

# Tales of Stormhaven

An epic adventure for the world's greatest  
roleplaying game (3<sup>rd</sup> level characters)





## Introduction

### What is Tales of Stormhaven?

Tales of Stormhaven is an epic adventure that takes place in the city of Stormhaven, the last bastion of the living against the armies of Undead.

Stormhaven is a walled city built upon the mountains. One year before the start of the campaign, humanity lost Fort Last Hope to the armies of the Black General, the undead commander. Fort Last Hope was protecting what little farmland was left upon the mountains, leaving the citizens on the brink of starvation.

The campaign is separated in nine chapters. Each one of them, with the exception of the first and eighth chapter, presents the players with two available quests to choose from.

Here you will find the first chapter's adventure.

Tales of Stormhaven can be run as a campaign in two ways:

- Players can form one adventuring group and choose one of two available quests every chapter, or
- Players can each have two different adventuring characters and subsequently form two adventuring parties. This way, players can play both quests in every chapter, using a different party for each one.

We strongly recommend that players choose the second option and play all quests.

The first party would start at chapter one, while the second would start at chapter two (chapter one is the opening quest). The eighth chapter can be played either by one party or both parties. In the final chapter, players choose in which way they want to save Stormhaven (**spoiler alert!**):

➤ Reclaim Fort Last Hope, which is the first step to reclaim all the lands lost to the undead, or

➤ Transport Stormhaven to the Astral Plane and venture forth to find another world to live in.

The choices available as well as the measure of success will be determined by the players' quest of choice in each of the chapters.

Appendix A of the full version has details about how the players' choices effect the measure of success on their effort to save the city.

Later on, we will try to answer some question you might have.

### What is special about Stormhaven?

Stormhaven was designed to make it easy for groups of friends who want to play Dungeons and Dragons to gather around and do it. That is because every quest is independent from the rest, so it does not require the entire party to be there. Also, the fact that every chapter has two separate quest, gives players who missed one session the opportunity to play the other quest, or the group to play the alternative quest if they wish to wait for their friend.

Tales of Stormhaven is also a highly thematic campaign. It is a dark setting filled with undead that only want one thing: to end the living. Furthermore, the fact that the entire population is gathered behind closed walls, offers great opportunities for roleplaying and creates an immediate sense of purpose, as adventurers are trying the city in order to save themselves.

### Is Tales of Stormhaven setting specific?

Stormhaven is a setting on its own. It is the last city of the fallen Kingdom of Blackrock. It is located upon the Sharktooth Mountains, on Mt Clearcloud

and was built on a huge rock called Bear's Rock, more than 700 years before the start of the campaign.

Stormhaven also has its own religion. Its population worships a monotheistic deity and its various divine domains are represented by Saints.

Nonetheless, because of its small scale, Stormhaven can be easily incorporated in any other setting. In Appendix D we provide information about religion and how to adjust it in other settings.

#### Does Stormhaven have lore?

We tried to keep the setting's lore in a basic level, in order for it to be easy to new players. Stormhaven's brief history is presented in Appendix B and the city's six factions and their history are presented in Appendix C of the full version.

#### Is there anything special in character creation in Stormhaven?

The campaign is rather difficult, so it is recommended that players create 3<sup>rd</sup> level characters starting with one extra feat for the opening chapter and 4<sup>th</sup> level characters starting with one extra feat for the second chapter (in case they choose to play with two parties).

In Appendix E of the full version, we provide some ready to play characters.

Also, in Appendix A of the full version, we propose a recommended way of leveling up during the campaign (using the milestone method).

#### Are there magic items found throughout the campaign?

Player characters are heavily awarded with magic items throughout the campaign. Most of those items can be found in the Dungeon Master's Guide. Those of our creation are detailed in Appendix F of the full version.

#### Are there new monsters in Stormhaven?

Yes, we relied on our experience, as well as the game's guidelines to create some new monster stat blocks, especially for the boss fights. You will find those in Appendix G of the full version.

#### Are there any new spells?

We created a couple of new spells that are listed in Appendix H of the full version.

#### Where can I find the campaign's maps?

All maps can be found in Appendix I of the full version and in the digital map pack that was with the product.

Also, the maps of the first chapter can be found in the final pages of this document.





## Chapter 1 – Hunger

### Whitecap Mill

#### Backstory:

It has been almost a year now since the loss of Fort Last Hope, or as citizens call it these days Fort Lost Hope. With it, humanity also lost all of its rural areas and food producing facilities. As a result, Stormhaven is facing severe food shortage.

The City Council has reassured the citizens that there is a plan in motion to deal with the food shortage and rations are given to the citizens by the City Guardsmen. Nonetheless public unrest is high and brawls between citizens and the City Guardsmen break out quite often, as the rations are considered too small.

A closed mine in the Undercity has been re-opened and mushroom farms have been set up, but the city needs more time before it can make its first harvest. As such, the City Council has ordered the City Guard to put out a mission in the Guard's notice boards, giving vague details, about a quest outside the city walls. The reason for being secretive is to provoke further unrest among the citizens.

The mission is about recovering a large quantity of flour in a small farming village called Whitecap, two days' road from Stormhaven. Whitecap had a large mill at the north end of the village, which used to mill wheat from many farms; not only from Whitecap but from other villages as well. However, the villagers did not manage to evacuate the area quickly and are now presumed dead (or undead).

#### Mission Details:

Details are given to adventurers by Lieutenant Andrea Fillipou, the head of the City Guard's Scouts Division. In short, the adventurers must:

- 1) Reach the Mill.
- 2) Secure the flour.
- 3) Contact the scouts using a sending stone given to them by the Lieutenant.
- 4) Wait until the scouts come to transport them.
- 5) Optional: Look for any survivors, though it has been almost a year and the chances of anyone surviving alone all this time amongst the undead are slim at best.

The Lieutenant also warns adventurers about:

- 1) A couple of miles before reaching the village, an old witch named Gertrud had her hut. She did not abandon it.
- 2) The area between the city and the village is filled with undead and wild beasts.
- 3) It will take about a day before the scouts come for them at the very best...

#### Reward:

One-month worth of rations and 50 gp worth of equipment.

#### Encounters:

Adventurers will most likely face three encounters in this quest as explained below:

- 1) Witch's Hut
- 2) Undead in the village
- 3) The wraith haunting the mill



- 4) Optional: if you believe your group has the time, you may add one more encounter, shortly after they leave the city, with a pack of wild dogs (**7 Wolves** (MM)).

#### 1) Witch's Hut:

As adventurer's reach the Hut:

*"Just as the Lieutenant told you, a couple of miles before reaching Whitecap, you see Gertrud's Hut. The Hut has wooden walls, a small balcony in front of the entrance and a hey roof, weathered and unattended. Around it stretches a tired, low stone fence, its door creaking and moaning as the wind blows it. The small garden is overgrown with nasty weeds and the ancient oaks surrounding the hut seem as they plan to swallow it whole."*

The wraith that haunts the mill ordered its minions to kill the witch who was foolish enough to stay behind, and pin her to the ceiling! A wight is lurking outside the hut, along with a few undead minions, waiting in the shadows of the trees to take unsuspecting fools by surprise. It waits for them to enter and search the hut and attacks after they have seen the witch's body.

The undead are comprised of:

- a) **1 Wight** (MM)
- b) **4 Zombie Swarms** (detailed in Appendix A)

Inside the hut, the adventurers might find the following items, with a successful DC 10 Perception check: Alchemist's Supplies, Herbalism Kit, Cook's Utensil's, 2 Potions of Healing and 1 Talking Mirror (magic item as described in Appendix B).



Figure 1 - Gertrud's Hut

#### 2) The village:



Figure 2 – Whitecap Village

The village consists of the following:

- 1) Windmill. Filled with sacks of flour and grain. It is haunted by a **Wraith** (MM).
- 2) Village main square. An ancient oak tree stands in the middle of the village. As adventurers pass by it, they can hear the tree's leaves rustling, as though they were weeping mournfully for the victims of the undead.
- 3) Town Hall. Trying to save themselves, most villagers found refuge inside the town hall, which later became their tomb. Contains **1d8 Zombies** (MM).
- 4) Temple of St Bernard. The dead could not desecrate this holy church, but those who fled here ultimately died

of starvation. The temple's priest lies dead by the altar holding a child in his arms in a comforting position. A successful DC 12 Perception check reveals: 1d6 Potions of Healing, 1d4 Flasks of Holy Water, powdered silver, 1d4 Holy Symbols and 1 Book of Prayers.

5) School. The school was empty when the undead attacked, so it remains mostly unharmed. Inside it, adventurers may find parchments, quills and small bottles of ink.

6) Graveyard. Do we really have to say anything more? **Contains 1d6 Skeletons** (MM).

7) Ugly Barry's Inn. Once a meeting place for villagers and travelers alike. Now, a ghouls' nest. The ale is still good though... Contains: **1d4 ghouls** in the tavern & **1 Warhorse Skeleton** (MM) in the stables.

8) Woodcutter's Hut. Contains... the woodcutter! **1 Zombie** holding a greataxe (MM, deals 7 (1d12+1) slashing damage on an attack).

9) Mc Lynn Farm. Here lives Jenny Mc Lynn, a nine-year-old girl that is still alive against all odds. She can offer guidance to the adventurers **if** they earn her trust (DC 15 Persuasion check. If they offer food, the DC drops by 5).

The rest of the village's buildings are empty.

3) Whitecap Mill:

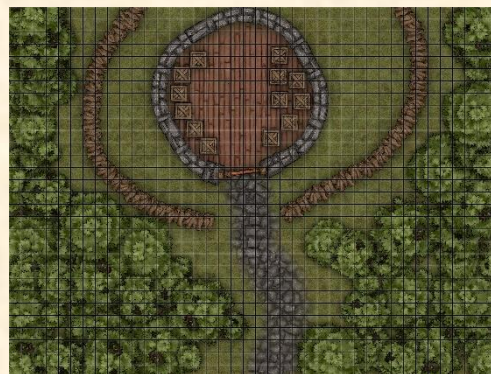


Figure 3 - The Mill

A **Wraith** (MM) haunts the mill and commands the undead in the village. Adventurers must defeat the wraith if they wish to secure the flour.

**Important:** When the Wraith dies it makes a horrific scream!

#### Ending:

*"You contact the scouts and remain in the mill to guard the flour. You manage to get some rest, but your sleep is uneasy, filled with the horrors you encountered. The next day, a small horde of undead are approaching the mill, probably having heard the wraith's horrific scream. The undead start pounding at the doors, as you try to hold it. (If adventurers have saved Jenny: Jenny sits in a corner with her hands tightly around her legs, mumbling something to calm herself, tears coming out of her beautiful eyes.) Then, suddenly, the pounding stops. You dare to open the door and see the undead slain by a hundred arrows as if they had fallen from the sky. You raise your eyes and watch in awe as the City Guard's airship passes over you, filled with archers. A familiar voice, that of Lieutenant Fillipou sounds: I think we came just in time, didn't we?"*







