

# Spectre of Revolution



Many Isles



# The Spectre of the Revolution

Unrest has spread throughout the empire. Threats from the west, such as the Denisians or the powerful Dwarven Empire, have caused the creation of the National Threat Committee. Its members, called nationalists, follow the lead of Beatrice 12 to attempt reforming the Ochebana Empire into a new, stronger state, one that is ready to defend itself against the forces from the west.

Of course, the emperor cannot allow such disruptive behavior. The People Control, a preventive and secret police force, have been rooting out and killing any nationalists they found - which is causing only more bitter resistance.

In the north, winter is raging, and the bitter underground battle between imperialists and nationalists is raging high.



## References

Special items, such as firearms or magic items, are written in italics. Their description is found in this document's appendix.

Similarly, monsters are presented in **bold**. Refer to the end of this document for their stat blocks.

## Characters

This campaign is designed for about 5 characters of level 5.

Additionally, each character might be equipped with firearms. If a class grants martial ranged weapons, a character may instead choose a pistol or rifle with 30 fitting ammunition. An imperial soldier by default gets a rifle and 40 bullets.

Note that it is quite possible for characters to die. For this purpose, multiple NPCs are present in the game.

You can use standard 5e races and classes, if you wish. Or you can use Many Isle [races](#) and [classes](#).

## Appendix

The appendix contains multiple useful things for the running of this adventure. Here's a short index of what's in there, find it at the bottom of this document.

[Appendix A - Monster Stats](#)

[Appendix B - Firearms](#)

[Appendix C - Map](#)

[Appendix D - Additional Sheets](#)

### 5eS

This module uses the 5eS system. For more information, see the [Adventurer's Guide to Combat](#) or explore our website (see at the end of this adventure).

## Background

This adventure plays in 225 OW, in Intralu, Ochebana Empire. Things are looking rough for the Ochebanians: the dwarves are rising in the west, and their forces are vastly superior to anything the empire can offer.

Meanwhile, a covert civil war is tearing the country apart: nationalists, who want to form a new empire that should stand united against the enemy under the leadership of Beatrice 12, are trying to wrest power from the imperialists, which are the imperial forces under the command of the Ochebanian emperor.

Originally, the nationalists emerged from the National Threat Committee, an organization created by the imperial army's soldiery to discuss imminent dangers. It has since changed from a wit-calming tool to an insurrection group. Severe sanctions are being performed against any nationalists, and Beatrice 12, herself an escaped slave, is being hunted down for execution by the People Control.

### Ochebanian Society

In the Ochebana Empire, there are two types of social status: military and nobility.

In the military, rank structure goes from lieutenant to captain, major and colonel to general. Soldiers stand under these officer's orders, and do whatever is ordered to be done.

Nobles, meanwhile, are the merchants and slaveholders of the empire. A noble usually lives in a large mansion, with a slave complex near it. He employs his own militia which serves as rule of law in his vicinity. His slaves work the fields or industries, producing whatever is needed. Both military officers and nobles are usually imperialists, and love beating down those weaker than them.

Most people, meanwhile, live in smaller villages spread throughout the empire. They grow what they can, giving most of their produce to a local lord or base if present. People living in cities are artisans which give their best



to get by. Times are hard, and many people are on the verge of famine.

The People forces, under direct orders from the emperor, make sure order is kept. The People Control, in their traditional black uniforms, serve as a preventive police force, investigating in secret and rooting out any danger to the empire. Once criminals have been found and a People Control investigation is over, the People Division moves in. They're the killers.

Discrimination is widespread among the empire. Ochebanian values state humans as the superior race, allowing elves and gnomes, as well as some dwarves, dragonborn and other oddities, to coexist with humans, but are still looked down upon disdainfully. Humans of black skin color would be greatly disregarded and rapidly enslaved, as the black Sarrasano Empire to the south is presenting difficulties to the Ochebanians.

Females of any race are worth less than men of that same race. For that reason, most slaves are female, and almost all imperialists of any rank are male.

Finally, only one religion exists: that of the ochebanian clergy of Tempus. Any other dogmas, including of other human gods and especially none-human gods, are forbidden and hunted down by People Control.

## The Characters

In this state of disarray, the characters are caught up in the mix of things.

They aren't nationalist members, however they should have anti-imperial ideas. Their background might be tainted by evil imperial rule: farmers being whipped for giving insufficient food to the army, slaves kept by nobles for whatever pleases them, or just common discrimination of non-males or non-humans. Imperialist rule is a heavy burden.

Some of the characters may be imperial soldiers, which were once members of the National Threat Committee and still aren't completely in agreement with nationalist ideas. Some might be female peasants, outraged at male domination and willing to do anything to change this. Or they might even have a faith different from that of Tempus, having to hide it out of fear of execution.

The characters are all bottom-Estate inhabitants of Intralu. They will meet in a train going from Maerdooth Station to Glister. Two trains met in Maerdooth Station and combined into one, so they may come from Rogor, or Porto Pueblo, or further south all the way from Quirthdale. Maybe they fled Longhorn Bay and its strong imperialist domination because they wanted to see the more pro-nationalist reaches of the north.

They should have a reason for their presence in the train, be it for flight, business, military deployment, or anything in the like.



# Part 1 - Rebels

## The Train

The adventure begins with all the characters sitting in a single pair of booths within the quite full train, along with two others: Antanna and Lepidus.

The wagons rattle as the train moves on through the early morning. You are still tired from the long night, and the hour-long wait in Maerdooth Station when the Rogor Line was being attached to the Quirth Express.

The sun is shining bright, and a few stray snowflakes fall upon the vast white plains of Damara.

In the same booth as you sit an elf and a gnome, clad in thick winter garments. The elf has a thick red scar across her cheek. "Hello", she says as she turns to you.

The two compagnons are members of the nationalists, and are on their way to Glister to perform a mission for the downfall of all imperialist scum. They aren't that open about this, and will first try to find out of what political opinion all the characters are (especially any members of the army) before revealing this. They are quite open and friendly, however, although Lepidus uses few words.

**Antanna** is a female high elf, of a small family that lives in Rogor. Her parents had been living by producing bullet casings in the imperial factory and leading quite a good life, until her mother was taken in at her workplace by two soldiers. Since then, she's never been seen again, although one of her father's friends swore he'd seen her mother being put into the slave carriage headed for Glister. Her dad was killed by the People Division when she was eighteen - since then, she's made a living as tanner, joining the nationalists as they were founded a month ago and participating in an assault on the bullet factory which resulted in her capture. She escaped the People Division's cells with Lepidus, and they jumped aboard the train headed for Glister because their handler gave them their next mission.

**Lepidus** is a forest gnome who's lived as a mechanical toy-maker. Business was continuously going down due to hardening times, and he abandoned his work to join the nationalists as soon as he got wind of them. He joined in on the bullet factory assault and ended up here.

Both don't know much about the nationalists: they know as much as the characters know, plus that they had a female human handler in Rogor. They know Beatrice 12 is somewhere in Intralu, but not where. They also know their next mission, which they'll gladly tell the characters (which they now trust) about.



### The Mission

Antanna and Lepidus's handler told them that they would be assassinating Duke Claus of Greenfield, a powerful man that had two mines in the Lugsaa mountains. His men are also known for notorious acts of brutality.

The two are to meet their contact and -assumedly- new handler in a textile factory in Glister.

### Interception

As the two explain their mission, read this:

The two are about to finish their recital as a horribly strident sound permeates the train, as it always does when it brakes on the icy rails. It's a water stop, as you know since water was last refilled at Maerdooth Station.

For a full minute, the screeching goes on, until you see a wooden palisade come up. The water depot must be built next to a military camp.

Looking out of the window, you see that a cluster of red-uniformed soldiers stand at the front of the train, and some characteristic black silhouettes are mixed among them.

"Darn", exclaims Antanna. "We'll have to talk our way out of this."

Some shouts can be heard from outside, then the door on the opposite side of the carriage opens. Two **imperial soldiers**, with their pointed helmets and red plumes and wielding rifles, come in. Before them is a chonlin man clad in a black uniform, the black rim of his cap hiding his eyes. It's a **People Control** officer.



They walk through the entire carriage, politely questioning each person as to who they are, where they come from, where they go and what their business is.

The man comes up to the party and asks whether they're a group or travelling separately, and asks his questions. If he isn't questioning Antanna directly, he'll ask her separately after the others answered.

He gets suspicious and asks her to stand up, inspecting her closely.

"We should bring her in to check on her more thoroughly", comments one of the soldiers with a wicked smile.

"Shut up", states the officer. "Ma'am, you will have to come with me. I don't believe you, and I think we'll need to have a clearer word."

As he grabs her arm, a sudden shout surprises you and a bolt whizzes past, thudding into the man's head. "Quick!", cries Lepidus as he stores away his crossbow and opens the window.

Antanna shoves the man into the two soldiers and rapidly follows the group.

They might believe that they shouldn't flee along as well. However, they're now suspected of being partners of the criminals and have an interest in joining the nationalists anyway.



### Flight

They jump out of the window on the other side of the fort, the side facing the ocean. It is a pretty sheer drop all the way down to the coastline.

Six **imperial soldiers** take up pursuit. Seeing the many others ready to shoot, there should be no option for the party other than jumping and sliding off.

### Sliding Battle

For this battle, use a gridded platform with about 50 feet (10 squares) space between the fleeing party and the pursuing soldiers. Note that only relative

positions are tracked on this, not actual ones.

During this fight, no normal movement speed can be used. Instead, as an action, a character can slow down up to 30 feet, or accelerate up to 15 feet. They can also move to the side up to 15 feet using their movement. This is *relative* movement: they're also going at a constant speed, which isn't taken into account.

A creature must make a DC 14 Acrobatics check the first time in their turn they stand or fall prone.

Initiative count is kept in the order of the creature at the lowest point first.

Actions can be used as normal, although disadvantage may apply to attack rolls due to the difficult situation.

Note that to attack, a character should be standing.

Each round until they reach the bottom of the slope, a difficulty might spring up. See below:

**Round 1:** Nothing happens.

**Round 2:** There is a sudden bump in the slope. Each creature must make a DC 16 Dexterity save at the start of their turn or take 2d6 bludgeoning damage and fall prone.

**Round 3:** A **gelatinous cube** appears from the side, with a thrashing **peryton** stuck inside. It's at the height of the party.

**Round 4:** The slope is blocked by a large snow drift. At the start of its turn, each creature takes 1d4 cold damage and must make a DC 15 Dexterity saving throw or be blinded until the start of its next turn.

**Round 5:** Nothing happens.

**Ending:** The party now reaches the bottom of the slope. If there are enemies remaining, the battle must be finished now.

## Getting to Glister

The immediate threat is now removed, but from the top of the slope (about 200 feet away) a massing of red uniforms is looking frightful. Bullets are starting to hit all around, getting away would be a good idea. To the southwest, about 500 feet away, there seems to be a small shack - complete with a sailing boat!

### The Shack

The place is abandoned, and there's hardly any furniture around. The one window is broken and letting cold wind in. However, the bits of torn net seem to indicate this was once a fisherman's hut.

Outside the hut, a wooden pier goes out 50 feet into the ocean, where an old-looking sailing ship is fastened. Although it looks quite bad, it's still sea-faring, and the party can get away on it. Antanna knows how to sail, if no character does.

As you set sail, you see much moving around up on the slope. The train hasn't moved, and a large amount of red uniforms has gathered. You smile as you imagine their dirty imperialist faces, looking down upon six of their own - dead.

The voyage takes a couple hours, but by late afternoon, they can pull up the boat to the north of town. The train still hasn't passed.

Only Glister's city walls are guarded, and there's plenty of buildings -about four fifths of the city- that were erected outside of them. So the party can easily make it to the still-lit textile factory.



## The Factory

As the party approaches the place, it gets quite clear that this isn't a place where rebels would meet. Above the huge building's open doors stands the symbol of a brass deer - the Greenfield emblem. On either side of the doors stand two men in proud green uniforms with brass chestplate and helmet, wielding rifles. Beyond the doors are rows upon rows of workbenches, with innumerable numbers of slaves - mainly females - chained to them.

"Are you those who bask in the eagle's glory?", asks a voice from the shadows. Turning around, Lepidus produces a metallic object which glints in the factory's glaring lights. It represents an eagle - the emblem of the nationalists. "Follow me", says the voice.

The shadow leads the party a few houses away from the factory. On one side, a chain link fence topped with barbings encases the courtyard of a large slave mansion - probably where the factory's working force is kept. On the other side, shabby houses lean so much on each other that, were there not others to hold them up, they would have fallen down.

The silhouette leads them into one of the semi-ruins and down a flight of stairs into a well-lit cobblestone room.

A man and a woman sit at the end of a large, bare table. The man wears the black uniform of the People Control with a colonel's wings on his broad shoulders, while the woman, clad in linen clothed, has the nationalist eagle pinned on her breast. "Take a seat", she says. Then, you recognize her - Beatrice 12, the leader of the nationalists.

### Discussion

Beatrice 12, an escaped slave, has been in town for a week and will leave the next day to join a nationalist infantry unit to the west. The man is a colonel of the People Control called Henston, and is a loyal nationalist. The man that led them here doesn't talk and is their bodyguard (**People Control** stats).

The leaders want Antanna, along with the characters, to go kill the duke of Greenfield. Next to having hundreds of slaves, he's a good friend of the northern army's general Johnstion Habikt, who has violated and killed multiple young women. Habikt is believed to be in the Greenfield home at this moment, and getting both of them would be a glorious hit. They want Lepidus to stay with them to discuss the situation in Rogor.

Next to giving information on how to reach villa Greenfield (which is in the Lugsas Mountains foothills, at the other end of a lake), the two have some special equipment ready for the characters.

**Stone of Messaging.** They offer three of these stones. Any creature holding it can telepathically communicate with any other creatures holding a *Stone of Messaging* within 300 feet.

**Helpful Drug.** They give four doses of this drug, kept in teabag-like containers. When ingested, a creature regains 25 HP, and doesn't fall unconscious when it drops to 0 HP: however, two failed death saving throws suffice to kill it.

**Stolen Revolver.** The People Control colonel can offer a revolver he stole from the weapons storeroom. It's an exquisite piece, given only to the best of sharpshooters. It packs all the punch of a rifle in this **high-tier revolver**.

## Part 2 - The Villa

After giving the party the weapons and wishing them luck, the bodyguard guides them back outside. They know where to go through the city and into the foothills. However, as they leave the city and walk along the trail, they see some red in the distance.

### The Trail

They may go two ways to handle this encounter: they can hide, or talk. Let them choose, then select the appropriate scenario.

#### Hide

The party quickly walks behind a briar patch to hide. One of the characters must make a Nature check to make sure they are well hidden and haven't left traces. If the roll was above a 13, read:

As you cower behind the bushes, you hear heavy boots stomping on the ground. A number of imperial soldiers, with their pointed iron helmets and red bush on top, march by. They are followed by a cart, attached to which are two rows of slaves. They are naked in the freezing cold, and red scars cover their backs. Behind the slaves come another couple of soldiers, and the column is gone.

The party succeeded in this encounter! If they rolled beneath a 14, or if they attempt freeing the slaves, skip to the battle in the "Fight" section. Otherwise, the adventure can continue.

#### Fight

If the party remains on the road, the soldiers eventually come up to them. Read:

A man with lieutenant's bars on his shoulders approaches you, rifle resting on his hip. "Who are you, where are you going, what is your business?"

If the characters give a good enough excuse, likely succeeding on a Persuasion check, the soldiers might let them go by and continue on their way.

If the party fails in convincing the lieutenant, or engages in a fight directly, battle commences. However, if the lieutenant is solely unconvinced but not certain of their enmity, he approaches Antanna, or any other



female party member.

"I'll let you pass, but this one requires some.. questioning."

Upon these words, he grabs her by the arm and pulls her towards the wagon and the other slaves. At this point, combat should break out.

### Battle

There are a dozen **imperial soldiers**. One of them, the lieutenant, carries a **pistol** in addition to his rifle. One of the soldiers is sitting on the wagon.

Attached to the wagon are a total of 22 **commoners** (stats in Monster Manual), 18 human females and four black males. They belong to the northern army and usually serve as logistical aides, carrying what needs to be carried and such. They assisted a battalion when it moved into the Lugsaa Mountains, but were judged to have done insufficiently good job and are on their way to be transported via train to Derlusk mines.

They cannot fight and are very weak, but will gladly take their newfound freedom to attempt flight in Glister. They know nothing of the Greenfield villa and refuse to follow the party there.

### The Lake

After another hour of hiking, the party is in the midst of the foothills. Gentle rolling hills covered in white surround them, and the towering rock walls of the Lugsaa Mountains stand in front.

Even though a light snowfall obscures the view, a good-sized house can be seen somewhat to the northeast of the trail.

The house stands with its back to a rock wall. All around it is a frozen lake, with a single road hugging the rock leading to it. As can be seen, at the other end of the road stand two guards, with some suspicious shed standing right next to the road. The rest of the lake seems unguarded, although a couple guards sometimes stroll around.

The party may attempt going headfirst through the road (which the two NPCs counsel against) or crossing the iced-over lake.

### The Road

If the party chooses to make their way across the 300 foot long road, a voice will call to them once they are 100 feet away.

State your name and business! Do not advance further!

If the characters don't give an acceptable answer and advance further, they are engaged by one **Greenfield guard** whilst the other runs into the shed (MG nest, see below) and starts firing away.

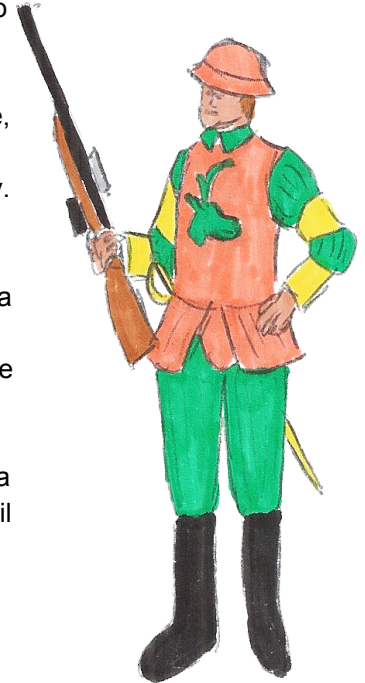
### The Lake

One can't tell how thick the ice truly is: a thin layer of snow covers it. It breaks if:

- Two creatures are less than 10 feet apart
- A creature moves faster than half speed
- Someone or something hits the ice
- A narwal uses an action to break it
- Any other reasonable reason

If the ice breaks, it does so in a 5 foot radius centered on the breaking point. If a creature is on breaking ice, it must make a DC 19 Dexterity save to get away. On a fail, it falls in the water.

Any creature (other than a narwal) starting its turn within the water must make a DC 15 Constitution saving throw, taking 4d10 cold damage and gaining a level of exhaustion on a fail or suffering half as much damage on a success. Swimming in the icy water is done at 10th or walking speed.



### Underwater Danger

Once the characters have made it halfway across the lake, three **narwals** spot them and start trying to drown them.

### On Land

Once the party reaches land, they will have to face the two **Greenfield guards** who were patrolling the shore if they made any ruckus, such as falling into the lake or shooting firearms. The two other guards at the end of the road will also engage with the party if it is in line of sight (see The Road, above).

### The Greenfield Villa

Use the map in the Appendix C. References to labeled areas on the map will be done like this: **X**.

All locked doors can be opened with keys found on all guards.

**MG Shack.** Located next to the point where the road reaches the island, this gun emplacement is camouflaged as an old shack. Two **Greenfield guards** occupy the position at the end of the road, and any guard can operate the machine gun.

### Machine Gun

Although crude, this thing packs quite a punch. It uses normal dAttack but hits any hAC of 25 or lower, and performs four attacks per attack action used. On a hit, it deals 4d10 piercing damage.



**Island.** This area is patrolled by two **Greenfield guards**. The port on the eastern side is frozen, and the sailing ship - a nice vessel, which could be used very pleasantly in warmer temperatures - is unusable. The crates contain frozen fish.

**Guardhouse.** Even though it's the middle of the night, the guardhouse is empty. The guards take two shifts during the day. On either side is an office: notably, there is a statue of Claus Greenfield in one and a bloody chain in the other.

**Slave Quarters.** These can be accessed from an underground passage (for info on it, see **Villa**) and a secret passage. The secret door, hidden in the rock face, requires a DC 16 Investigation or Perception check to find. It leads to a locked door, which requires a DC 13 check with thief's tools to open. Both passages lead to a whitewashed room with thick carpets on the ground and large pillows spread around. To the north is a small but horrifying torture room, next to which a darkcell is attached: a tiny place to lock in tough cases. On the west side are the cells, each door requiring a DC 15 check with thief's tools to open. Within them are five heavily abused **commoners**, four eastern human women and a female wood elf.

**Villa.** The villa can be entered through the main door, or any of its many windows. Once it is entered, go to "Villa" below.

### Villa

The house can be entered through any of its windows, or through the main door. The guards at the road or patrolling the lake might spot the characters when they enter.

Inside, the main area is a kind of lounge, with a roaring fire at its center. Behind it, three guards are playing cards. As soon as they spot the characters, they move in for the attack, because the party clearly aren't legitimate visitors. They are two **Greenfield guards** and one **Greenfield bugbear guard**. If shots are fired, any remaining guards from outside might storm in.

### Kitchen

The room in the northern part of the villa is a kitchen. Currently, it is completely empty except for a bare table. It seems that the Greenfields make their meals on the fire in the main room, and that this kitchen is only used in summer when there are visitors.

### Underground Passage

The stairs in the main room lead down through a 45 ft. long tunnel into the Slave Quarters (see above). About halfway through, there is a locked portcullis. It can only be opened from the villa's side, using a winch, and falls back down once the winch is let go of.

### First Floor

A wide staircase leads up to the first floor. The guards will be defending these stairs with their lives. On the

upper floor, three doors lead away. Those to the left and right lead to nicely decorated chambers with double beds that are empty: they're for visitors in summer. The big oak doors facing the stairs lead in a similar but larger room. On the bed sits **Claus of Greenfield**.

### Claus

The room itself is cozy and warm, as a grid built into the chimney lets in the warm air from the fire below. There are bits of clothing all through the room, including noble robes with the Greenfield deer and dirty rags.

You see Claus of Greenfield sitting on his bed, dressed in a dirty nightgown. His hair is horribly disheveled, and it seems like he hasn't rested much. "Why, hello there", he says. "You must be my killers. You took your time. All that you have heard about me, all the horrid things I've done, are true. But now I'm done. Let's finish this the man's way."

He pulls out a rapier and challenges a character to the fight. He will battle to the death, and reveal no more of what has happened. The guards know nothing much, if they are questioned later.

### Getting Away

Once Claus is killed, the mission is accomplished. Any remaining guards will still fight to the death.

In his room, a DC 12 Investigation check reveals that the rapier is a +2 *weapon*, and also shows a wine bottle on the noble's night table. If the bottle is opened or broken, it produces a hostile **wine elemental**, which will stop attacking if it spots a bottle in which it can go again.

Otherwise, things are still as they were when the party tried sneaking in. It's pitch dark, and the wind has increased again. There's more snow falling than before.

The trek back is uneventful, as no one walks the roads this late or in this weather. The party can easily make it back to the hideout near the factory.

## Part 3 - The Empire Strikes Back

As the party approaches the hideout, the first thing they notice is the considerable amount of footprints on the ground. A DC 12 Investigation check reveals traces of blood.

### The Hideout

The ruined house seems completely silent and dark.

It's pitch dark inside, and the flight of stairs leading down to the place where you met the others can just be made out. The only sounds you hear is the strong



wind outside, the crack of a floorboard, and the click of a revolver.

The party is ambushed by a **People Control** officer. Lepidus is also here, hiding behind a ruined shelf. He comes out once the party finishes off the officer.

He explains that a short time ago, there was a sudden banging on the door outside whilst he had been discussing with Beatrice 12 and the colonel. He had gone up to check on the bodyguard and instead seen a number of black-uniformed men shooting down the poor man. He had jumped aside into the darkness and seen the men storming down the stairs. One of them spotted him and shot him, but he managed hiding behind the shelf. The officer had been searching for him when the party had come in.

He has disadvantage on all attack rolls because his right arm was hit.

He urges the party to flee, because they have no chance against the People Control, but Antanna insists that the nationalist leader must be saved. Lepidus will grudgingly follow.

### Downstairs

As the party makes it down, they see the room only dimly lit by a single light. At the other end of the room, tied to a chair, sits the gagged colonel. To the left is an opened secret door, leading to darkness beyond.

What the party doesn't know is that there are two invisible **People Control** officers here: they attack, becoming visible, as soon as they have an overview of the situation.

### Colonel Henston's Info

As soon as he is un gagged, he will inform the party that People Control stormed the hideout (quite obviously) and captured Beatrice 12, carrying her off through the secret passage now revealed.

The passage leads under the textile factory to an abandoned mansion, which he suspects is now under PC control. He urges the party to go save Beatrice 12, and will go with them. He has **People Control** stats.

Please make sure the characters are aware they can loot the high-tier revolvers of the dead People Control.

### The Passage

Although it's unlit, the 1'000 foot long passageway isn't too difficult to navigate. Water drops occasionally fall from the ceiling. Once the characters are about 300 feet from the end of the passage, they hear loud thuds, as if someone were being hit. Then, 100 feet away, they hear loud screeches, then silence.

### The Manor

The passageway ends in an odd fluffy cover. Once pushed aside, the characters realize it's actually a dusty old tapestry showing a medieval hunt.

### Arrival

Hanging above them is ludicrously huge chandelier. They are in a large room, with large brass doors - obviously the main entrance - leading in. Flights of stairs lead away from this room.

Three oil lamps are placed on the dusty ground. Ancient and broken furniture litters the area, and all windows are condemned. On an old chair is tied Beatrice 12. She's been terribly beat up, her face is bloody and her head is hanging limp.

On the ground before her are five corpses, all in the black People Control uniforms. Some of them have heavy sticks, some have brass knuckles. Their uniforms are lacerated and blood is oozing out of their wounds.

"What the hell happened here?", whispers Lepidus.

As the party looks around, a sudden maniacal laughter erupts from above. A wispy white form, clearly a ghost hovers above them.

Suddenly everything is black, and you can't see a thing. As you stumble around desperately, the lights suddenly come on. You find yourselves in an odd place indeed.

### The Spirit Realm

Now, it is time to bring out the monopoly board!

Make each player choose a color, and do the same for any NPCs. They may choose which property of their color to place their character on. Meanwhile, three ghosts in the appearance of lackeys - **ghosts** - appear in the "Go", "Go to Jail" and "Free Parking" spaces.

The whole playing area is locked in by an invisible barrier; one can only move through the squares, each square counting as 5 feet of movement. Similarly, attacks cannot be made through the barrier at another point on the area.

Outside of the playing area, in the center of the board, is the stately ghost that the characters saw in the manor - the **boss ghost**. He is invulnerable and immobile, but can make ranged attacks through the barrier. Once all the ghosts are dead, he enters the playing area at a point of his choosing.

A creature that is in jail can only attack creatures in the "Just Visiting" space. Another creature must succeed on a DC 14 Sleight of Hand check using an action to free all creatures in the jail.

A creature that drops to 0 HP cries in pain, invisible claws lacerating their body as they fall to the ground. If they die, they disappear from the playing area in a faint popping sound and reappear in the same position as they were before being teleported.

A ghost that dies silently dissipates; the boss ghost shrieks as the whole game shatters and breaks. If the ghost boss dies, all remaining creatures are transported back to the positions they held before being transported.



### The Manor

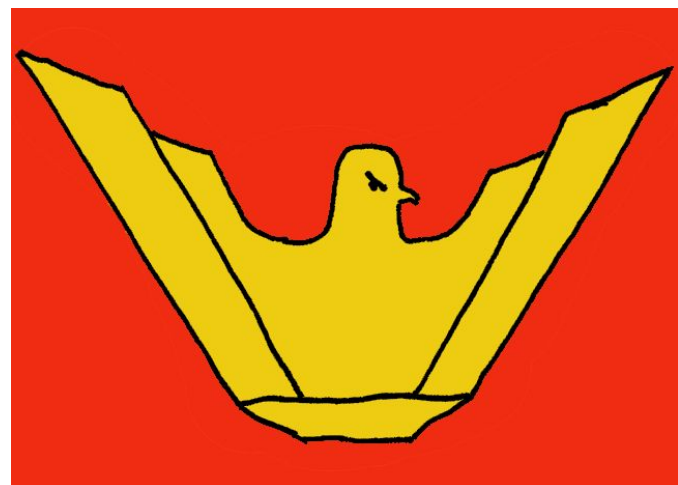
Having the odd supernatural encounter behind them, the characters reappear in the exact positions they were holding before. They find any creatures that died during the encounter dead, looking similar to the dead People Control.

#### Beatrice 12

The human woman is in a very bad condition: she has 0 HP, but is stable. Any healing done will awake her. Once she is freed, she stands up on shaky legs and smiles.

I thank you from all my heart, adventurers. You have saved me... but you've also saved nationalism. I can give you nothing but thanks for this. But, please... come with me. We have a war to wage.

The party may accept or not, that is up to them. However, they have saved the revolution, and will fight on for glory!



## Thanks to You!!

v 1.1

Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.

It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

Find us on the subreddit of [Many Isles](#), or for great RPG content on [Patreon](#), or even for worldbuilding on [Karte-Caedras!](#)

*Special thanks to u/RaptorHeist*



# Appendix A

Here are any stats required for the running of this adventure. Note that **commoner** stats are not included: they shouldn't fight, and if they do, find them in the appendix of the Monster Manual.

## Antanna and Lepidus

As you can see, neither Antanna nor Lepidus are included here. You can find their character sheets in Appendix D.

## IMPERIAL SOLDIER

*Medium humanoid*

Armor Class d8 h0  
Hit Points 18  
Speed 30 ft.

STR	DEX	CON	INT	WIS	HON
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses Passive Perception 10  
Languages Common (Eastern)

**Ordered Fire.** If an imperial soldier fires his rifle whilst within 5 feet of another soldier, he has advantage on the roll.

**Precise Shot.** The imperial soldier scores a critical hit on an 18-20.

### Actions

**Rifle.** 100/300ft, loading 1, d+4, one target. *Hit:* 4d12+2 piercing damage.

**Shortsword.** d+4 h+5, one target. *Hit:* 1d6+2 slashing or piercing damage

## NARWAL

Armor Class d12 h13  
Hit Points 9  
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	HON
8 (-1)	18 (+4)	12 (+1)	4 (-3)	6 (-2)	10 (+0)

### Actions

**Horn.** d+6 h+0, 5 ft., one target. *Hit:* 1d6+4 piercing damage

## GELATINOUS CUBE CON PERYTON

*Large ooze*

Armor Class d2 h16  
Hit Points 32  
Speed 30 ft.

STR	DEX	CON	INT	WIS	HON
18 (+4)	3 (-4)	20 (+5)	5 (-3)	5 (-3)	6 (-2)

Condition Immunities. Blinded, charmed, deafened, exhaustion, frightened, prone  
Senses Blindsight 60 ft.  
Languages Common (Eastern), Goblin

**Engulfing Ooze.** The ooze does not occupy its space; others can enter it. Any creature within the ooze's space is subject to its engulf and fails the saving throw.

### Actions

**Multiattack.** The ooze and peryton each make an attack.

**Engulf (Ooze).** The ooze moves up to its speed. Any creatures whose space it enters must make a DC 14 Dexterity saving throw or be stuck within the ooze. An engulfed creature has total cover, but takes 6d4 acid damage at the start of each of its turns. Another creature can try freeing it with a DC 14 Athletics check, taking 2d6 acid damage while doing so.

**Bite (Peryton).** d+4 h+4, reach 5 ft., one target. *Hit:* 2d8+7 piercing damage

## GREENFIELD GUARD

*Medium humanoid*

Armor Class d12 h15  
Hit Points 18  
Speed 30 ft.

STR	DEX	CON	INT	WIS	HON
15 (+2)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	15 (+2)

Saving Throws. Dexterity +6, Heroism +4  
Senses Passive Perception 12  
Languages Common (Eastern)

**Precise Shot.** The guard scores a critical hit with his rifle on a 16-20.

### Actions

**High-Tier Rifle.** 150/300ft, loading 1, 6 shots, d+6, one target. *Hit:* 6d12+4 piercing damage.

**Rapier.** d+6 h+5, one target. *Hit:* 1d8+2 piercing damage



## GREENFIELD BUGBEAR GUARD

Medium humanoid (bugbear)

Armor Class d12 h16  
Hit Points 32  
Speed 30 ft.

STR	DEX	CON	INT	WIS	HON
18 (+4)	18 (+4)	17 (+3)	10 (+0)	11 (+0)	15 (+2)

Saving Throws. Dexterity +6, Heroism +4  
Senses Passive Perception 12  
Languages Common (Eastern), Goblin

**Precise Shot.** The guard scores a critical hit with his rifle on a 16-20.

**Sneak Attack.** When attacking a surprised creature, the guard his an automatic crit.

### Actions

**Multiattack.** The bugbear makes three greataxe attacks.

**Greataxe.** d+6 h+10, one target. *Hit.* 2d8+4 slashing damage

## PEOPLE CONTROL

Medium humanoid

Armor Class d14  
Hit Points 18  
Speed 35 ft.

STR	DEX	CON	INT	WIS	HON
14 (+2)	20 (+5)	15 (+2)	16 (+3)	10 (+0)	19 (+4)

Saving Throws. Dexterity +8, Heroism +7  
Skills. Intimidation +5, Perception +3, Insight +3, Investigation +6, Sleight of Hand +8, Persuasion +6

Senses Passive Perception 13  
Languages Common (Eastern)

**Precise Shot.** The People Control officer scores a critical hit with his revolver on a 15-20.

**Wall Runner.** The officer can forgo movement and all actions. Instead, it runs up to its speed to a vertical surface, then runs the remainder of its speed (up to 15 feet) on that surface. It can pass through other creature's spaces while on the surface. It can make a Multiattack while on the wall, then lands back on the ground.

### Actions

**Multiattack.** The officer makes two attack: one with its revolver, one with its pistol.

**High-Tier Revolver.** 120ft, loading 2, 6 shots, d+8, one target. *Hit.* 4d12+5 piercing damage.

**Pistol.** 90ft, no loading, 5 shots, d+8, one target. *Hit.* 2d12+5 piercing damage.

## WINE ELEMENTAL

Medium elemental

Armor Class d2 h13  
Hit Points 31  
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	HON
18 (+4)	3 (-4)	20 (+5)	5 (-3)	5 (-3)	7 (-2)

**Damage Resistances.** Physical damage from nonmagical attacks

**Condition Immunities.** Exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Languages Aquan

**Wine Form.** The elemental can enter other creature's spaces, blinding them, and pass through spaces as narrow as 1 inch without squeezing.

**Chilled.** If it is dealt cold damage, the wine elemental partly freezes: its speed is reduced by 20 feet until the start of its next turn.

### Actions

**Multiattack.** The elemental makes two attacks.

**Slam.** d+0 h+6, 1 target, reach 10 ft. *Hit:* 2d8+4 bludgeoning damage

**Intoxicate.** Each creature in the wine elemental's space must make a DC 15 Constitution saving throw, being poisoned on a fail.

## CLAUS OF GREENFIELD

Medium humanoid

Armor Class d17 h0  
Hit Points 32  
Speed 30 ft.

STR	DEX	CON	INT	WIS	HON
14 (+2)	20 (+5)	15 (+2)	16 (+3)	10 (+0)	19 (+4)

Languages Common (Eastern), Elvish

### Actions

**Multiattack.** Claus makes three rapier attacks.

**Rapier.** d+8 h+6, one target. *Hit.* 1d8+5 piercing damage



## GHOST

*Medium undead*

Armor Class d15 h0  
Hit Points 40  
Speed 40 ft (hover)

STR	DEX	CON	INT	WIS	HON
10 (+0)	18 (+4)	20 (+5)	5 (-3)	5 (-3)	7 (-2)

**Damage Resistances.** Physical damage from nonmagical attacks, poison, fire, cold, necrotic  
**Condition Immunities.** Exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious  
**Languages** Common (Eastern), Elvish, Dwarvish

**Train Ticket.** If a train from Ghost Train passes through its space, it can choose to move to any subsequent location on the train's path.

### Actions

**Multiattack.** The ghost makes two claw attacks or one Go Away attack.

**Claw.** d+8 h+5, 1 target, reach 10 ft. *Hit:* 1d8+4 slashing + 1d6 necrotic damage

**Go Away.** The ghost targets a creature within 5 feet of it. That creature must make a DC 13 Heroism saving throw or go to jail.

## BOSS GHOST

*Medium undead*

Armor Class d15 h0  
Hit Points 122  
Speed 40 ft (hover)

STR	DEX	CON	INT	WIS	HON
10 (+0)	18 (+4)	20 (+5)	5 (-3)	5 (-3)	7 (-2)

**Damage Resistances.** Physical damage from nonmagical attacks, poison, fire, cold, necrotic  
**Condition Immunities.** Exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious  
**Languages** Common (Eastern), Elvish, Dwarvish

**Train Ticket.** If a train from Ghost Train passes through its space, it can choose to move to any subsequent location on the train's path.

### Actions

**Multiattack.** The boss ghost can make two special and two claw attacks each turn.

**Claw.** d+8 h+5, 1 target, reach 10 ft. *Hit:* 2d8+4 slashing + 1d6 necrotic damage

**Ghost Train.** A phantasmal train goes from one "Railroad" space to another. Any non-ghost in the train's path must make a DC 14 Dexterity save or take 2d8 necrotic damage.

**Surcharge.** An electrical explosion occurs at the "Electric Company" space. Each non-ghost must make a DC 20-2\*#of cases away from the square, taking 1d6 lighting damage and being paralyzed until the end of its next turn on a fail.

**Go Away.** A creature of the boss ghost's choice must make a DC 16 Heroism saving throw or be sent to jail.

**Bomb.** A bomb appears on a square of the ghost's turn. Roll a d4-1 in secret: the bomb explodes at the start of boss ghost's turn on that round. Any creature within 15 feet of it takes 2d12+3 fire damage. A creature on the bomb's square may attempt a DC 12 Sleight of Hand check as an action, defusing it on a success.



# Appendix B

Here are all four firearms that can be used during this adventure. They are Cards Game cards: find rules on how to use them in the [Starter Guide](#) or in the [Adventurer's Guide to Firearms](#), and get them all [here!](#)

Basic Object  
Simple Firearm

250 gp

4d12 Piercing

0

:24

0



**Pistol**

Standard issue for the army.  
Range: 90 ft, Ammunition (Handgun Bullets), 5 shots, reload 1, crit 2, 2 lb.




Simple Object  
Simple Firearm

600 gp

4d12 Piercing

0

:26

0



**Basic Rifle**

Standard-issue rifle, for any soldiery.  
Range: 240 ft, Ammunition (Bullets), loading 1, two-handed, crit 2, 18 lb.




Advanced Object  
Simple Firearm

3500 gp

4d12 Piercing

0

:25

0



**High-Tier Revolver**

An exquisite piece, made for special forces.  
Range: 120 ft, Ammunition (Handgun Bullets), 6 shots, reload 2, crit 4, auto-chambering, 3 lb.




Advanced Object  
Simple Firearm

3500 gp

6d12 Piercing

0

:30

0



**High-Tier Rifle**

An advanced armor-piercing and anything-piercing piece.  
Range: 300 ft, Ammunition (Bullets), 6 shots, reload 1, two-handed, crit +3, auto-chambering, 3 lb.

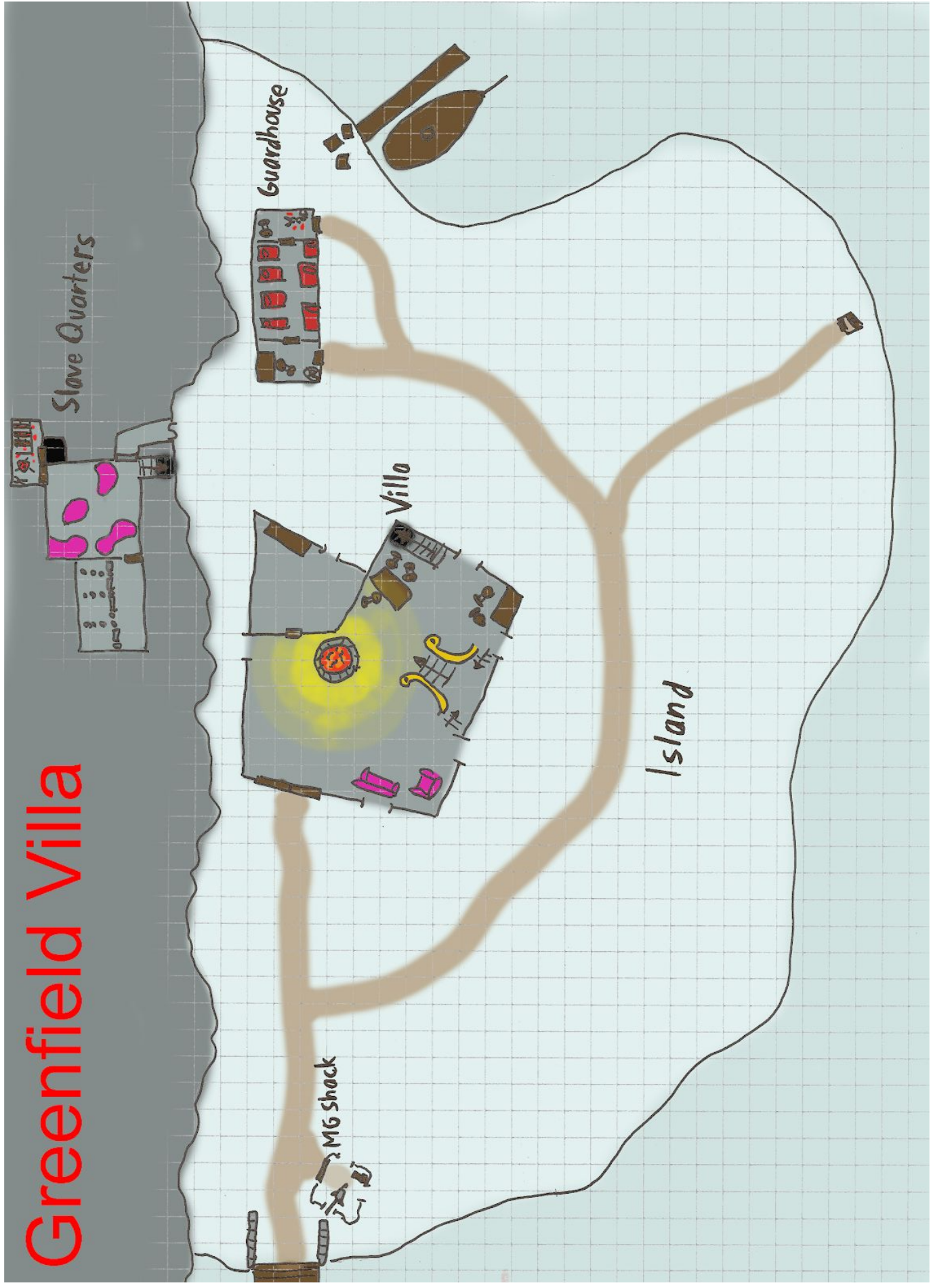






# Appendix C

The map below's scale is of 1 square=5 feet.



# Greenfield Villa

# Appendix D



# Antanna

Gunslinger 5 Class		DM Player Name
High Elf Race	Nationalist Background	22 Age



+3 PROFICIENCY BONUS

INSPIRATION

13 dAC

2 hAC

Current HP | Max HP | Temporary HP

29

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

+0

10 STRENGTH

- ◇ +0 Strength
- ◇ +7 Dexterity
- ◇ +0 Constitution
- ◇ +5 Intelligence
- ◇ +1 Wisdom
- ◇ +2 Heroism
- +4 Acrobatics (DEX)
- +1 Animal Handling (WIS)
- +2 Arcana (INT)
- +0 Athletics (STR)
- +2 Bravery (HON)
- +2 Deception (INT)
- +1 History (WIS)
- +4 Insight (WIS)
- +0 Intimidation (STR)
- +2 Investigation (INT)
- +1 Medicine (WIS)
- +2 Memory (HON)
- +1 Nature (WIS)
- +4 Perception (WIS)
- +2 Performance (HON)
- +1 Persuasion (WIS)
- +2 Religion (INT)
- +2 Sanity (HON)
- +4 Sleight of Hand (DEX)
- +7 Stealth (DEX)
- +2 Survival (INT)

- Disadvantage on Ability Checks
- Speed halved
- Disadvantage on Attacks & Death Saves
- Max HP halved
- Speed 0
- Death

Total 5

d8 HIT DICE

+4

18 DEXTERITY

+4 INITIATIVE

30 ft. SPEED

Name (Range)	dAtt	hAtt	Damage	
Pistol (90ft)	+7	+24	2d12+4 piercing	19-20
Dagger	+7	+6	1d4+4 piercing	20

+0

11 CONSTITUTION



+2

14 INTELLIGENCE

Steady aim: advantage on pistol attacks if two-handed  
 Precision: if advantage, ignore hAC  
 Speed Fire: on auto-chamber (revolver or HT rifle) shoot up to 5, but -2 for each subsequent shot (no adv.), up to 2 targets  
 Extra Attack: as action, attack twice  
 Bite Through: ignore up to 25 damage, but Con save DC=dam or +1 exhaustion level

+1

13 WISDOM

- 14 Perception (WIS)
- 12 Investigation (INT)
- 11 Insight (WIS)
- +2 Archery

+2

14 HEROISM

Known Languages

Common (Eastern), Elvish

Handgun Bullets: (originally 14)

Proficiencies

Simple Weapons, Firearms



# Lepidus

Archer 5  
Class

DM  
Player Name

Forest Gnome  
Race

Nationalist  
Background

41  
Age



+2 PROFICIENCY BONUS

INSPIRATION

11  
dAC

14  
hAC

Current HP | Max HP | Temporary HP  
| 41 |

SUCCESSES ○○○○  
FAILURES ○○○○  
DEATH SAVES

+1  
12  
STRENGTH

- ◇ +1 Strength
- ◇ +6 Dexterity
- ◇ +2 Constitution
- ◇ +4 Intelligence
- ◇ +2 Wisdom
- ◇ +2 Heroism
- +6 Acrobatics (DEX)
- 0 Animal Handling (WIS)
- +2 Arcana (INT)
- +1 Athletics (STR)
- +2 Bravery (HON)
- +4 Deception (INT)
- +0 History (WIS)
- 0 Insight (WIS)
- +1 Intimidation (STR)
- +2 Investigation (INT)
- 0 Medicine (WIS)
- +2 Memory (HON)
- 0 Nature (WIS)
- 0 Perception (WIS)
- +2 Performance (HON)
- 0 Persuasion (WIS)
- +2 Religion (INT)
- +2 Sanity (HON)
- +6 Sleight of Hand (DEX)
- +4 Stealth (DEX)
- +2 Survival (INT)

- Disadvantage on Ability Checks
- Speed halved
- Disadvantage on Attacks & Death Saves
- Max HP halved
- Speed 0
- Death

Empty box for notes or additional stats.

Total 5  
d8  
HIT DICE

+4  
18  
DEXTERITY

+4  
INITIATIVE

30 ft.  
SPEED

Name (Range)	dAtt	hAtt	Damage	
L. crossbow (80/320)	+8	.21	2d8+11 piercing	19-20

+2  
14  
CONSTITUTION

+2  
14  
INTELLIGENCE

+0  
11  
WISDOM

+2  
15  
HEROISM

15 Perception (WIS)

12 Investigation (INT)

10 Insight (WIS)

+6 Archery



<https://www.gettext.ch/pu/8007/3802/7742/3802/>

No disadvantage on targets within 5 feet  
Crits on 19-20  
Turn to aim: advantage on roll, auto-crit on hit, if roll also a crit:  
+50 damage

Known Languages  
Common (Eastern), Gnomish

Proficiencies  
Ranged Weapons