

# Heraldry, Healers and Horns - 445SuHeHeHo

The second most powerful nobleman Radulas Rustlestone has suddenly fallen ill and all attempts to heal him have failed. His family has approached a group of adventurers in secret as they were given a tip that a cleric of Lathander in a city a few days travel by horseback away may be able to cure what has afflicted him. Radulas happens to be second in line to ruling the city of Jostaire with only one other nobleman out-ranking him.

However, dark plots are at play here and there are shadows that move about to delay and even stop the party from reaching their destination, Clarice Brightborn. Will they be able to overcome the league of assassins that stalk them to save the just and noble Radulas or will they fall to the same dark plot as he did.

**DM:** (Nobles vying for power have cursed Radulas Rustlestone and his health is fading with each day. A priestess by the name of Clarice Brightborn can cure him but she has been targeted by assassins since the lord was poisoned and she needs an escort to Jostaire, the city where Radulas and his wife Kathryn reside.)



ward, Clarice, as they prepared for the trip ahead of them. Finally as Clarice stepped out of the temple to Lathander it was evident that her keen senses picked up on the party watching her. Not surprisingly so as from what they had found out it had been a tough few weeks for her, filled with threats and actual attacks. Her priestly robes were replaced with battle ready armour and equally tested and tried weapons, a testament to the danger she had faced.

The party watched as she made her way to the Mindful Badger, the tavern they were meant to meet her at which confirmed that she was indeed the woman they were looking for. As she takes her usual seat and sips her water, the party catches her eyes as they enter the tavern. Approaching her booth, she raises a cautious hand, warning them of her rough week and testing their intentions by mentioning Lord Rockenworth. When they present Lady Rustlestone's letter, she breathes a sigh of relief.

"Please forgive my deception," she says, explaining the numerous attempts on her life and the growing desperation of her attackers.

"So tell me, when can we leave to cure the lord?"

**DM:** (Clarice isn't naturally impatient but the mission to heal the lord aligns nearly too perfectly with her order's goal: establishing a temple of Lathander in Jostaire, to bring light to the city's shadows. She would stress the urgency and resolve in her voice to leave at dawn and would stress the high stakes and the need to act swiftly. Refer to **445TuCaMoLi**)

As the party departs from Narrowbreath, they find the journey unexpectedly calm, free from the usual threats they'd encountered before.

On the second day at dawn, they carefully break camp, ensuring their surroundings remain secure. Just as they finish preparing, a distant, mournful horn echoes through the air, hinting at a hunt or impending danger. Clarice comments on the sound, suggesting it might be noble hunters from Jostaire or Narrowbreath. They begin their trek, but the horns sound again,

accompanied by the ominous thud of hooves. The dawn light reveals a smooth, polished and lightly ridged object moving among the trees. Realization dawns too late: it's the horn of a massive Minotaur. Bursting through the foliage, the Minotaur's broad, armored form becomes clear. It bellows a mournful call, soon echoed by several more of its kind, all bearing the same clan symbol on their armor and shields. The party quickly understands this isn't a random encounter; the Minotaurs are here with a purpose, likely targeting Clarice.

With weapons drawn and senses heightened, the adventurers brace themselves for the impending battle, knowing that this fierce opposition is far more than just a chance encounter.

**DM:** (This should be a very challenging encounter with several regular Minotaurs and then the hulking leader. They will try and focus down the most lethal target where possible and as they are skilled mercenaries one may try to distract the parties more lethal members and go on a defensive stance to give the other aggressors an advantage to attack the party freely. The target will always be Clarice so if she is left alone they will charge her if possible. Refer to **445WeHoDa**, Map see next page and refer to **445ThJoWo**, Combat refer to **445FrBeCh**)



In the bustling city of Jostaire, nobleman Radulas Rustlestone lies bedridden, struck by a mysterious affliction that no healer could cure. His wife, Kathryn Rustlestone, desperate to save her husband, has reached out to the party, renowned for their heroism and their ability to complete any tasks that they are charged with. A messenger from the distant Church of Lathander arrives, bringing news that Clarice Brightborn, a healer

from the church, believes she can cure Radulas. However, Clarice is being targeted and requests an escort to the nobleman's side. With a generous offer of gold, titles, and land, Lady Rustlestone implores the party to undertake this perilous journey to save her husband and restore order to their city.

Recognizing the urgency and the potential foul play at hand, the party must decide whether to accept this high-stakes mission, knowing the rewards could transform their lives forever. Their decision could change the fate of Jostaire and its people.

**DM:** (The party will need to choose the go and bring back the healer - that is the only option to continue the adventure. In doing so they will face three separate ambushes, one in the city and two on the road, that are **low to moderate in challenge rating** as the people who cursed Radulas are trying to prevent them in their quest. Refer to **445MoBeBo** and **445TuCaMoLi**)

The party made it to Narrowbreath where the church of Lathander stood proudly in the morning light. They had been ambushed three times on the way to the small city and even as they walked along the streets there was signs that they were being watched everywhere. But despite this no one dared to approach them as the guards, the local clergy of Lathander and their reputation surrounded them like a cover of awe for many people. They spent their day finding information out about their future





