



Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 11 characters.

After the revelations made at the Ice Spire the party looked towards the next mark on their map, the Well of Souls, with a better understanding. The Ice Walker elders had heard stories of the Well of Souls from traders. A place where undead crawl through the muck of the swamps - all summoned forth from the beating heart of it all, the Well of Souls. These locations that Andrasa had marked all held great power but they seemed to contain, attract and even summon forth evil into the world. The Path to the Well of Souls would be a difficult path if it wasn't for the advice given by the Ice Walker tribe before they moved on.

There were two ways out of Platara and towards the Tulkore jungle. Either by sea, a relatively safe affair when the weather is good and by land across the flat plains of Platara a distance from the coast but with it in view. The party would need to decide a cause and head for Nigrun before pushing onwards to Ferklenð Port.

Saying goodbye to the snow, ice and cold was the easiest part of their departure from Platara. The last battle that they faced in the Ice Spire still caused their bodies to ache as they bumped along towards the Well of Souls. The information that they had gathered from Lucile and the map was that it was located in a sunken forest, well a swamp really. But like the Ice spire it was apparently a place of interest, and the phantom of Andrasa that they had seen in the aftermath of the battle led them to believe that the wards there were also failing.

But for now they smiled at the fresh air and the distinct lack of chaos or impending doom that was waiting to drag them down. For now the sounds of other travellers coming along with them to the Port town of Jandarl was refreshing. In the town they would have a choice, travel by sea on a merchant boat that stops at a few port towns along the way or travel by land which is a direct route to their destination. The ship is just as fast as a Sled and

wagon due to the stops but gets out of the cold a little bit quicker.

Entering Jandarl they were greeted by friendly faces of Jardi and Hisha, both were trading with some locals near the docks. "So you made it. When we left camp we believed that we would see you again." Jardi said with a smile. "I had a winter wolf visiting me and let me know you all were safe."

"We can't thank you enough for rescuing our people from those creatures in the ice caves. They spoke highly of your bravery and determination to save them." Hisha added with a bow, "but once you do know where you are heading please let us know. We would like to pay your way to your next destination, wherever that is. It's the least we can do." Both Jardi and Hisha smiled warmly at the adventurers before ushering them to a tavern nearby.

Warm ale and food was quickly brought out and it wasn't long until everyone knew of the conquests and actions of the party as they sat down and enjoyed a moment to rest.

Travel by Sea (Choice) Bonjon and the Little Nymph



This section of the Zine is if the party chooses to go by Sea. They would have met with Bonjon and bought supplies in the port town of Jandarl.

The ship known as Little Nymph was run by a rather rotund and wealthy merchant named Samuel Redeye. Sam however had trusted Bonjon, Jon to many, to run his ship up and down the coast between the Platara lands of ice and cold to the more humid shores of the Tulkore jungle and the endless swamp beyond.

The first day of Travel on the Little Nymph was smooth and they made good time. The waves were a constant companion and some of the party struggled to keep their food down but the fresh air and open water made for good travel.

On the second day of travelling the ship slowed down, stowing half their sails and the crew started to fish in the shallows along the coast. The fish were plentiful and a competition was waged to see who could bring aboard the biggest catch.

Key NPC's:

- Bonjon 'Jon' Quiverwick
- Viktira Bronlock

Encounter: Fishing

Creature: Fish and Dire Crocodile

Map - N/A

If the party is proficient in any tools or has fishing experience they can add the relevant skill and proficiency bonus to skill checks.

The Party can roll a series of checks and the result will determine the size of the catch. A small catch is DC5, not worth eating (but worth bait - more on that later,

A DC of 10 is a good catch, but not impressive.

A DC of 15 is a great catch and is impressive. Any roll above 15 can qualify for the biggest catch with one of the sailors bringing in a 16.

If the party uses something they caught as bait they get to add 4 to the roll per 'size' (Small is +4, good is +8, great is +12). If they then roll above 20 the party triggers the encounter.

Encounter:

The sound of struggle was the first and only thing that alerted the crew and party that

something was wrong. Someone had caught something big, too big, and it was putting up one hell of a fight.

(If crew:) A brief shout was all that could be heard before one of the crew was hauled overboard. The sounds of laughter were short lived when the massive shape swam from the depths and narrowly missed the crew member. As the beast swam under the hull of the boat the boat moved from the strength and size of the creature.

(If party:) Something big was trying to pull them over. (Strength contest between party and Dire Crocodile). If the party member fails they fall in. If they don't then the creature rushes the boat and tries to board by digging into the wood and dragging its body over the edge.

Nirun

The view from the sea was peaceful and the calm waves helped alleviate the tension from earlier. The spot of fishing earlier in the day had caused quite the commotion when one of the sailors had something take the bait bigger than what he had intended. However, the adventurers had stepped in and both the sailor and the crew were ecstatic at the result.

"We are approaching Nigrun, we will stay here overnight before heading to the last town a bit further along the coast two days' travel from here. The next town is Ferkend port, the doorway into the Tulkore jungles. Not the most pleasant of holiday destinations due to the Carrion Swamp beyond that but it has its riches to be made in those dank waters." Jon said from the helm of the ship towards the party standing nearby.

A few quiet moments went by as they moved closer to Nigrun before Jon broke the silence "That's odd. I didn't think it was the end of the season yet, they must have had an early harvest." he said as he pointed to the amount of smoke along the shore. "The people of Nigrun mainly deal with trade but they have enough fertile land nearby that it makes a fair bit of wheat and straw. Once they have finished their season they burn off the refuse and spread the ash on next year's crops to boost the soil. A clever bunch really." he added as he turned the wheel to get ready to dock at Nigrun.

NPC's:

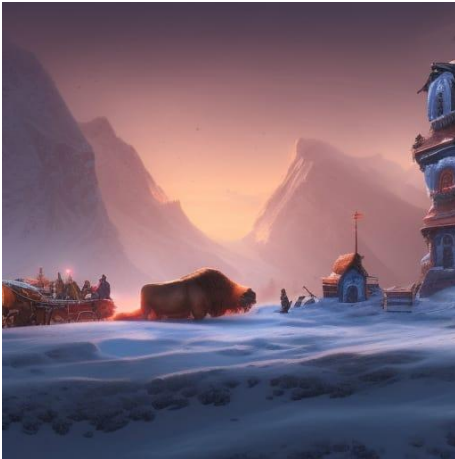
- Bonjon 'Jon' Quiverwick
- Viktira Bronlock

Encounter: Attack at Nigrun (Shared with the Travel by Land encounter too)

Creature: 2 Sahuagin Priestess, 13 Sahuagin
Map - N/A

Once the party investigates what is occurring in the town as night falls the Sahaugin will attack from the sea. Using stealth where possible to get the jump on the land dwellers. Once they are discovered though they will attack ferociously like sharks upon wounded prey.

Travel by Land (Choice Leaving



This section of the Zine is if the party chooses to go by Land. They would have met with Carmine and bought supplies in the port town of Jandarl.

Despite the oxen-like beast's foul temper they were strong and hardy creatures. They moved with a surprising speed given their size and had no issue plowing the snow where the road was covered. When it started to get dark Carmine pulled out a canvas tent from the side of the wagon and had the two creatures lay next to it acting as both barrier and insulation. Nothing was also foolish enough to approach the

creatures despite the party seeing wolves and large white polar bears.

The same pace continued into the second day however Carmine suddenly stopped the wagon and urged the party to be quiet. There was something she had not ever expected to see up ahead.

A giant lynx was standing in the middle of the road and was watching them, her large ears twitching as she stared at the party.

NPC's:

- Carmine Cliffrunner
- Viktira Bronlock

Encounter: The Lynx

Creature: 1 Giant lynx

Map - N/A

Carmine explains, gruffly, that the Lynx's are seen as sacred messengers. They are known as the bringer of pure snow - something that should be respected.

The party has full control on how they interact with the Lynx but it likes riddles and jokes. If the party can make it laugh (telling jokes or a good riddle) then the lynx will bless them (1 inspiration die for all parties). If not it will lose interest and try to spook the oxen creatures by pretending to attack before walking away into the snow.

Scene 2

The cold journey hadn't been as quiet as they had hoped but after they left the beast's territory it left them alone. It had been a few days on the sled and the weird, giant ox-like creatures that pulled their sled seemed to have accepted the party's presence. "We will stop for a day, or two at Nigrun. I have lodgings there for the beasts and then I swap to something that can cope with the warmth of the lands around Tulkore as we move towards Ferkland port." Carmine called behind her. The weather was clear enough that she didn't need to shout or call but her voice carried a directness that the party still wasn't used to.

Standing up in the sled, Carmine pointed to the north east. "If you look there you can see Nigrun and its green hills about half a day away. We will be there at nightfall but not much later than dusk as I don't want to push the animals to move at speed if we don't need to." she said as she turned to pull out a spyglass. "If we wanted to, we could get there in half the time." she said as she turned her spyglass to the sea before a small smile crossed her face.

A few hours later Carmine checked on the party and her other passenger, Viktira before turning to check on the town of Nigrun with her spyglass. Standing upright as she checked she called back to everyone with urgency in her voice. "Hold on, something is not right at Nigrun. I am going to get as much as I can out of the beasts and get there as soon as I can." she said as she passed the spyglass backwards. The party member grabbed it and looked through the device at the seaside town. A ship was docked in town but a few buildings were smoking and charred. A crude barricade had been formed from wagons and wood around the town with smoking sections standing between the town and the road heading east. Something was definitely not right in Nigrun and from the concern in Carmine's voice the party were in for a bumpy ride.

- Carmine Cliffrunner
- Viktira Bronlock

Encounter: Attack and Nigrun (see above)

Lore & NPCs

Bonjon Quiverwick



Despite always being on the sea Jon hasn't found wealth about the ship but has found a freedom that he craves. Being born into a life of servitude he and his parents served a lord far inland. As chance would have it Tymora smiled upon him and granted a release from his bond when he and his parents were given to a travelling merchant to settle a debt. This turned out for the best as the merchant quickly freed them and gave them employment. Although not married, Jon has been in a long relationship with someone else in the trade. But despite being monogamous neither appear to want to settle down and continue their relationship in brief periods of respite from both their travels.

Carmine Cliffrunner



As brash and rough as the ice fields that Carmine travels along she is as merciless as the frigid lands she makes an income from. The owner of a series of sleds that transports goods along the land, far from the coast and the rumoured pirates there, Carmine is known for getting goods safely to where they need to get to.

Carmine ensures safety by utilising large Oxen like beasts that are twice as large, nearly impervious to the cold and about as ferocious as a blizzard. But despite their hostile nature Carmine's own nature seems to have kept the beasts in line and surprisingly loyal and protective of her. However, despite her best efforts they tend to be a bit ornery with those who choose to travel with the goods that she generally transports.

Carmine doesn't talk much about her family or relationships but she has been hard to find periodically as she takes time away from transporting goods and people through the cold ice fields every few months.

Viktira Bronlock



A young lady that appears to be excessively wealthy Viktira seems to be in a hurry to leave. Whether it's to escape something or get somewhere she doesn't explain. However, she is open to the party after questioning them and learning about their exploits and adventures and she wants to know all about their travels. If they travel together she is a source of near-endless questions and requests for more information on their adventures and tales.

Maps

Nigrun (description)

The seaside town of Nigrun consists of around three dozen small homes, two warehouses, a tavern-come-inn and a general store. Most of the buildings are built out of wooden planks that encase mudbrick walls. There are two main streets that create an intersection that split Nigrun into three sections with a warehouse, store and tavern being the smallest section that is fenced off.

The main street that flows from these central buildings passes houses and smaller buildings as it moves down towards the sea and the three piers that form the docks. The second warehouse is located here and stores non-Nigrun produced goods which they use as trade and barter with other seafaring people. However this leaves the warehouse quite open to all sides and so there is a thirty feet tall watch guard tower here.

Most homes are occupied by a family or people that live together. Most of the people in this town are either farmers who create the grain and straw or fishermen who take out small boats to the bay that they have found themselves in. A few larger houses are positioned along the pebble beach opposite the warehouse.

Currently there are some hastily made barricades that face outwards from the city protecting the warehouse, general store and tavern primarily but a ramshackle group of hastily made walls have been erected. Some parts of the wall lay smouldering where what looks to be a small tower was constructed but otherwise all is quiet in the city like the town before the storm.

The barricades are about eight feet tall with small holes periodically around the base for people to shoot arrows through or to jab with spears out. There are a few places that are open where there is no wall but the gap appears to be about as big as a wagon or cart and one lays nearby ready to be pushed into place to block it once more.

The land outside of the barricade is mostly flat with some hill scattered around but from the vantage of a roof, tower or taller perch you could see for a few thousand feet if there was something large approaching. The waters are clear except for the large merchant boat in the dock and none of the fishing boats are out on the water leaving it a very full dock presently.

Monsters

Adventure Encounters

Dire Crocodile

The dire saltwater crocodile is a large, thick scaled creature that preys on fish, sharks and even some small whales. Not afraid of boats or ships the creature will occasionally use its claws to dig in and climb onboard sea vessels. Strong and hardy these creatures are an imposing adversary on dry land but a nightmare if you find yourself in the water with them.

DIRE CROCODILE

Huge Beast, unaligned

Armor Class 17 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 30 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +6

Senses passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Giant Lynx

Revered amongst the Platara people the Giant Lynx is the rarest of the ice fields deities. These majestic celestials only take an interest in the events that happen on the material plane when something of great significance is occurring. These creatures however are as playful and fickle as magic itself and are often thought to be the manifestation of a whim from gods of magic.

This thought is given more credit by the magical effects that these creatures can summon at will

which appear and function like spells.

GIANT LYNX

Large celestial (Deity of pure snow), Chaotic Good

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	19 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Animal Handling +9, Insight +9, Perception +9, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages telepathy 120 ft.

Challenge 9 (5,000 XP)

Magic Resistance. The giant lynx has advantage on saving throws against spells and other magical effects.

Magic Weapons. The giant lynx's attacks are considered magical.

Spellcasting. The giant lynx is a 12th level spellcaster. The giant lynx's spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can cast the following cleric spells.

Cantrips (at will): *guidance, light, mending, resistance, sacred flame, thaumaturgy*
 1st level (4 slots): *bless, cure wounds, detect evil and good, protection from evil and good*
 2nd level (3 slots): *aid, hold person, lesser restoration, spiritual weapon*
 3rd level (3 slots): *beacon of hope, dispel magic, revivify*
 4th level (3 slots): *banishment, death ward, locate creature*
 5th level (2 slots): *dispel evil and good, raise dead*
 6th level (1 slot): *heal*

ACTIONS

Multiattack. The giant lynx makes one bite attack and two claw attacks

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Sahuagin

SAHUAGIN

Medium Humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Sahuagin Priestess

SAHUAGIN PRIESTESS

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8+6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+2)	11 (0)	12 (+2)	12 (+2)	14 (+2)	13 (+2)

Senses darkvision 120 ft.

Skills Perception +6, Religion +3

Languages Sahuagin

Challenge 2 (450 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

- Cantrips (at will): *guidance, thaumaturgy*
- 1st level (4 slots): *bless, detect magic, guiding bolt*
- 2nd level (3 slots): *hold person, spiritual weapon* (trident)
- 3rd level (3 slots): *mass healing word, tongues*

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with her bite and one with her claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.