

Map of Fortunes



A Duet

Adventure for PCs of levels 5-6

Introduction

This adventure takes place in the loosely patrolled foothills of the Cienne Mountains outside the city of Andel-ce Hevra in Azuria.

This adventure is scaled for PCs of levels 5-6. If you prefer to run the adventure outside the world of Azuria, we suggest setting it in or near a mountain range.

How to Use this Adventure

This adventure assumes that you have access to the 5E SRD. Items or creatures that are not part of the SRD can be found in the appendix.

Text box example: Text that appears in a box like this may be read aloud, paraphrased, or omitted as you prefer. It is intended to help describe scenarios and environments.

Sidebar example

Text that appears in sidebars is also optional and/or intended to provide extra background information or lore that may be helpful as you flesh out the adventure.

Creatures with stat blocks appear in bold, magic items appear in italics.

[GM's note: tips on scale or RP appear in brackets.]

Adjusting Combat

Regardless of whether you are running this adventure 1-on-1 or for a group, one of the most important roles of the GM is balancing and tweaking encounters to suit the PC. The combat should feel weighty, but fun. Some strategies include reducing or raising hit points or changing the number of

combatants before the session begins or making adjustments during combat.

For more information and resources about playing this one-on-one style, please see dndduet.com.

Adventure Premise

In the foothills of the Ciennes, the party is tasked with recovering merchants who were kidnapped by a band of centaurs. After returning the merchants to safety in the trading hub of Swinthorn, a local treasure hunter learns of their brave deeds and requests they assist him on a quest of his own. With the help of a mysterious and magical map, he leads the party to a hidden mountain cave that holds buried treasure and more.

But be on guard. The southern Ciennes can be quite dangerous, especially when one is keeping somewhat...unsavory company.

Adventure Hooks

There are several ways you might lead your player(s) into the adventure:

- The party's patron sends them to Captain Lex Urbanus, a figure the patron once served. The patron knows that the captain is often in need of capable hands.
- The party is traveling across the sprawling plains of Tor'stre Vahn when in the distance, ten-to-twenty miles away, they see a group of centaurs swoop down on a merchant caravan and ride off with plunder and hostages. Investigating, they discover that Capt. Urbanus is among the survivors.
- The party answers a bounty board post that reads: *Help needed in rescuing daughter from the clutches of bandits! Juno Restrin stolen from loving embrace of family who offer 100gp to anyone brave enough to bring her back.* Papa Restrin, Juno's father, points characters to Capt. Lex Urbanus, who is heading up the recovery efforts.

Adventure Background

A local Captain of the Resolute Defense by the name of Lex Urbanus is trying to maintain Andel-ce Hevran presence and peace in the mountain foothills, a frontier area for the ancient city, and requests the characters' help. The captain needs to send out a force to recover merchants who were taken by the Wind Riders, a group of local bandits made up of humans and centaurs. The merchants were making their way to Swinthorn, an important trading hub, when they were captured. With the help

of her falcon, the captain discovered where the villains have taken the hostages, but she can't spare the troops to retrieve them in a timely fashion. Her limited forces are already stretched thin. Captain Urbanus offers the party 500gp for their aid.

The party follows the captain's directions to a canyon where the prisoners are being held. Once there, they encounter a human man who introduces himself as Razer Hossen. He claims to have escaped from the clutches of the bandits and works to befriend the characters, requesting help with his companions' rescue. In actuality, Razer is the leader of the bandits in disguise and hopes to add the characters to his bevy of hostages.



After the party escorts the recovered merchants—or as many as they can save—to the city of Swinthorn, they encounter a similarly employed caravan guard, Smokey Brandon, who's just learned of an opportunity to change his fortune. An old associate, Caiza Finch, has recently come into possession of a map that leads to treasure hidden in the Cienne Mountains. Caiza believed that the map indicated a store of treasure so large that he'd need help carrying it out of the mountain! He'd like for the party to venture forth with him to meet his contact on the outskirts of town.

The map takes the party through a series of boons and dangers—treasure seems to be only a breath away, but there is treachery also. After a few close encounters, the party finally reaches their promised destination, a cave holding a treasure and a secret. Inside the cave, the party encounters Rasp, a mummy, and the original finder of the cursed treasure map. His soul is bound to the map and its wonders, and he doesn't plan on letting it out of his grasp again.

Part One: A Careful Search

Lex Urbanus, a local Captain of the Resolute Defense, greets the party and thanks them for their interest in helping the captured merchants.

Captain Urbanus is a strict but fair leader who appreciates focused, to-the-point conversations. Her half-elven ears jut out beneath light brown braids.

Captain Lex Urbanus's Information

The captain has the following information to share with the party if they are interested in assisting with the recovery of the merchants:

- Swinthorn and the surrounding area are part of Andel-ce Hevra's frontier. There are a great many dangers in Tor'stre Vahn, and it's difficult at times for the city to maintain order. Her forces were already stretched thin, and now this kidnapping.
- The Wind Riders have been an active threat—one of many—in the region for several years. Most caravans coming in and out of Swinthorn have guards to protect them, a dangerous but lucrative line of work.
- She can offer them 500gp for their aid in returning the caravan to Swinthorn.

Assuming the party accepts her offer, the captain sends them into the foothills where the bandits retreated after taking their hostages. A successful DC 13 Wisdom (Survival) check allows the PC to track the centaur hoofprints to the Canyon Entrance.

Windswept Sanity

The wind inside the canyon is so intense that prolonged exposure has a detrimental effect on one's sanity. The centaurs are immune to this effect, but characters that fail to protect their ears must succeed on a DC 14 Wisdom saving throw or suffer from ever-present paranoia that convinces those it affects that they are about to be betrayed. This effect persists as long as the character remains in the area and for 1d4 hours after leaving.

Additionally, these winds make it difficult to see and hear and prevent sounds from carrying. Ability checks that rely on hearing and sight are made with disadvantage.

The following areas are keyed to **Map 1: Kao Canyon (Appendix)**.

Canyon Entrance

The clearly marked trail of hoofprints disappears as the grass and rich earth of the rolling plain gives way to jagged rock at the mouth of a craggy canyon. The walls of stone almost meet overhead, lending the enclosed chamber a cave-like quality. Through an opening to the north, you spy an unlikely, dense forest. Wind whistles through the canyon at high volume.

Inside this canyon, a successful DC 15 Wisdom (Perception) check reveals the presence of a large man with a limp hiding behind a boulder. If discovered, he holds his hands up in surrender and introduces himself as Razer Hossen. He explains that he escaped from the bandits and began making his way out to find help. **[GM's note:** Hossen is actually the leader of the Wind Riders in disguise. He uses the **centaur shifter (Appendix)** stat block.]

A successful DC 13 Wisdom (Insight) check shows that Hossen may be withholding some information, while a successful DC 17 Wisdom (Insight) check detects outright malicious deception. A *detect magic* spell reveals an aura of Illusion magic about the man.

Traps

The bandits left behind several traps in the canyon to capture additional hostages or slow any rescue attempts.

At the entrance to the Windswept Wood are two rope traps that are triggered by a character moving into their space. A successful DC 15 Wisdom (Perception) check detects the presence of the trap. If the trap is triggered, a DC 16 Dexterity saving throw allows a PC to dive out of the way before being snatched up and hung upside down by the foot. A PC may cut their way free from the trap but suffers 1d6 bludgeoning damage as they fall to the ground.

If the PCs failed to detect Razer Hossen upon entering the canyon, he introduces himself when the trap is triggered or disabled.

Roleplaying Razer Hossen

The sinister and sneaky villain should be played in such a way that the PCs have a chance to detect his treachery before arriving at the Bandit Camp. The story of what he is doing and why, his escape, and his motivation has plenty of holes in it. Contest PC's Insight checks with Hossen's +4 Deception.

Hossen's actual goal is to add the PCs to his collection of hostages. He avoids fighting them until he feels he has an advantage and seeks to capture as opposed to kill.

Should he succeed in subduing or capturing the PCs, allow a couple days to pass before a sudden **minor air demon (Appendix)** assault on the camp provides an opportunity for escape.

Razer Hossen's Information

In addition to the suggestions above, Razer Hossen [the disguised centaur] has the following information to share with the party:

- The captured merchants were selling rugs, fabric, and spices from their travels. [True, though Hossen dodges the fact that he was *not* part of this group of merchants, using phrases like "the other sellers," or "the others in the caravan," and avoiding false claims like "my friends," though he might hazard "my traveling companions."]
- I really don't want to talk about such a terrifying experience. But, if you insist, I escaped by hiding behind a large rock. The centaurs left me for dead. [False, although it is true that he does not wish to tell the party about what happened.]
- I'm so pleased you came along when you did. [True, though the undercurrent of *why* he's happy they arrived differs from what he's implying.]

Windswept Wood

The sun is almost entirely choked out by the thick and violently swaying canopy of this strange forest. The wind howls, and bits of dirt and debris scratch at your eyes and face as they whoosh past.

Some centaur tracks can be found in the earth in this part of the wood. However, the high winds make tracking in this area difficult. To trace the centaurs to the bandit camp, the PC must succeed on three consecutive DC 14 Wisdom (Survival) checks. On a failure, the party becomes lost for an hour. Roll a d20. On a 1-5, the party encounters either a **dust mephit**, a rope trap (as described in the previous

section), or a **minor air demon (Appendix)**. After three successes or failures, the PC spots the Cave Nook.

Hossen sizes the party up as they journey through this forest, seeking an advantage he can exploit to help capture them later. If the party becomes suspicious of or threatening to Hossen, he flees to the Bandit Camp if he is able.

Cave Nook

A small crevice in the canyon wall opens into a cramped cave. Inside, protected from the wind's howl, lies an intimate, long-abandoned camp.

PCs may use this space to rest and recover. Any character succeeding on a DC 13 Intelligence (Investigation) check of the camp discovers that it has been abandoned for at least 6 months. Characters exceeding that check by 2 or more may discover a mostly ruined journal that notes: *A backdoor! I will use the tunnel to surprise them!*

A successful DC 17 Wisdom (Perception) check finds a cleverly hidden tunnel that runs to the rear of the Bandit Camp. This check is made with advantage if the PC discovered the journal scrap.

This secret back exit leads directly into the Bandit Camp and requires PCs to crawl. It takes 2 hours for a Medium PC to make it to the camp in this fashion, twice that time for a Large PC (4 hours), and half that time for a Small PC (1 hour).

Bandit Camp

The walls of the canyon almost meet at the top of this chamber, creating a dome effect with snatches of sky. The scent of horses and sweat lies thick here, and five low tents line the back wall. On the eastern side of the chamber, four humans cower together, their hands and feet bound. Thick rope leads from their fetters to iron rings on the wall.

There are **2x centaurs** and **3x bandits** moving about the camp, the only remaining members of Hossen's Wind Riders after they were assailed by an **air elemental** and other terrors in the Windswept Wood.

If Razer Hossen is with the characters still, he attempts to grapple the PC as the party makes their move against the bandits. If the PC has companions, Hossen tries to hold the PC hostage and use them as leverage to capture the others.

If Hossen has been found out and has left the characters, he waits for the party to appear and plans to threaten the hostages in an attempt to make the characters compliant with his demands. They must submit to capture, and then he and the Wind Riders will ransom them to Captain Urbanus.

Returning the Merchants

Assuming all goes well, the PCs discover the goods that the Wind Riders stole from the caravan in the Bandit Camp. The grateful hostages gift the party a chest of fine silks worth 300gp. They request that the party escort them to Swinthorn, the nearest trading hub, and offer them an additional 200gp for their services. The party recalls that this is where Captain Lex Urbanus said she would meet them after they recovered the merchants.

Additionally, a beautiful half-elf among them named Juno Restrin gives the party a *brooch of truthsense (Appendix)* and the promise of a friend in the well-connected Restrin household.

Upon their arrival in Swinthorn, Captain Lex Urbanus pays the PCs the promised 500gp.



Maps

Below, you'll find GM's reference maps for running the adventure. At the end of this supplement, you'll find a full-page version of each map.

Map 1: Kao Canyon

