

# The Perfumer's Daughter

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**Introduction:** When her father goes missing, a young adventurer has no other choice than to gather her friends and head for the city of Loudwater. Soon after she gets swept away in an obscure design threatening to drag the entire region into chaos and war. At the heart of this mystery, lies not only her father, but the long-forgotten history of her once-despised family and a primordial beast influencing events from the shadows, moving her family like pieces on a chess board.

A full-length campaign taking four to six characters from level 1 to level 18.

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*To my friend, Lartimer Fawkes, Loudwater.*

*My dear friend,*

*I am overjoyed to hear Aska is expecting but let me be the chiding old woman for a minute. You are a thrice-damned idiot for mounting another expedition with a child on the way. You know fully well there is no such thing as 'one last adventure' and are mad if you think I believed that line for even a second. Think hard my friend, it is high time for you to do the responsible thing. Children of adventuring parents more often than not grow up as orphans.*

*With this warning I consider my duty fulfilled and will talk of it no more. But if you go out and get yourself killed, rest assured I will ask one of the priests to contact your spirit, so I can tell you that I told you so.*

*As for the information you wanted, not much is to be found. The library holds few references of a creature called 'Agelong' or a sect called 'Guardians Four'. There is only one text within our library that more or less contains both terms. I've included a transcript of the original translation with this letter.*

*As far as I can tell the text is authentic and extremely old. The original log mentions it was brought to us by an adventurer who found the scroll in some ruins located in the woods around the Delimbiyr Vale. The original text was in the language of one of the creator races, the sauroids.*

*These sauroids lived more than thirty-five millennia ago and were avid collectors of knowledge. Their main source of knowledge were the primitive tribes that inhabited the world at that time. This particular piece seems to have been a recording of a story as told by the 'People of Four Stones'.*

*From what I gather, the 'People of Four Stones' were a tribe of early humans that presumably were ancestors of the Ice People that live on the ice shelves of northern Faerûn.*

*The origin story on the next pages bears some resemblance to other stories told by the different peoples of Faerûn. The explanation provided here of the animosity between the goddesses Selune and Shar is a clear example of this.*

*However, no other origin story I know speaks of this Eti'iwani creature. So I consider this rather unsubstantial and certainly no reason to go traipsing around dank ruins while your wife is with child.*

*Heed my words, Lartimer Fawkes, time to hang up the old cloak and backpack and tend to your family!*

*May Deneir's candle bring some much-needed light to the dusty corners of your cranium so that you may see the wisdom of my words.*

*Your friend,*

*Píndora.*

*The Spirit Soaring, Snowflake Mountains.*

*"Eeey bu'imme! Here is a history taught to me by the spirits. It tells of the era of Iwunangwe, so that we can pass it on to those who come after the time of great terror and of Eti'íwan, who lies below.*

*Listen bu'imme, so you can tell your children and their children after them to keep watch.*

*In the beginning there was the Father. From the Father came two daughters, Moon and Night. Both were beautiful and terrible to behold.*

*In the nothing they sought, for a child will always long for a mother.*

*When they found her, she was cold and barren, and she begged for them to bring her warmth so that she may bring life to the earth.*

*This caused the daughters to bicker like am'buí for they could not agree. Night was insulted that she and her sister were not enough to fill the Mother's existence, but Moon's heart bled, and she decided to secretly defy her sister and help the Mother.*

*Moon went away to Tattsippiih, for a long time and finally returned with the gift of fire. Exulting, she placed it high in the sky, convinced Night would be glad when she saw the beauty Moon had wrought.*

*The fire made the Mother warm and she created us, her children, so that she would have company during the day.*

*But Night became angry and attacked her sister. Nothing the Mother could do or say could cool her rage. From their struggle Death was born, and his sisters Strife and Hate.*

*The people of the world trembled and fearfully gave offering to these new powers, so they would not be visited by them.*

*Moon and Night struggled under the disapproving gaze of the father to win a fight neither could win. For there can be no light without darkness and no darkness without light.*

*Lured by the commotion other Gods came. Not wanting their favorite to lose they soon joined the fight. Moon was winning, for her bright and innocent features won more of the newcomers to her side.*

*In an act of desperation Night sent Sea to take the earth hostage, knowing that to threaten the Mother would distract Moon.*

*As the Mother struggled under Sea, Night herself reached into Tattsüppüh.*

*Where Moon brought fire, the lifegiver, the bringer of warmth, Night brought forth the strange, the unfeeling. From a place of chaos and darkness, she brought forth Eti'íwan.*

*Night took essence from herself and from her fellow gods and mixed it with the essence of Eti'íwan. Thus, a legion of monstrous warriors was born.*

*Eti'íwan, who had never felt before, sensed joy for the first time in its agelong existence as it saw its children come into being.*

*With a cry of exultation Night jumped on top of Eti'íwan and rode it into battle against Moon. For a time, she seemed certain of victory and Eti'íwan, the godless mount, experienced emotions a second time as it saw many of its children fall in battle.*

*The beast that had lived forever now breathed rage and tasted anguish.*

*On the edge of defeat it was Moon's turn to sense desperation. Around her many of her comrades were falling and fading from existence.*

*In a last act of defiance, Moon tore a part of her essence and threw it like a spear at her conquering sister. The spear took with it an equal part as it passed through Night.*

*Gravely wounded Night fell from her mount and Eti'íwan knew a third emotion. It realized it was free once more. The agelong beast sang its own terrible battlesong and attacked Night.*

*Horried by this Night kicked hard and Eti'íwan, who had lived an agelong without feeling, learned its fourth emotion, fear, as it plummeted from the sky towards Mother earth. In its confusion the agelong beast*

*attacked the Mother. Both sisters, gravely wounded, watched in horror as Etí'íwan wounded Her-They-Love-Most.*

*As the Mother was faltering, Sea tried to shield her, but she too failed against the onslaught of the agelong beast.*

*Then suddenly a clear blue light bedazzled gods, beasts and men alike and ended all fighting.*

*From the light a radiant figure emerged. Born from Moon's spear and Night's blood, she was Lady Mystery and she brought spellcraft to we who dwelt in the mother's embrace.*

*Lady Mystery laid the fabric of magic across the world and put Etí'íwan down to rest in the embrace of the mother. Then she spoke: "you who cannot see past yourselves, will only create suffering until you doom us all. I decree Etí'íwan will rest in the embrace of the mother and this will be until the end of time!" Agreeing, the mother lifted the rock and turned it over as a blanket, to cover Etí'íwan while it slept.*

*"But what of its children!" the other gods shouted, for they all wanted to control this terrible an army. "Give them to me and they will never strangle the Mother again!" Sea called out. And Mystery agreed, since Sea was the only one who had come to Mother's aid. Thus, Sea took in the children of Etí'íwan and named them kraken.*

*Then Lady Mystery called the Guardians to her, gods who were known for their vigilance and above all others understood duty. She gave them the honor of watching over Etí'íwan, for contrary to her brave words, Mystery knew it would not sleep forever and the Guardians would be needed when it awoke.*

*The other gods saw wisdom in Lady Mystery's actions and gave her a crown made of a single pure star, accepting the wisdom of her rule.*

*But one glance at the Father told Mystery enough. She shook her head, knowing that such was no task for her. "Rule you I cannot, but I have one wish, look to the creatures below, for they call out to you and have need of*

*guidance.” And the Father smiled and congratulated his granddaughter.  
And though Night never forgave Moon, all was well, for a time at least.*

*And thus bu’immee, the world was created, and the gods came to us.*

*But never forget what lies slumbering under Mother’s blanket. Never forget  
the Agelong dreaming of Tattsüppüh beneath the earth, for as the  
Guardians are tasked by Mystery, so too are we tasked to preserve this world  
Et’iwan is no part of!”*

## Campaign Information



# Campaign Information

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# The Story

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## What happened before

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At the beginning of time, Agelong, the mighty ancestor of krakens fought in a war of the gods. For an offense long forgotten it was imprisoned, deep below the earth, where it slumbered, dreaming of freedom.

**-35000 DR:** The sarrukh, a shapeshifting reptilian race comes to dominance on Faerûn. They are considered the first of the creator races. In present times they are called the sauroids by many scholars.

**-34000 DR:** Formation of the Ba'etith, a sarrukh organization that studies the various forms of magic practiced by the lesser races.

**-33800 DR:** The young sarrukhar mage Neffssirakh Tun discovers a precious cache of necromantic knowledge in the area now known as the High Moor. The Ba'etith grant permission for the founding of Ssufaxuss.

**-32100 DR:** Upon her deathbed the first Overscribe of Ssufaxus, Neffssirakh Tun uses her life's essence to work a great spell on Ssufaxuss, forever stalling the decay of the grand structure.

**-32089 DR:** The second Overscribe, Chssar Musstan, manages to gather the necessary ingredients to bring back the soul of his one-time lover, Neffssirakh Tun, to her mummified shell.

**-31710 DR:** Under the leadership of the Couatl Echteron an uprising begins in Ssufaxuss. Chssar Musstan and Echteron die together in the climactic battle. Without sarrukh leadership Ssufaxuss is abandoned.

**-23900 DR:** Founding of the first gold elven settlements of Aryvandaar in the High Forest.

**-12000 DR:** Aryvandaar starts the First Crown War by invading the neighbouring elven realm of Miyeritar. Miyeritar's population consists predominantly of green and dark elves.

A Second and Third Crown War follow in the next millennium. Aryvandaar grows into the Vyshantaar Empire.

**-10600 DR:** The Dark Disaster and end of the Third Crown War: The Vyshaantar Empire uses High Magic to create a tremendous killing storm, called the Dark Disaster. The event destroys Miyeritar and creates the High Moor. The Agelong's bonds are shattered, but the

mighty beast is unaware, sleeping blissfully beneath the Moors.

The Dark Disaster traps the Spirit of the Sabretooth in the High Moor. Over the centuries the fey creature develops a hatred towards all elves.

The elven town of Imla d'Are sinks into the Undermoor.

**-10592 DR:** After years of hostilities Imla d'Are is besieged by the dark elf wizard, Magheras. Magheras is defeated but not before he breaks the Staff of Chaos, forcing both sides of the conflict to relive the final battle time and time again.

**-10000 DR:** Descent of the drow: Punished by the Seldarine, the dark elves are turned into drow, banishing them to the Underdark. A handful of dark elves, living in the enclave of Ul'Ichta Dorei in what once was Miyeritar, never displayed the same penchant for treachery and cruelty as their drow brethren. They are spared the wrath of the Seldarine and maintain their dark brown complexion.

**-4622 DR:** Rogue illithid discover an entrance to Ssufaxuss' Dark Ziggurat through the Underdark and settle there. They rename the site Ixexyn.

**-4233 DR:** The Agelong starts to wake up, but is imprisoned again by a party of adventurers, called the Guardians Four. They use a ritual taught to them by the gods Garl Glittergold, Angharradh, Berronar Truesilver and Helm. The key stones, vital for this ritual are hidden afterwards by the Guardians.

**-4227 DR:** Reddererr Vharcane, one of the Guardians Four, encounters the erinyes Keeleni. The pair fall in love causing Redd to pursue the devil into Hell. The pair marry in secret. Over the millenia Keeleni abandons her evil ways under the influence of the now undying warrior.

**-4000 DR:** Discovery of Ixexyn by dwarves of Ammarindar prompts the dwarven kingdom to send an elite regiment to seal the mind flayers in their city. The dwarves are triumphant, but only half of their number return.

**-2902 DR:** The Netherese demesne of Port Town is swallowed by a newly formed sink hole. All that remains at the site is a lake and a single guard tower on its shore. In the centuries that follow several more sinkholes collapse, gradually forming the largest body of fresh water in the Western Heartlands. The eerily beautiful lake is known to the dwarves as Dauerimlakh and to the elves as Evendim. Its most common name, however, is Highstar Lake.

**-339 DR:** The destruction of Netheril causes magic to falter temporarily. A fleet of skyships from Halruaa is forced to make an emergency landing in the High Moor. Uledor, the captain of one of the ships, befriends a local tribe of goblins and is worshipped as their deity.

**149 DR:** Irikos Stoneshoulder builds an ornate bridge across the Delimbiyr for his elven friends. A few years later the elves finish construction of Velti'Enorethal, an elven school of philosophy, on the north bank of the river.

**1102 DR:** The machinations of the rakshasa, Sar Ikah, lead to a brutal war between the cyclopeans and the urdunnir of the Shroom Wood. The urdunnir village of Deep Ore is razed, but not before the rakshasa is unmasked and banished by Orvik Deepcutter. The dying Deepcutter's soul and the rakshasa's fate become tied to the legendary maul Deephammer.

**1317 DR:** Battle of Tanglefork and aftermath: Pasuuk Rensha ruler of Delymbiyr Vale is overthrown by Nanathlor Greysword, the Green Regent, favored of Mielikki. Before the battle Pasuuk Rensha sends his pregnant teen-age daughter away. Contrary to popular belief Rensha isn't killed, but spared by Nanathlor Greysword, who believes Rensha's power broken. In the years after, Pasuuk Rensha calls upon all known gods from his prison. When none answer, he curses them all.

**1320 DR:** Pasuuk Rensha's hatred stirs something familiar in the Agelong. Conscious again, but drowsy, the Agelong helps the mediocre wizard Pasuuk to develop his powers.

**1321 DR:** Pasuuk Rensha's powers have grown enough for him to disappear from confinement, never to be seen again. With the help of the Agelong, Pasuuk Rensha turns himself into a lich and becomes the Hooded Man. During the process the Agelong takes possession of Pasuuk's phylactery, effectively binding the lich to his will and channeling his thirst for vengeance for its own needs.

**1358 DR: The Year of Shadows:** Magic turns to chaos and the Gods walk the earth. The bindings surrounding the Agelong are loosened enough for it to break free when it wants to.

**1383 DR:** The destruction of Deep Duerra and Laduguer leaves the duergar without patron gods. The desperate prayers of clan Leadhand attract the attention of the Agelong, resting nearby. It decides to grant their Norothor divine magic, masking itself as the dead goddess. As a consequence, clan Leadhand believes it is favored among all duergar, being the only

clan, still receiving guidance from the Queen of the Invisible Art. Even with the rebirth of the true goddess, the clergy of clan Leadhand are none the wiser.

**1439 DR:** Founding of Grom's Bounty

**1446 DR:** Nasreen Rensha, the last descendant of Pasuuk Rensha is born. She is raised with stories of how the usurper Greysword laid waste to Loudwater and claimed her family's rightful heritage.

**1467 DR:** Nasreen meets Alistair, together they found the Five Dragons mercenary company, based in Loudwater.

**1469 DR:** An attempt at looting the Halls of the Hammer in the High Moor proves almost fatal to the company. The seven freezing survivors reach the northern edge of the plateau on foot. Nasreen stumbles into a sink hole and accidentally discovers a way down through a series of grottoes. Near death the seven reach Grom's Bounty.

**1475 DR:** Alistair and Nasreen's daughter draws her first breath.

**1478 DR:** Nasreen is tempted by the Hooded Man and leaves her family behind to restore the Rensha legacy. She gathers the remnants of the Five Dragons and starts building an army.

**1480 DR:** After a century of absence Eilistraee returns to Faerûn. Her avatar appears in the elven village of Ul'Ichta Dorei, rewarding the faith of the elves still gathered in prayer to their lost deity.

**1481 DR:** Nasreen befriends the dragon Sourtooth.

**1489 DR:** The Delimbiyr Vale is sacked by the stone giants of Deadstone Cleft. Loudwater suffers from a day-long bombardment. Zhentarim rule turns into tyranny as the Black Network takes control of the town's stores. Months of famine lead to a citizens' revolt that is beaten down brutally.

**1495 DR: The Year of Tyrant's Pawn:**

**Alturiak 15th:** Visions sent by Mystra put Alistair on the path to his wife. His daughter stays behind in Trees' Edge. In the months to follow the child receives frequent messages of her father until the messages stop and the nightmares begin. In these nightmares Alistair is forever tortured by a five headed dragon.

**End of winter:** Present date. The child of Alistair and Nasreen arrives on the outskirts of Loudwater, looking for traces of her father.

## The Agelong's Design

The Agelong is a creature that was born in Phlogiston, the space between the crystal spheres of the Prime Material Plane.

There it was at peace, devoid of emotion and devoid of reason. It was empty and it was content.

Since being brought to Abeir-Toril, it has been forced to feel, discovering it was more than it could bear, and it was forced to think, making its enormous but sluggish intellect work through the alien waves of oppressive emotion. More than anything the Agelong wants to go home, the place where it can simply be.

Imprisoned time and again, it distrusts this world, its gods, and its people. It is not bent on destruction but realizes destruction may be the only way back.

The beast has used the millennia slumbering and the centuries awake to listen, learn and plot.

The Agelong's first glimmer of hope, came long ago, when one of its offspring, the kraken Slarkrethel, discovered the first Krakengate at the ruins of Ascarle in the Trackless Sea.

Realizing the gate could be twisted to bring it back to Phlogiston the ancestor of the krakens hatched a plan.

For this plan to work it would need followers to protect it. For as soon as it breaks out of confinement, it is sure, the divine forces arrayed against it, will act.

Once out of bondage, it plans to undertake the long trek across the River Shining towards the Sword Coast. A trek that will cost the region dearly, for where the Agelong and its legion go, they leave death in their wake.

To limit opposition on this journey, the Agelong plans to throw the region into chaos, starting by besieging and occupying the town of Loudwater. Its hope is that this will draw the region's forces towards Loudwater, and away from its intended path.

Arriving in the Trackless Sea the Agelong and its army plan to subdue Slarkrethel and claim the way home.

Our adventurers are the only ones, able to stop the Agelong's war of destruction, and save the region from its passing. To that end, they will need to bind it again, using the Stones of Guardians Four.

## The Stones of Guardians Four

These powerful ioun stones were crafted by the gods Helm, Beronnar Truesilver, Garl Glittergold and Angharradh in honor of their pledge to Mystra. Using

the stones they warded the Agelong's prison, making sure the creature could not escape into the world.

When the Agelong stirred more than five millennia ago each of these gods sent forth a champion bearing a Stone. These four champions used the Stones of Guardians Four to once again strengthen the seals keeping the beast at bay.

But the Agelong is nothing but patient and nothing if not intelligent. It now knows of the keys to its prison and realizes, that since Agelong itself can be subdued by the Stones, its offspring can be trapped by them as well.

Planning to use the Stones to subdue Slarkrethel in the final battle it has sent the Hooded Man, to retrieve one of the Stones of Guardians Four, so it can be studied.

The Agelong isn't overly worried about the possibility of new Guardians being summoned by the gods to bind it. It is protected by an army and is prewarned this time around.

### Properties

The Stones of Guardians Four are powerful artifacts needed to bind the Agelong and thus keep it from destroying the region. They act as ioun stones when equipped. (**DMG p. 167**)

After attunement the following properties become available:

#### At level 1:

- **Guardian's skill:** Once between long rests a character can add 1d4 to a saving throw, ability check or attack roll. Use of this dice is decided before the actual roll is made.
- **Guardian's luck:** Once between long rests, when a character drops to 0 hitpoints, he has advantage on a single death saving throw of his choice.

#### At level 5:

- **Guardian's strike:** Once between long rests an adventurer can decide to add +2d6 radiant damage to a successful weapon or spell attack.
- **Guardian's touch:** The *guardians touch* can heal wounds. The adventurer has a pool of healing power that replenishes when he takes a long rest. With that pool, he can restore a total number of hit points equal to his level. As an action, he can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to

the maximum amount remaining in this pool. Unlike the similar paladin ability *lay on hands*, the guardians touch doesn't allow the curing of diseases or the neutralizing of poisons.

**At level 10:**

- **Guardian's summons:** This ability allows the adventurer to summon the other wielders of the Stones of Guardians Four to his location as if using the reverse of a teleport spell. This ability works as long as the other wielders are on the same plane of existence. This ability activates all of the Stones at the same time, preventing further use of this ability by any of the wielders until they have enjoyed a long rest. No wielders can be teleported against their will.

**At level 15:**

- The guardian's summons ability now extends to teleport creatures across the planes of existence.

#### Identifying the Stones

When the *identify* spell is cast on one of the Stones, it will at first display the properties as mentioned above. A few moments later an overwhelming abjuration aura will become obvious to the caster. The strength of the artifact will blind the identifying character for 1d3 hours, if he doesn't succeed at a **constitution saving throw DC 20**.

The true purpose of the Stones cannot be further determined by the players in this manner.

**Note:** After suffering from blindness due to identifying one of the Stones of Guardians Four for the first time, the identifying character is aware of the strength of the abjuration aura and can avoid the effect by dismissing the spell before being affected.

#### The Hooded Man's role

The Hooded Man is the man behind the scenes. He is the favorite agent of the Agelong, but even he doesn't know the danger the Stones of Guardians Four pose to their plans. He only knows that his master wants one of the stones to use as a weapon and that it is his task to procure and study it.

The lich knows no other path than obedience to the kraken and no other emotion than the need for vengeance on the city of Loudwater. A need only bolstered by the necromantic energies binding him to this existence.

It is the Hooded Man's insistence that first turned the Agelong's attention to the town. The Hooded Man convinced his master that an attack on Loudwater would divert the region's forces away from the Agelongs route towards the sea. This tactic should leave possible obstacles such as the towns of Secomber and Daggerford virtually undefended.

As her ancestor, he is perfectly placed to twist Nasreen's ambitions to serve the Agelong's plan.

#### Nasreen Rensha's role

Nasreen was recruited by the Hooded Man to serve as general for the army that is to conquer Loudwater and throw the region into disarray. Nasreen has no idea there is a greater power behind Pasuuk Rensha's efforts. He has made her believe all this effort is to reclaim their heritage, the stolen legacy of the Rensha family.

To that end she has blown new life into her old mercenary company, the Five Dragons. With the help of the lich she has forged uneasy alliances with various other factions and even a green dragon from the High Forest.

Once Loudwater is under control she is tasked to descend into the depths of the elven catacombs below Loudwater to retrieve one of the Stones of Guardians Four, believing it to be an artifact that will make her rule over the Delimbiyr Vale absolute.

Once the Stone of Guardians Four is in Nasreen's possession, the Hooded Man will take it, intending to study the stone and discover a means to use it as a weapon in the final fight with the kraken Slarkrethel.

#### Mystra runs interference

When calamities are foreseen by the gods, they spend decades – sometimes generations – to groom a suitable champion. Agelong's patient preparations, however, have blindsided Mystra and her allies.

Realizing how close it was to bringing its plans to fruition, the Lady of Mysteries chose to act swiftly.

#### Alistair's Role

Connecting the dots, the goddess realized she already had several pawns in play. One of them was a capable wizard and loyal follower of hers.

This man, Alistair, was searching for his wife: the woman who happened to be one of the key figures in Agelong's scheme.

The visions Mystra sent, put Alistair on the path towards Nasreen. It is her hope that he will be able to

dissuade or at least delay Nasreen, buying Mystra and her allies the time they need.

### The Perfumer's Daughter

Her next move was to send the couple's daughter after the Stones of Guardians Four. Although she was ill-prepared, the girl showed a lot of promise.

Where Alistair had a strong emotional bond with Nasreen, Mystra knew the young woman would be able to see past that.

On top of that she saw several allies gathered around the girl. The goddess knew these men and women would not stand idly by while their friend went into danger.

A little nudge here, a disturbing dream there, was all it took to have the Perfumer's Daughter and her companions hurry towards Loudwater.

Mystra and the other gods agreed: it wasn't much of a plan, but it was the best option they had.

## **Events per chapter**

### Chapter I

The adventurers arrive in Loudwater. Soon they discover Alistair accompanied a group of archaeologists into the elven ruins of Velti'Enorethal.

Inside the ruins, the perfumer's daughter will receive a vision of her father, sent by Mystra. They will also discover a strange looking ioun stone, which they eventually discover, is one of the Stones of Guardians Four.

She will lead her friends to the settlement of Grom's Bounty to discover the dwarven community has been the victim of the very mercenary group that was once led by her parents. A holy relic has been stolen and two dozen hostages were led south, into the High Moor.

### Chapter II

Following the trail, the characters head into the High Moor. Exploring the Moor isn't an easy task. Making the wrong choices can often lead the party into mortal peril. Soon they will encounter allies that will prove invaluable in the Battle for Loudwater in chapter V.

The High Moor is packed with many different events and locations, some important to the main story, others important when portraying the atmosphere of the High Moor.

After retrieving a Selu'kiira, an elven high lore gem, from an ancient burial ground, the adventurers are shown their destination by the elves of the hidden village of Ul'Ichta Dorei.

### Chapter III

The reason the dwarves were taken from Grom's Bounty becomes apparent as the players discover they were put to work digging up an old ruin, dedicated to a winged serpent god.

Descending inside the Dark Ziggurat the players have to fight their way through ancient guardians left by the sauroid creator race, also known as the sarrukh.

They will discover the dwarven relic stolen from Grom's Bounty was used to breach a warded area of Ssufaxuss, allowing the Five Dragons to descend to the lower levels.

Arriving at the lowest floor, they discover Nasreen partook in a ritual involving a petrified illithid elder brain. They also discover Alistair was heavily wounded trying to confront and stop his long-lost wife.

Of both the mother and the father, they discover no further trace.

### Chapter IV

After rescuing the dwarven hostages and retrieving the holy axe of the dwarves, the adventurers head out of the High Moor.

A letter from Alistair will inform them he survived the ordeal and is looking for information on a mysterious hooded man, who seems to have some inexplicable hold over his wife.

The letter states he will meet his daughter at the Green Tankard in Loudwater once he has found the information he's looking for.

While waiting for Alistair the party will be swept up in local events. Loudwater has been governed by Zhentarim agents for years. Their apathy for the plight of the common folk, combined with strange events, will thrust the party into the role of revolutionaries, culminating in the end of Zhentarim rule over Loudwater.

At the end of this chapter, the adventurers will enter the Loudwater Militia Headquarters to arrest the dictatorial Gauntlet, Gopher Proudfish.

They will also discover Nasreen is gathering an army to lay siege on Loudwater.

## Chapter V

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The city will look to its heroes again when word starts spreading of the upcoming battle. The adventurers will need to gather their allies, before organizing and defending the city against an all-out assault by Nasreen's Five Dragon Mercenaries and their evil allies.

At the height of the battle Nasreen will be spotted entering the elven catacombs below the northern part of Loudwater. The party, however, will have their hands full in keeping the citizens of Loudwater safe.

After several days of fighting, where they will face the different factions gathered by Nasreen, the invading army's resolve will be broken, and the attacking force repelled. Loudwater is saved, it's populace ready to build anew. This time they will be governed by one of their own.

The battle won, the party is finally free to pursue Nasreen into the dangers of the catacombs below the city. But not before defeating Caphrazzufra, Nasreen's dragon ally. They will eventually discover her, trying to get into the vault containing the second Stone of Guardians Four, deep below the earth.

At this point Nasreen will tell them of her intent to conquer the region, once held by the Rensha family. When her daughter refuses to join her in her plans of conquest, she forces the girl to fight her. Battle tested adventurers that they are, the party gives its best to end Nasreen's megalomaniac plans for Loudwater.

When surfacing back in the city proper, the adventurers will encounter Alistair, who has just returned to Loudwater.

## Chapter VI

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The information Alistair uncovered will shed a light on many things. They learn the true identity of the Hooded Man and they learn about his obsession with the Stones of Guardians Four. His reasons are still obscure, but they can't be good.

Following the clues discovered in the mausoleum below Loudwater, the adventurers will seek out a city beneath the waters of Highstar Lake to face the Hooded Man in a battle for possession of the third Stone of Guardians Four.

## Chapter VII

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A second set of clues, discovered in the sunken city, will lead them into the Nine Hells. There they discover the undying warrior Reddererr Vharcane, a living

member of the original Guardians. Redd is in the company of an erinyes of heartstopping beauty. Both of them have fallen in love millenia ago, but her devilish nature has made it impossible for them to live a normal life.

Helping the erinyes with a problem, allows the players to visit Redd and learn about the true power behind the Hooded Man. The danger behind the Agelong's plans uncovered, the adventurers are convinced it is imperative to find the final Stone of Guardians Four and stop the mighty beast.

Lucky for them, Redd Vharcane knows exactly where he left the artifact.

The bad news is, that he left it in possession of Daktaralisk, an ancient red dragon who used the final stone as a replacement for the eye taken from him by the original Guardians Four.

The dragon defeated, the adventurers are ready for the final stretch of their adventure and for the confrontation with the Agelong.

## Chapter VIII

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Travelling to the Agelong's resting place requires heading into the Undermoor. It is a dangerous and magical place even more unpredictable than the Underdark itself.

Through the Shroom Wood they will venture, battling ghosts, cyclopes and redcaps, before reaching a grove where they will see giant mushrooms walk in the presence of Lorifal, the druid.

They will find and confront Pasuuk Rensha, the Hooded Man and throw the Agelong's defenses into disarray. Upon the shore of an underground sea, they will discover Sea Spawn City, built by the Agelong's minions. At its heart they find an ancient temple.

## Chapter IX

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Having crossed Sea Spawn City the adventurers will reach the Guardian Temple. Within its confines they will meet their predecessors. Each one of them will give the adventurers a piece of the puzzle needed to light the Beacon of the Guardian Gods and bind the Agelong once more. But first... they will have to survive the ritual.

## Background options

**For this story to succeed at least one player needs to assume the role of Alistair's and Nasreen's child.** For the purpose of explaining events, the child of Alistair and Nasreen will be portrayed as female during the adventure.

Nothing prevents you from allowing a male character to fill this role. It is also possible to allow more than one player to assume the role of the child, in this case they can be siblings, twins, stepbrothers, etc.

The other players are friends of Alistair or his daughter or have their own reasons to enter the campaign in Loudwater.

**Whatever background you choose to come up with in collaboration with your players, it should contain the following information for the story to work:**

- Nasreen disappeared when her child was a toddler.
- Alistair went to find her as soon as their child was old enough to stand on her own two feet.
- The last message the child received speaks of Loudwater as Alistair's next stop.
- In her nightmares the child saw Alistair being tortured by a five-headed dragon. Which prompts her to go look for her father.

### Sample backgrounds

In the section below contains a sample background and some additional ideas that can help you and your players come up with their backstory.

#### Sample Background – The perfumer's daughters

This possible background is an example wherein twin daughters of Alistair leave their hometown to search for their father. This is only an example. As mentioned before, the composition of Alistair's family and circle of friends is entirely up to the Dungeon Master and the players.

*"Twenty-five years ago, Nasreen and Alistair, two young adventurers fell in love. When they discovered Nasreen was pregnant, they did the responsible thing and settled down in the village of Trees' Edge at the edge of the Misty Forest. They used the money earned in their adventures to build a small, yet sturdy tower. There they married, gave birth to twin girls and planned on spending the rest of their days in the comfort of marital bliss.*

*Over the years though Nasreen got restless until one night, she slipped away unnoticed, leaving a note, a husband and two three-year-old toddlers.*

*In the years to come Alistair, always the caring and responsible parent, divided his time between tutoring and caring for his daughters and using his prowess to magically scour the surrounding region in hopes of finding a clue to the whereabouts of his beloved wife. Magical experiments are a costly affair. So soon Alistair was forced to revert to his old profession of alchemist and perfumer to pay for it all.*

*With the help of his teenage daughter, Alexandra, and some traders they befriended, he set up a lucrative business catering to the needs of customers hailing from Baldur's Gate in the south to Waterdeep further north.*

*Eleonore, the other twin, didn't care much for the effort it took to study magic and took to the sword instead of the wand, preferring to roam the woods surrounding the tower.*

*Finally, the girls came of age and Alistair set out to find his wife. Each tenday the twins received a message from their father - until one month ago - the messages stopped. At first the girls weren't all that worried. But then the nightmares started. In those dreams a giant five-headed dragon tortured their father over and over.*

*The girls knew they had to act. And so our young adventurers set out in the footsteps of their father and their mother before them, to reclaim what was lost: Their family.*

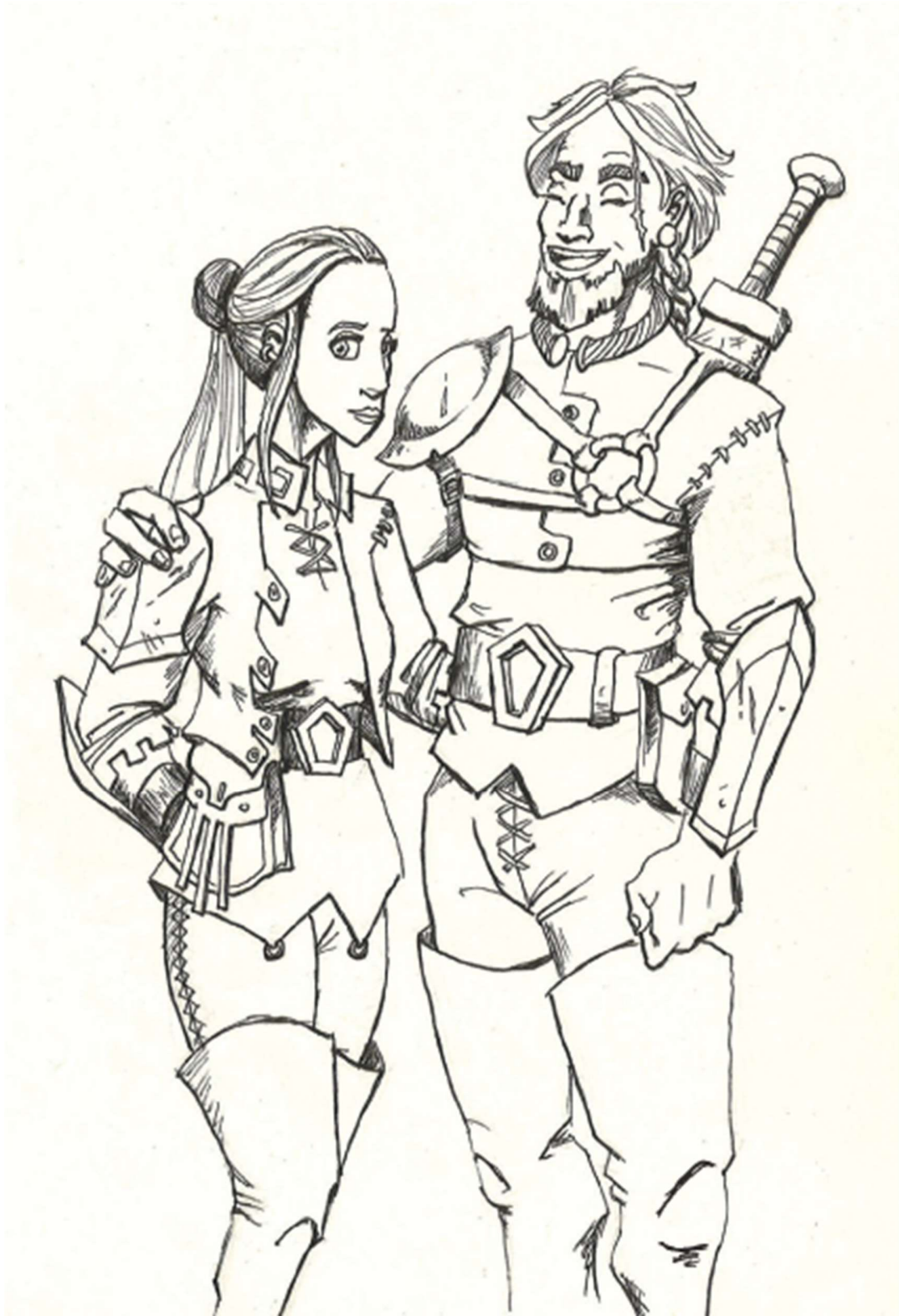
*The last message they received spoke of the region around Loudwater, which has the reputation of being unsafe at best."*

#### Sample Background – Ludikane's friend

Ludikane Highspurs, a gnome sage from Waterdeep, was supposed to meet up with an old friend of his, when he visited Loudwater. This friend, a player character, is anxious to look for Ludikane in the nearby ruins of Velti'Enorethal, where he went as part of an archaeological expedition. The adventurer can't go in alone, however. He will be looking for others to join him on a rescue mission into the ruins. A likely place to find them would be the Green Tankard in Loudwater.

Ludikane's friend owns a small house in Loudwater and is aware of all the appropriate gossip mentioned at the end of Chapter I.





**Nasreen en Alistair - The Adventuring Days**

#### Sample Background – Friend of the family

This character either lives in Trees' Edge or is a friend who visits on a regular basis. When Alistair's daughter decided to go after her father, this character felt compelled to help her. He might be in love with her, he could be a childhood friend, or an old friend of Alistair's.

#### Sample Background – Time to kill

This character makes a living accompanying caravans to and from the Stubborn Pony caravan stop, near Grom's Bounty. Caravan traffic going east stopped inexplicably a few tendays ago, the adventurer is tired of sitting on his hands and is looking for other lucrative work.

#### Sample Background – Wheels within wheels

This option is only suited for a warlock of the Great Old One. In this case the Agelong itself.

Part of the Agelong's consciousness has sensed Mystra's interference. It compels the warlock to seek out the child(ren) of Alistair and accompany them.

This module does not include the possibility for Agelong to demand the warlock's help in the final battle. Part of this is to stress the strange and illogical thinking patterns the primordial being seems to display. Its thoughts cannot be understood by mere mortals. Leaving the warlock free to choose his own path, suggest a back-up plan that may take centuries or millennia to come to fruition.

Throughout the game The Agelong will ask the warlock to report on their adventures and ask seemingly unimportant details on the child(ren) of Alistair and Nasreen. Otherwise it will be a silent and undemanding patron. The warlock will only know him as 'Eti'wan, The One that was Trapped.'

## Running the game

### Descriptions

Some pieces of text are inside a grey box, these are intended to be read aloud, containing descriptions of people, locations and situations. Use your better judgment with these boxes, if you just read them all whenever you have the occasion, your players' attention might flag. Sometimes it will even make more sense to read a room's description after combat is concluded.

Descriptions are excellent for creating atmosphere. Don't overdo it.

### Ability checks and saves

Ability checks and saves are always noted in a certain format:

E.g. *Examining the cloak and feather; **Intelligence (investigation) DC 10:** Esel's cloak is adorned with grey dove feathers. The feather found in Black Samson's hand looks more like an oversized crow's feather.*

**The first part** will always describe the conditions allowing or forcing the player to make the skill check or the save. If no such description is present, the check requires no prerequisite and is automatic

In this case the player investigating a certain cloak and feather, will be allowed to make an intelligence (investigation) check.

**The second part**, in bold, is the check or save in question and its DC.

**The third part** describes the consequence of succeeding or failing the check. Often this means the players learn a piece of information. In this case they learn that the cloak worn by the NPC Esel, contains a different type of feather than the one they found on the corpse of Black Samson, another NPC.

### Doors, locks and trap statistics

#### Doors and locks statistics

Door or container statistics are always noted in a certain format.

E.g. *Double door wood, closed, locked, **dexterity (thieves' tools) DC 15, strength (athletics) DC 20, AC 15, hp 9 (2d8)***

**This first part of the statistic** gives a description of the door or container. It will also state whether the door or container is open, closed, locked, ajar, etc.

**The second part of the statistic**, in bold, are the possible skill checks.

- 'Dexterity (thieves' tools)' displays the DC needed to open the door or container in a single round. This could mean open the door's lock, the chest's padlock, etc.
- 'Strength (athletics)' displays the DC needed to burst open the door or container with a feat of strength. In the case of a container,

bursting it open could mean damaging the contents inside (e.g. breaking potion vials).

**The third part of the statistic** can be used if players try to break down the door or break open the container with the use of tools, such as axes, chisels, pickaxes, etc.

Please note that you need to judge whether said tool is appropriate for breaking down said obstruction. E.g. a steel door is not going to be damaged using an axe. If the tool isn't appropriate you can assign damage resistance or even damage immunity to said door or container.

#### Trap statistics

Trap statistics are always noted in a certain format.

e.g. **Wisdom (perception) DC 15:** Razor wire Trap. **Dexterity (thieves' tools) DC 10, Dexterity save DC 15,** serrated iron sickles slice from the ceiling to cut the player tripping the razor wire (2d4 slashing damage). The sickles have been smeared with kobold feces. A character damaged by the sickles; **Constitution save DC 11:** Sewer plague DMG p. 257.

**The first part of the statistic** describes the check needed to spot the trap, along with the trap's name.

**The second part of the statistic** described the check needed to disable the trap. It is recommended to have players describe what they do, before allowing them to attempt the die roll. E.g. If they spot the razor wire and decide to kick at it, the trap might still go off and hurt them. If they decide to trip it with a ten-foot-pole no roll might be required.

**The third part of the statistic** describes the saving throw needed to avoid the trap if it goes off.

**The fourth part of the statistic** describes the consequences of the trap going off. These consequences might involve rolling damage but may also result in secondary saves. E.g. to avoid being poisoned or diseased.

## Encounter difficulty

All encounters in this campaign are tailored to a party of five characters. An experienced party of four should be able to handle them properly as well.

If the encounters presented are too difficult or too easy, you can scale them down or up.

The easiest way to scale up an encounter is to add more low-level minions. The easiest way to scale down an encounter is to tone down the hitpoints or abilities of the NPC's or monsters encountered.

## Random encounter tables

A lot of areas contain random encounters. How to handle these encounters will be clearly described in the chapters in question.

Remember that random encounters are a way to create a certain atmosphere. They are there to create tension. You can also use them to show the difference in danger between various regions.

Included in these are special encounters. They are there to illustrate the typical properties of a certain region. E.g. while travelling along the river, you might encounter a capsizing fishing boat. This is something that won't occur in the High Moor.

#### Frequency

Random encounters can be a great way to create tension, but they are also capable of bogging down your game. If you feel the randomness of the dice is subjecting the players to too much of these, you should skip them.

Another way to spice things up are the special encounters. You are encouraged to use these special encounters whenever you feel travelling becomes too tedious.

As noted before, these random encounters are designed to be typical for each region. I would advise to cherry pick one special encounter each session to illustrate the region while travelling.

#### Note on survival

If the party is led by a character with the **wisdom (survival) skill**, they can attempt to avoid random encounters (but not special encounters) by the use of this skill. How this works is detailed in the description accompanying each of the random encounter tables.

#### Death by random encounter

Depending on the level and number of party members, random encounters can be quite deadly. If you feel the party can't handle a certain encounter, it is best to tone the encounter down. A campaign ending by random encounter is hardly a fulfilling campaign.

One way to tone down an encounter is by dividing the monsters in waves to allow the party to defeat them more easily. Another one is to reduce the number of creatures or opt to choose a less dangerous encounter by moving up in the encounter table.

You can also mislead your players by keeping the DC for the survival roll hidden from them and letting

them escape unwinnable encounters by allowing survival checks to pass anyway. Just don't forget to describe these encounters, since moments like these create a lot of atmosphere and help bring the region to life.

**Note:** The maximum encounter values listed in the table are there to help you gauge the difficulty of random encounters. They are the adjusted xp value of the encounter should the maximum number of creatures be rolled. See DMG p. 81 for more information on this topic.

## Handing out experience

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As any experienced Dungeon Master knows, there are two schools of thought on handing out experience points.

Some Dungeon Masters will reward experience solely based on merit. This entails calculating the experience earned by slaying creatures and achieving quest objectives.

Others find this too much of a hassle and prefer to hand out experience points at fixed points in their campaign.

This book provides for both.

If you wish to calculate the experience points earned by your characters, you will find the information needed in the descriptions of quests and custom monsters throughout the book.

If you don't like the hassle, you can follow the guidelines provided in the appendix at the end of this introductory chapter.

**Note:** The experience thresholds were calculated to follow the natural experience progression of the average party. I.e. they get the experience points they would normally get if you would calculate the different encounters and include the quest experience.

## Digital Platforms

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All maps can be downloaded in a format suitable for digital platforms. You can find these maps at [www.perfumersdaughter.com](http://www.perfumersdaughter.com)

## Author's notes

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### Dedicated to...

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**Marc Vander Aa**, who taught my people to fumble, get up and crit. But wasn't so good at that kind of thing in real life.

**Georges 'Sam' Van Hoorebeke**, who taught me almost everything worth knowing, and in extension to all dads, dead or alive, worthy of the title.

**Erwin Van Hoorebeke**, brother, best friend, critical voice and eternal joker.

**Kelly Debruyne**, my wife, who supported me whenever I doubted my ability to make dreams come true.

**Bert Peirsman**, gifted illustrator, who dared complementing my work with his talent.

**To my warriors, mages, thieves, clerics, sorcerers, rangers, paladins, bards, etc...** They are the people who have taken this journey with me over the last twenty years, and by extension to all you roleplayers out there, willing to follow the figments of my imagination into (spoiler alert!) the Nine Hells... and back... I hope...

Naming the ones who added to this manuscript through fervent play testing and critical comments:

- The wisest of all dwarves: **Erwin Van Hoorebeke**;
- The most beautiful of all enchantresses: **Kelly Debruyne**;
- The most tea-brewing of sneaky rogues: **Bart Demotte**;
- The most literate of elven druids: **Tim Clauwaert**;
- The warlock who loves his lizard: **Niels Ramaekers**;
- The holiest of holy paladins: **Emma Pattyn**;
- The battle cleric who just wanted his dad back: **Milo Vantghem**;
- The most stalwartly of silent-type warriors: **Dorothy Debruyne**;
- The most shooty of all bow-wielding rangers: **Koen Deprez**;
- The greediest of rogues: **Dries Soenens**.

May their dice never fumble!!

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## Appendix: Experience point thresholds

### A party of four

Level 2	Chapter I -	Before entering the Old Library in Velti'Enorethal
Level 3	Chapter II -	Upon entering the High Moor
Level 4	Chapter II -	Before entering Amanata Shevas
Level 5	Chapter III -	After encountering Raye the Spectator (Halls of Learning)
Level 6	Chapter III -	After clearing the Halls of suffering
Level 7	Chapter IV -	Upon entering the Temple of Juiblex
Level 8	Chapter IV -	Upon clearing the Loudwater Sewers
Level 9	Chapter IV -	Before attacking the Loudwater Militia Headquarters
Level 10	Chapter V -	At the begining of the third day of the Siege
Level 11	Chapter V -	After defeating Caphrazizufrax
Level 12	Chapter V -	When exiting the Silversong Mausoleum
Level 13	Chapter VI -	Before entering Port Below
Level 14	Chapter VI -	When exiting Port Below
Level 15	Chapter VII -	When entering the Collonades of Justice
Level 16	Chapter VII -	Before entering Daktaralisk's lair
Level 17	Chapter VIII -	Before facing Magheras in Imla d'Are
Level 18	Chapter VIII -	Before entering the Cyclopean lands (Shroom Wood)
Level 19	Chapter IX -	Before entering the Guardian Temple

### A party of five

Level 2	Chapter I -	Before entering the Old Library in Velti'Enorethal
Level 3	Chapter II -	Upon entering the High Moor
Level 4	Chapter II -	Upon leaving Amanata Shevas
Level 5	Chapter III -	Before entering the Halls of maintenance or the Halls of Prayer
Level 6	Chapter III -	When exiting the Dark Ziggurat
Level 7	Chapter IV -	Upon entering the Loudwater Sewers
Level 8	Chapter IV -	Upon entering Bimbara's camp
Level 9	Chapter V -	At the begining of the second day of the Siege
Level 10	Chapter V -	Before fighting Caphrazizufrax
Level 11	Chapter VI -	When entering the Shimmering Cleft or before entering Sunken Port
Level 12	Chapter VI -	Before entering Port Below
Level 13	Chapter VI -	When exiting Port Below
Level 14	Chapter VII -	Before fighting Nel (Collonades of Justice)
Level 15	Chapter VII -	After defeating Daktaralisk
Level 16	Chapter VIII -	After defeating the Hooded Man (Shroom Wood)
Level 17	Chapter VIII -	When exiting the Cyclopean lands (Shroom Wood)
Level 18	Chapter IX -	Having learned the four rites

### A party of six

Level 2	Chapter I -	Upon exiting Velti'Enorethal
Level 3	Chapter II -	After visiting the Lakeside Camp
Level 4	Chapter II -	Upon arrival at the Dark Ziggurat
Level 5	Chapter III -	Before entering the Halls of Prayer
Level 6	Chapter IV -	Upon entering Loudwater
Level 7	Chapter IV -	Upon clearing the Loudwater Sewers
Level 8	Chapter IV -	Before attacking the Loudwater Militia Headquarters
Level 9	Chapter V -	At the begining of the seventh day of the Siege
Level 10	Chapter V -	When exiting the Silversong Mausoleum
Level 11	Chapter VI -	Before entering Port Below
Level 12	Chapter VI -	When exiting Port Below
Level 13	Chapter VII -	After the fight with Nel (Collonades of Justice)
Level 14	Chapter VII -	After defeating Daktaralisk
Level 15	Chapter VIII -	After defeating the Hooded Man (Shroom Wood)
Level 16	Chapter VIII -	Discovering Sea Spawn City
Level 17	Chapter IX -	Having learned the four rites