action** Close blast 3

**Check:** Athletics DC 11

**Effect:** All squares in the zone are difficult terrain until the end of the encounter.

**Target:** Each creature in blast.

**Attack:** +4 vs. Reflex

**Hit:** 1d10+4 fire damage.

#### † Fiery Brazier At Will Terrain

*You pick up a decorative source of flaming light and shove it in the face of your enemy, aiming for the eyes.*

**At Will** ♦ Fire

**Standard Action** Melee 1

**Requirement:** You must have a free hand.

**Attack:** +6 vs. Reflex

**Hit:** 1d6+4 fire damage and the target is blinded until the end of your next turn.

## The Sovereign of Spring

### LIBRARY

This room has many rows of tall bookshelves, as well as a floor-to-ceiling set of bookshelves along the south wall. A wheeled ladder has been installed to access the top of the south bookshelf. A series of 8 ft. tall windows along the north wall allows a tremendous view of the valley below.

**Bookcases:** The bookcases can be climbed with a DC 11 Athletics check.

#### ← Falling Bookcase Single Use Terrain

*You topple over a bookcase, pinning your opponent in place beneath a mound of literature.*

**Single Use ♦ (Fire), Zone**

**Minor Action** Close blast 3

**Attack:** +6 vs. Reflex

**Hit:** 1d10+4 damage and the target is knocked prone and immobilized (until escape), Escape DC 11.

**Special:** If the bookcase is set on fire beforehand, it deals 2d10+4 fire damage on a hit and ongoing 5 fire damage (save ends), and gains the Fire keyword.

**Effect:** The bookcase is destroyed and creates an area of difficult terrain until the end of the encounter.

#### Wheeled Ladder At Will Terrain

*You hop onto a wheeled ladder, and kick off, sending you and the ladder flying down its tracks.*

**At Will**

**Move Action**

**Personal**

**Effect:** You shift up to 6 squares along the track's path. You slide any creatures on the same ladder an equal number of squares in the same direction.

### WINE CELLAR

This space has low ceilings and is very cramped. There is limited lighting here, casting only dim light. Racks of fine wine are set against the walls. There is a secret compartment (Perception DC 16) hidden behind the bottles of wine containing a *potion of healing* (PHB 255).

#### → Rolling Barrel Single Use Terrain

*You kick over a barrel and send it rolling at your enemy.*

**Single Use**

**Minor Action**

**Ranged 10**

**Check:** Strength DC 6

**Success:** The barrel rolls away in a straight line in the direction of your choosing and attacks the first target it hits within range.

**Attack:** +6 vs. Reflex

**Hit:** 1d6+4 damage and the target is knocked prone.

**Effect:** The barrel is destroyed in the square adjacent to the target, creating one square of difficult terrain that lasts until the end of the encounter. This attack does not provoke an opportunity attack.

#### \* Thrown Barrel Single Use Terrain

*You lift a barrel high over your head and lob it at your enemies.*

**Single Use**

**Standard Action**

**Area burst 1 within 5**

**Attack:** +4 vs. Reflex

**Hit:** 2d10+4 damage and the target is knocked prone.

**Miss:** Half damage.

**Effect:** The barrel is wrecked and the area is filled with debris, creating difficult terrain.

## The Sovereign of Spring

### EVENT #1: THE ACCUSATION

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*As the night is beginning to wane, a storm quickly rolls in. A downpour of rain is heard pounding on the glass windows and skylight. Thunder cracks and lightning splits the sky. The candles and torches in the Keep are all put out, putting everyone in pitch darkness. All the royalty around you gasp and begin to worry. The lights then all magically spring to life in a spark of purple and green, illuminating the room in a strange mixture of colors. The lights then settle back to normal, and standing in the center of the room is a tall, lean Eladrin man. He wears a sparkling black and silver outfit with a high, pointed collar. He calls out in a clear voice: "I am the Sovereign of Spring, and you are harboring a wanted criminal in this Keep. Greenbell has committed acts of thievery against the purity of the Feywild and must be punished. I will give one hour to produce the offender before me before I turn my powers against you all." And with that, the strange man points a carved wooden wand at a nearby young girl. A golden spark flies out, hitting the girl in the stomach and slowly turns her skin into bark until she turns into a petrified tree. The stranger speaks again "One hour, or you will all suffer a similar fate." And with that, he disappears in a column of mist.*

*The guests turn to look at you, their eyes wide.*

The doors are unlocked, but occupants of the Keep will find that the Keep has slipped into the Feywild. Vast stretches of dark forest surround the building on every side. Anyone attempting to escape must fight off packs of roving Fey beasts, to simply become lost in the vast wilderness.

The PCs can make Streetwise checks (DC 11) or History checks (DC 16) to know that Greenbell is probably Robert Greenbell, a known doppelganger and petty criminal. Greenbell has been known to trick gullible travelers out of their money at taverns, but has never been accused of any truly sinister crimes. Once the Sovereign of Spring has disappeared, the PCs may start an investigation to determine which guest is the fake.

#### QUEST

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Protect the innocent party-goers from the wrath of The Sovereign of Spring.

Reward: 750 XP

#### Who is Greenbell?

Level 4

Skill Challenge

875 XP

*This skill challenge is meant to be played out through the course of the adventure and is broken up by 2 combat encounters. It represents the PCs attempts to talk with the party guests and find clues to help lead them to who Greenbell is. Play out the first 4 successes or first failure, then run Encounter 2; move on to the next 4 successes or 1 failure, then run Encounter 3; and then finish the final 4 successes or ending failure.*

#### Complexity.

5 (12 successes before 3 failures)

#### Primary Skills.

Insight, Perception, Streetwise, History

#### DCs.

Easy DC 7, Moderate DC 12, Hard DC 17

#### Victory.

The PCs discover the real Lord Kalton tied up and gagged in a closet, just as Greenbell (disguised as Kalton) walks into the room behind them. They now have all of the available information on hand to decide what to do with Greenbell when the Sovereign of Spring returns.

#### Defeat.

The PCs are unable to find the real Greenbell at the end of the hour and the Sovereign of Spring remains true to his word. He attacks focusing on the powerful adventurers, but placing the innocent party-goers in danger as well. If he is defeated, Greenbell turns to his true form and thanks the PCs from a safe distance on a horse-drawn carriage.

## The Sovereign of Spring

### EVENT #2: HUNTERS ON THE PROWL

Encounter Level 2 (600 XP)

#### SETUP

- (2) Fey Panthers (*MM 213*)
- (4) Goblin Cutters (*MM 136*)

The Fey Panthers smash through large windows in the Keep, intent on hunting their prey. As cunning predators, the Panthers will strike out at the old and sickly amongst the crowd.

Meanwhile, a band of sneaky Goblins use the innate powers of the Feywild to slip into the Keep. The Goblins have managed to burrow a tunnel into the Keep's wine cellar, and start exploring the area. Any party-goers in the wine cellar immediately scream and flee at their sight. If no one is in the wine cellar at the time of the Fey Panthers' attack, the Goblins sneak up to the ground floor and attack while everyone is focused on the Panthers.

### EVENT #3: JURRASIC ATTACK

Encounter Level 5 (1000 XP)

#### SETUP

T-Rex

During the night, a Tyrannosaurus Rex attacks the building. It destroys an entire wall of the room of your choice, creating rubble and debris all over.

**T-Rex** Solo Level 5 Brute  
Huge natural beast XP 1000  
**Initiative** +3 **Senses** Perception +3;  
low light vision

**HP** 260; **Bloodied** 130

**AC** 19; **Fortitude** 20, **Reflex** 18, **Will** 17

**Saving Throws** +2

**Action Points** 1

**Speed** 6; see also *trample*

⊕ **Bite** (standard; at-will)

Reach 2; +8 vs. AC; 2d8+4 damage, and the target is grabbed (until escape). The T-Rex can grab up to four Medium or Small sized creatures.

+ **Trample** (standard; at-will)

The T-Rex can move its speed and enter enemies' spaces. The T-Rex makes an attack against each enemy whose space it enters: +6 vs. Reflex; 1d8+4 damage, and the target is knocked prone.

+ **Enraged Frenzy** (immediate reaction; when an adjacent creature hits the T-Rex with an attack; usable only while bloodied; at-will)

+8 vs. AC; 1d8+4 damage.

Ideally, you want the T-Rex attack to happen in a room that the group has mostly ignored, and certainly one that has few people in it. A good trick is to have a glass of water on the table and pound your fist onto the table, mimicking the T-Rex's pounding footsteps, showing the water rippling.

+ **Swallow** (minor; at-will)

Targets a creature grabbed by the T-Rex; +8 vs. Fortitude; the target is swallowed and no longer grabbed. While swallowed, the target is restrained and takes 5 damage at the start of the T-Rex's turn. The swallowed creature has line of sight and line of effect only to the T-Rex, and no creature has line of sight or line of effect to the target. The swallowed creature can only make melee or close attacks. If the swallowed creature deals 15 damage to the T-Rex with a single attack, the T-Rex regurgitates the creature into an adjacent square, and the creature is no longer swallowed. When the T-Rex dies, the target can crawl out of its mouth as a move action.

<b>Alignment</b> Unaligned	<b>Languages</b> --	
<b>Str</b> 20 (+7)	<b>Dex</b> 13 (+3)	<b>Wis</b> 13 (+3)
<b>Con</b> 17 (+5)	<b>Int</b> 3 (-2)	<b>Cha</b> 10 (+2)

## The Sovereign of Spring

### **EVENT #4: THE BIG REVEAL**

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At the appointed hour, The Sovereign of Spring teleports into the Keep and demands Greenbell. He is surrounded by a snapping horde of small lizards. A young Eladrin girl, his daughter Eileene, is with him. Eileene and Greenbell believe they are in love, and in truth, The Sovereign is simply trying to keep the two apart. Eileene wants to be with Greenbell, but fears her father's wrath.

After the *Who is Greenbell?* Skill Challenge is completed, the players are left with an important moral decision.

Upon a defeat, they must decide if they are going to frame a possibly innocent person as Greenbell, thus avoiding The Sovereign of Spring's Wrath; or, will they refuse to accuse anyone and stand to fight the abusive Fey Lord. If the players are spoiling for a fight, give it to them and run the final encounter *The Sovereign's Wrath*.

Upon a victory, an equally important moral decision must be made by the adventurers. Greenbell, now discovered, will attempt to beg for his life, telling the PCs that he has been falsely accused and is entirely innocent. He claims The Sovereign is just looking for an excuse to kill another shape-shifter, some sort of strange vendetta he has going.

If the PCs are sympathetic to Greenbell, they may try to discuss the matter with The Sovereign, and at least get to the truth of

what's going on. The Sovereign tells a tale of how Greenbell came to the Feywild, and tricked his Eladrin daughter Eileene into sleeping with him. Greenbell ran off in the middle of the night, Eileene's heart in pieces. She has been beside herself with sadness ever since.

If the PCs hand over someone they claim is Greenbell, whether true or not, The Sovereign is pleased and rewards the PCs with a pair of gorgeously elegant, pointed-toe boots of his own design: *goblin stomper boots* (AV 129).

Once The Sovereign of Spring has been dealt with, either by handing over Greenbell or by combat, Moonstone Keep and the entirety of the masked ball are transported back where it came from in the natural world.



## The Sovereign of Spring

### EVENT #5: THE SOVEREIGN'S WRATH

Encounter Level 6 (1200 XP)

#### SETUP

The Sovereign of Spring

(4) Needlefang Drake Swarms (*MM 90*)

**The Sovereign of Spring** Elite Level 8 Controller  
Medium fey humanoid XP 700

**Initiative** +8      **Senses** Perception +6;  
low light vision

**HP** 176; **Bloodied** 88

**AC** 24; **Fortitude** 20, **Reflex** 22, **Will** 22

**Resist** psychic 5

**Saving Throws** +2

**Action Points** 1

**Speed** 6; see also *fey step*

⚔ **Faerie Staff** (standard; at-will) ⚔ **Weapon**  
+13 vs. AC; 1d8+5 damage, and the target takes ongoing 5 psychic damage and takes a -2 penalty to Will defense (save ends both).

⚡ **Eldritch Blast** (standard; at-will)  
Ranged 20; +12 vs. Reflex; 2d6+5 damage, and The Sovereign makes a secondary attack against the same target.  
*Secondary Attack:* +12 vs. Will; the target takes ongoing 5 psychic and takes a -2 penalty to Will defense (save ends both).

⬅ **Curse of the Conifers** (standard; recharge ⚡⚡⚡)

⚔ **Polymorph**

Close blast 5; +10 vs. Will; the target is slowed (save ends).

*First Failed Save:* The target is immobilized instead of slowed (save ends).

*Second Failed Save:* The target is petrified (no save) and turned into a tree.

*Miss:* The target is slowed until the end of your next turn.

⚡ **Fey Step** (immediate reaction; at-will) ⚔

**Teleportation**

*Trigger:* The Sovereign is attacked by an adjacent enemy.

*Effect:* Teleport 5 squares.

**Alignment** Unaligned **Languages** Common, Elven

**Skills** Arcana +13, History +8, Intimidate +14

**Str** 10 (+4)      **Dex** 19 (+8)      **Wis** 15 (+6)

**Con** 16 (+7)      **Int** 15 (+6)      **Cha** 20 (+9)

### CONCLUSION

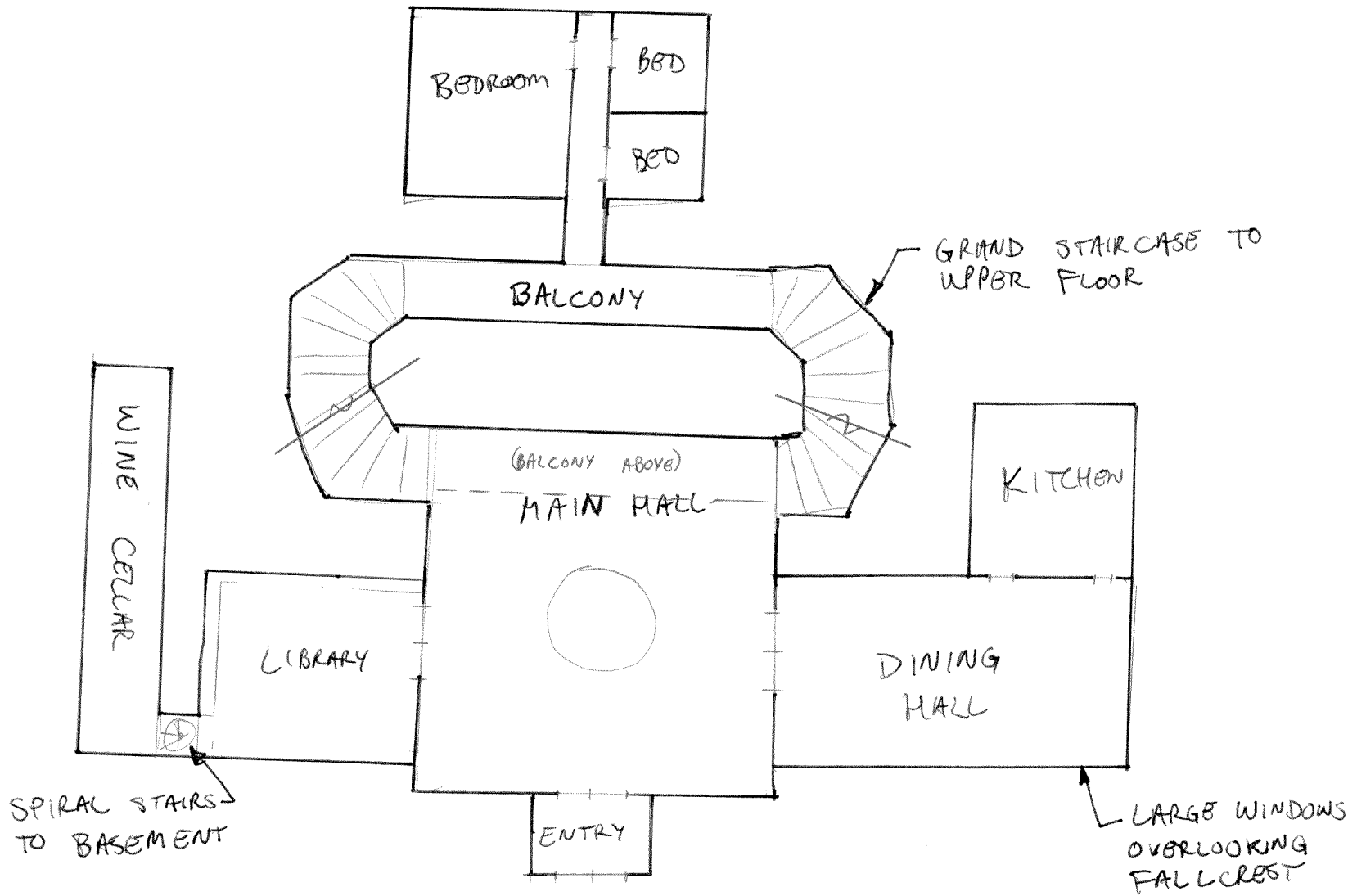
After everything is resolved, Lord Faren rewards the PCs with 300 gp in gratitude for handling a delicate situation and ensuring the safety of his guests.

If the real Lord Kalton was found, he gives the PCs 600 sp in gratitude.

### ABOUT THE AUTHOR

*C. Steven Ross lives in Baltimore and loves Dungeons & Dragons. He is also stunningly handsome.*

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MOONSTONE KEEP