

A 5E ADVENTURE

# MURDER AT THE LODGE



**A PEACEFUL LODGE, A MURDERED NOBLE  
AND A WHOLE BUNCH OF SUSPECTS...**





MURDER AT THE LODGE  
BY



AUTHOR AND EDITING: CONSTANTINE "KELFECIL" CHRISTAKIS

MAP & NPC ARTIST: VENATUS



## A TALE OF MURDER

The Waylorn lodge sits at the very edge of a cliff, near the Sun's Edge. It has for years now provided refuge for those that seek to spend a night at one of the most remote locations in the realm of Latakar. A peaceful place with not a lot going on, the lodge was the last place one would expect murder to happen.

Yet, this is where our tale of murder begins, at the lodge where nobody expected to see blood spilled.

Mr. Blue, a tiefling noble, although obnoxious to most, was a very venerable man who had done a lot for the land, be it through charity or direct labor work when he was younger. He had decided to visit the Waylorn lodge as a way to relax and find some peace, away from all the worries of the world. Little did he know that he would be drawing his last breath at this previously uninteresting spot on the world map.

Who killed Mr. Blue and why? Well, that is for our adventurers to find out...





# CONTENTS

|   |    |
|---|----|
| INTRODUCTION .....                            | 5  |
| QUICK ADVENTURE INFO.....                     | 5  |
| ADVENTURE SUMMARY .....                       | 5  |
| RUNNING THE ADVENTURE .....                   | 5  |
| BACKGROUND AUDIO .....                        | 5  |
| SPECIAL THANKS .....                          | 5  |
| MAPS USED.....                                | 5  |
| BACKGROUND .....                              | 6  |
| GANKAAS, THE DRAGONBORN CHEF .....            | 7  |
| KRARGRIL, THE LODGE OWNER .....               | 7  |
| MYRIEL, THE OLD LADY .....                    | 8  |
| MINFI, THE LODGE CLEANER .....                | 8  |
| KOSADIUS AND SAKARIA, THE TIEFLING TWINS..... | 9  |
| MARKUS, THE STABLE BOY .....                  | 9  |
| ADVENTURE HOOKS .....                         | 10 |
| OPEN GAME LICENSE VERSION 1.0A.....           | 12 |
| AFTERWORD.....                                | 13 |

# ART CREDITS

[Lodge fire - Gearge Showman](#) Pg. 3  
[Used under CC BY 2.0.](#)

[Tapoco Lodge - Buddha Dog](#) Pg. 6  
[Used under CC BY-SA 2.0.](#)



## INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

## QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

- **Recommended Average Party Level (APL):** any
- **Experience from Completion:** Can vary
- **General Theme:** Roleplaying, Murder Mystery
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 session (3-hours)

## ADVENTURE SUMMARY

The players will have to solve the mystery behind the murder of a noble and find out who did it in a murder investigation roleplaying situation.

## RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a One-Shot, as an added adventure in your campaign or as part of the Starlight Chronicles setting created by Kelfecil's Tales.

This adventure takes place during the "Rise of Astromancy" era in the Astral Chronicles timeline and setting.



More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

## BACKGROUND AUDIO

This adventure features audio that will help make your adventure even more dramatic, interactive, and engaging.

### Coliseum Adventure

**MusicD20** is a TTRPG music composer. You can find their work [over on their Patreon page](#) where they have a wide selection of amazing tracks that can help you make your RPG sessions even more epic!

## SPECIAL THANKS

Kelfeci's Tales would like to extend their gratitude to a few people that really helped this module come to life.

- **All of our Patreon supporters** who continue to give us feedback and all their love and support.

## MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- [Waylorn Lodge - Gridded](#)
- [Waylorn Lodge - Gridless](#)

For more variants and gridless versions of the maps go to [Venatus' Patreon Page](#).

### PATREON SUPPORT

If you wish to support Kelfecil's Tales with writing more RPG modules in the future, you are more than welcome to do so through our [Patreon page](#).

Patreon supporters get **TONS of weekly exclusives**, such as adventures, side quests, dungeon tales, gamebooks, mini-setting supplements and so much more!





## BACKGROUND

The people working at the Waylorn lodge have known each other for at least a decade now. They have all worked together in peace with little to no drama whatsoever. Life is peaceful over at the lodge so the discovery of a dead body, especially that of a visitor was something that nobody expected and also something that made everyone go into panic mode.

Everyone who works at the lodge has an alibi and everyone is sure that the tiefling twins, who are guests at the lodge, did it because they are the only ones that everyone else does not know that well. There is a lot of blame going around but the only way to find out who really did it is by properly investigating the murder scene, talking with everyone at the lodge and connecting the pieces of the puzzle.





## KRARGRIL, THE LODGE OWNER

Krargril is the dwarf that owns the lodge and is the grumpiest person in the establishment. He has full ginger hair and beard and is always seen raising his hands up in the air as he is telling someone about something they did not do right.

His family has run the lodge for at least two generations now which means at least a couple of centuries. He is not very fond of this work, but it is all he knows and therefore takes it very seriously. Even though the lodge does not get a lot of visitors, Krargril makes sure everything is operating perfectly at the lodge so that guests can have the best possible experience and the lodge's reputation remains intact.

Krargril is actually very annoyed and now in a state of panic because he is trying to deal with the sudden murder situation at the lodge. He is very afraid that the lodge's reputation will be very hurt by this incident and he is therefore trying to figure out who the murderer is as fast as possible so that everyone can move past this incident.

Krargril found Mr. Blue extremely obnoxious as a patron of the lodge, but at the same time, he has had worse and he knows that sometimes customers can be demanding. He did not have anything against Mr. Blue and if anything, was happy to have such a wealthy individual at his humble lodge.

- **Unique Phrase:** "Do I have to do everything myself?!"
- **Desire:** To keep the Waylorn lodge's reputation as intact as possible.
- **Fear:** That he will fail his ancestors in trying to keep the lodge running as best as possible.
- **Misbelief:** Krargril believes that he is able to run the lodge entirely on his own if he has to.



## GANKAAS, THE DRAGONBORN CHEF

Gankaas is an old dragonborn that has worked at the lodge for the last 20 years. He loves cooking more than anything and is the happiest when Krargril finally approves the shipping of new and fresh ingredients that he can cook with.

Gankaas is very silent most of the time and although wise, rarely ever shares his wisdom with others unless he deems it very necessary. Even though he sees how intense Krargril can be with the people working at the lodge, he respects him because he sees how much hard work he puts into having the lodge running smoothly.

Gankaas did not like Mr. Blue because the patron was very demanding. It is very rare that someone would not like Gankaas's cooking or even worse so, say that they do not as well. Gankaas tried to please the noble by making some of his finest recipes and it was only after several days of various exquisite dishes cooked that he was able to please the very demanding customer.

- **Unique Phrase:** "Speak only if you have to."
- **Desire:** To keep trying new things with cooking.
- **Fear:** Not being able to enjoy his biggest pleasure in life; cooking.
- **Misbelief:** Gankaas believes that he is able to cook just about anything as long as he has the right ingredients for it.





## MINFI, THE LODGE CLEANER

Minfi is a gnome that has been working at the lodge for the past 3 years. After the last cleaner was fired for "getting lazy", Minfi was recruited to work at the lodge when Krargril found her at a job fair in the nearest town.

Minfi is small in size but has so much energy that she showcases constantly by keeping everything tidy and clean as fast as possible. Everyone in the lodge thinks she is enchanted or something just because they find it impossible to believe that she is always that fast and attentive.

Minfi likes to talk a lot when caught up in any kind of discussion but generally talks about her work which is her passion.

When it comes to Mr. Blue, Minfi has no feelings for him whatsoever. Mr. Blue was always nice to her and even thanked her multiple times for being so attentive to his needs when it comes to hospitality-related matters.

- **Unique Phrase:** "I'll get right to it."
- **Desire:** To keep her employer happy.
- **Fear:** Not being able to do the work she has to do due to illness or something else.
- **Misbelief:** Minfi believes that she will be able to be just as fast even when she is much older.



## MYRIEL, THE OLD LADY

Myriel, the "old lady" as they call her at the lodge is the wisest and most trusted person in the establishment. She visited the lodge years ago with her husband and after a terrible accident that her husband had, she was left alone and decided to spend the rest of her days helping at the lodge however she can.

Myriel is well into her 80s and is still the same kind lady that everyone has known ever since she first came to the lodge. She has been at the lodge for 22 years now. She spends most of her days reading books that adventurers bring for her from far-away lands.

When it comes to Mr. Blue, Myriel actually really liked him and thought he was very well-mannered. She ended up adoring the man even more when he presented her with two books that she had been trying to find for a while. The two books were the continuation of a saga that she started reading but was never able to finish due to the fact that she could not find the last two parts of the saga anywhere.

- **Unique Phrase:** "It will all be ok my dear."
- **Desire:** To make sure everyone feels comfortable around the warm fire.
- **Fear:** Not having enough time to finish all the books she wants to read.
- **Misbelief:** Myriel believes that the people of the lodge don't need her as much as they say they do.





## MARKUS, THE STABLE BOY

Markus is Myriel's grandson and he has been at the lodge for 3 years now. He takes care of the stables which have only 4 horses and a few other farm animals that are mostly there for the sake of having fresh milk and other fresh goods.

Markus is a very energetic and at the same time naive young man in his 20s. He is always reacting in a passive-aggressive way when asked to do things, even tasks that are in his normal daily routine. He was sent by his father to the lodge in order to watch after his grandma as his parents believed that these might be her last few years. His father did not want Myriel to die on her own without any family close to her, so sending Markus to learn some valuable outside-of-the-city lessons along with being next to his grandma were perfect excuses.

When it comes to Mr. Blue, Markus really dislikes him because he finds him way too braggy and demanding. He is actually very weirded out by the fact that his grandma is so fond of him. He was actually considering leaving some horse poo in one of his suitcases when he leaves just as revenge for how harshly he treated him during his stay at the lodge.

- **Unique Phrase:** "Do I REALLY have to do that?"
- **Desire:** Do leave the lodge and go back to his life in the city.
- **Fear:** That his grandmother will live for many more years, meaning he will be stuck at the lodge much, much longer.
- **Misbelief:** Markus thinks he is ready to go out into the world on his own.



## KOSADIUS AND SAKARIA, THE TIEFLING TWINS

Kosadius and Sakaria are middle-aged tiefling twins that have traveled to the lodge in order to talk with Mr. Blue. They knew Mr. Blue would be there, but they only meant to talk to him about funding their spy network.

They have worked with Mr. Blue before and his funding was actually very crucial when it came to successfully funding certain missions that ended up helping save countless innocent lives.

Mr. Blue had been hard to find in the last couple of months, so the tiefling twins were dispatched to see if he is well and if he is still interested in continuing the funding.

They are the ones that everyone suspects as the murderers because nobody knows them well enough and they also look really suspicious. The truth is, the tiefling twins really like Mr. Blue and actually want to protect him. They are now very distraught because they did not want anything happening to him.

- **Unique Phrase:** "Speak your piece."
- **Desire:** To find out what happened to Mr. Blue.
- **Fear:** Not being able to find funding somewhere else.
- **Misbelief:** The twins believe that everyone has a dirty past.



## ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **Travelers.** The adventurers pass by the lodge by complete chance during their travels.
- **Investigators.** The adventurers find out about what happened at the lodge and are the first ones to be dispatched there by the authorities in order to find out what happened.
- **Mr. Blue's Friends.** One or more people in the party were acquainted with Mr. Blue in some way. (Mr. Blue can be replaced with some other important NPC in your campaign.)

## PROLOGUE

You could begin the adventure with the players staying at the lodge before the murder happens but that would mean that you would have to introduce Mr. Blue as a character as well.

If you wish to just play out the adventure as it was meant to be played, then the players begin with any of the adventure hooks which immediately place them at the lodge after the murder has happened.

Read the following as you begin the adventure:

YOU SEE A LODGE AT THE TOP OF THE HILL, LIGHTS ON, SMOKE COMING FROM THE CHIMNEY ABOVE AND THE DOOR TO THE ESTABLISHMENT WIDE OPEN.

AS YOU APPROACH, YOU HEAR CHATTER AND YOU SOON ENOUGH FIND YOURSELF IN A ROOM WITH LOTS OF DIFFERENT PEOPLE. A DWARF, A GNOME, A DRAGONBORN, TWO HUMANS AND TWO TIEFLINGS. THEY ARE ALL BUSY TALKING TO EACH OTHER UNTIL THE DWARF TURNS TO YOU AND SAYS LOUDLY:

"AND WHO MIGHT YE BE?! AS IF WE DID NOT HAVE ENOUGH IN OUR HANDS WITH THIS SUDDEN MURDER SITUATION ALREADY!"

The players will start conversations with Krargril as they slowly learn of what happened to Mr. Blue.

At this point, it is up to you, the GM, to decide how you want the adventure to continue. The following sections of this book show you a few ways as to how you can run it, but you can always just mix and match various things for them in order to fit it better for your players.

### General suggestions

Make sure you play out various sub-plots, alibis, and clues that could indicate that just about anyone could have done it. Make sure you play out the characters as mistrusting of the twin tieflings since they know them the least.

### Alibis

Everyone was more or less doing their job before finding Mr. Blue the next morning. You could have the murderers actually try to build their alibi by saying they did things that others would not have noticed them do throughout the day.

### Consequences

If the players guess wrong, then try to play it out in a way that the murderer will escape the lodge before they are found. If the players decide to hold people against their will, there will be a lot of fuss about them not having the authority to do that.

### Correct Guess

If the players guess correctly, then Kralgril will reward the players with **100 x the party's average APL in gold** (e.g. party's average party level is 4 so they will be rewarded with 400 gold).

## MURDER PLOT #1

**Who:** Gankaas did it out of spite because of his pride. This is the first time that anyone has disliked so many of his dishes.

**Where:** Room left to the kitchen where Mr. Blue usually relaxed and read a book.

**With:** A butcher's hatchet.

**Hidden:** The hatchet is buried somewhere outside the lodge.

### Clues:

- Mr. Blue can be examined for someone to find the deep cut wound and deduct what kind of weapon could have done that.
- Markus caught a glimpse of a figure in the night doing something outside the lodge. It was Gankaas burying the Gankaas near the stables.
- Myriel will speak about how she had to calm down Gankaas after he got extremely frustrated with Mr. Blue and actually almost cut himself while preparing a salad for him, which is a first for the expert cook.



## MURDER PLOT #2

---

**Who:** Markus did it because of his frustration and teenage angst that he still has.

**Where:** In Mr. Blue's room which is the northeastern room on the upper floor of the lodge.

**With:** A kitchen knife.

**Hidden:** The kitchen knife is still in the unwashed dishes in the kitchen. Markus tried to clean it as much as he could, but if inspected closely, one would find specks of blood still on it.

**Clues:**

- Mr. Blue can be examined for someone to find that it is a stab wound caused by a small sharp item.
- Markus was seen sneaking upstairs during the night by his grandma. She will say that she believes he does that because he likes to peek at pretty girls that stay at the lodge when they are in their sleeping gowns. Maybe it was because he wanted to see Sakaria, the tiefling. Minfi will back this claim.
- Gankaas will tell the adventurers that Markus has been awfully punctual today, but he will only say it in jest without suggesting that it is something to be taken seriously into consideration. Can be mentioned casually during a discussion with Gankaas.

## MURDER PLOT #3

---

**Who:** Minfi did it because she wanted some excitement in her life after having read some of Myriel's murder mystery books. She did not mean for Mr. Blue to die but the poison ended up being far stronger than what she thought it would be.

**Where:** In the dining room while Mr. Blue was having his dinner.

**With:** Poison. Could be some kind of cleaning supply that Minfi learned could work well for poisoning someone.

**Hidden:** The cleaning supplies Minfi uses are all stored in a cupboard near the kitchen sink.

**Clues:**

- Mr. Blue can be examined and someone making a successful Medicine check can find that it was poisoning that killed him. With a bit of investigation, they will be able to find that one of the cleaning supplies stored in the kitchen could have been used. It was a rather simple form of poison.
- Kosadius and Gankaas will both separately tell people that they sensed a weird smell coming from the kitchen last night. Gankaas will defend his food, saying he is always careful with what he serves the patrons of the lodge.
- Myriel will mention the fact that she has been letting Minfi read some of her books and that she had a specific liking for murder mystery novels. She will

casually share that information without thinking that this could lead Minfi to murder someone.

## MURDER PLOT #4

---

This last murder plot could be anything you want it to be and in this section you will find some suggestions as to how you could set it up yourself.

*Reminder that the following are just suggestions and this is by no means a guide to writing murder mysteries or anything alike.*

**Who:** Pick someone who you would like to be the murderer. Make sure you develop a good backstory with enough reasons for them to have committed the crime. Once you have chosen someone as the murderer then you should pick a couple more as suspects. You could even have a situation before the adventure where one of the players got involved in the murder and in that case, they end up being a suspect as well.

**Where:** After picking a couple of suspects, you could have some of them have weak alibis as they could have had reasons to be in the place where the murder happened. Choosing the place where the murder happened will be much easier once you have developed a good background story for the murderer and the suspects.

**With:** This is once again easy if you have decided who the murderer is and why they did it. You could make things very difficult and include some sort of intricate murder weapon such as a dagger made of ice or a stealthy spell that would not leave any evidence to be found.

**Clues:** This is the most important part of your mystery preparation. You need to prepare at least 3 to 4 clues for your players to find so that they can somehow find the truth behind it all. You could make the clues confusing, so as to have the players even condemn the wrong person.

Make sure that each of the clues are in different places, tied to different people in some ways and also require different skill checks if possible. You want all your players to be as involved as possible.



Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License Version 1.0a, below. Open Game Content may only be Used under and in terms of the Open Game License version 1.0a. No portion of this work other than previously designated Open Game Content may be reproduced in any form without written permission.

Designation of Open Game Content: Subject to the Product Identity Designation herein, the following material is designated as Open Game Content. (1) all monster statistics, descriptions of special abilities, and sentences including game mechanics such as die rolls, probabilities, and/ or other material required to be Open Game Content as part of the game rules, or previously released as Open Game Content, (2) all portions of spell descriptions that include rules-specific definitions of the effect of the spells, and all material previously released as Open Game Content, (3) all other descriptions of game-rule effects specifying die rolls or other mechanic features of the game, whether in traps, magic items, hazards, or anywhere else in the text, (4) all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text. Product Identity Designation: This Product Identity Designation includes, but is not limited to, the following items that are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e): All trademarks, registered trademarks, proper names (characters, artifacts, place names, new deities, monsters, organizations, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, logos, and trade dress. These items are not Open Game Content. Elements that have previously been designated as Open Game Content are not included in this declaration.

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this

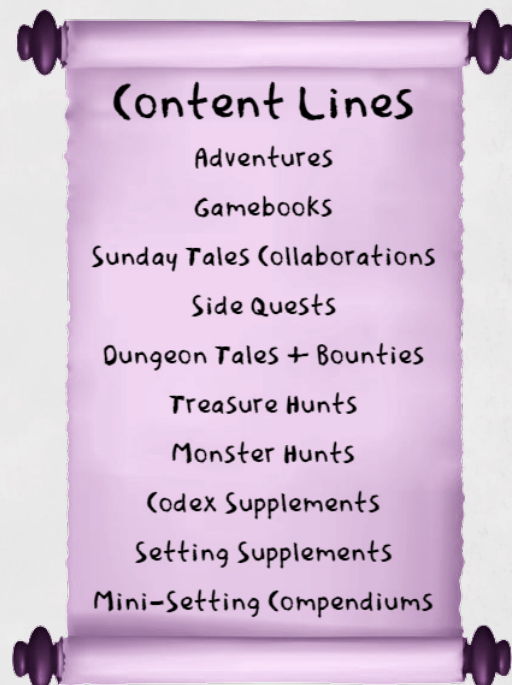
- License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E.Gary Gygax and Dave Arneson. Kraken Beach Scavengers: Copyright 2020, Hamrick Brands, LLC

END OF LICENSE

[SUBSCRIBE TO OUR PATREON AND GETS TONS OF EXCLUSIVE CONTENT!](#)

[FIND ALL OF KELFECIL'S TALES PUBLISHED CONTENT HERE!](#)





## AFTERWORD

Thank you for taking the time to download, read and maybe even play this module. Every story I write, every character I create, every comment you leave on my posts, every piece of feedback I receive, everything is motivating me to write more. I am loving every moment I put into this and I have all of you to thank for this. Thank you for your support.

I would like to thank all of the creators involved in this work for allowing us to use their work to bring this adventure to life.

