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# 1.00 – Introduction & Campaign Start

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## *Synopsis*

Level one is intended to be fairly “low impact” so that the players can learn about the setting and mesh as a party before they face tougher challenges. The theme is feeling small and powerless in a world that was once grand, but now echoes with emptiness.

Level one covers the party’s flight from Atriar, a city on the eastern edge of the main Human nation, to the village of Ostlea Hollow. There the PCs find a map to a cursed mine. They are pursued both by a cabal of Warlocks who want the map and the strangely animated (but not undead) corpse of a wretched bum.

Level one ends with the PCs entering the mine.

## *Options & Troubleshooting*

1.11 is a filler encounter. You can switch it up as needed.

<b>Plot Considerations</b>
1.05 – Did the PCs give the letter from Lady Isolia to the mayor?
1.05 – Did the PCs help Delensay the Red?
1.07 – Did the PCs kill Kennat?
1.08 – Which, if any, of the NPCs did the PCs save?

## *Fluff*

## ***Read the following:***

*The [number] of you came north shortly after the spring thaw, having wintered in the village of Emarre. Most of the smaller towns had been abandoned because of the Elven raids, so you had to travel cautiously. The hunting was good and you saw surprisingly few signs of the Elves. Even so, you were glad to be safe within the walls of Atriar.*

*Atriar was founded more than three hundred years ago as the last trading post on the road to Ricole Pass, which leads into the Empire. The discovery of precious gems in the caves along the pass prompted the Nabiri Dukes to start holding court there in 655. Atriar began as a series of simple terraces, but the combined draw of riches from the mines, wealth from trade and the presence of the ducal court grew the city into a sprawling, chaotic mess. This trend accelerated when an impoverished Kith of Dwarves sold their stonecutting and masonry services on the cheap. The congestion reached its apex in 683, when fire gutted the fourth tier – a crowded residential zone – and threatened to engulf the entire city. Duke Mard contrived an unusual solution to the problem by decreeing that any new construction had to include an ornamental rune carved from lapis lazuli. Thus, Atriar came to be known as the “Blue City” and the glyphs a good luck charm.*

*You spent your first few days in the city overwhelmed by the narrow streets and jumbled architecture, but soon realized that it was less of a haven than you had hoped. More than a third of the city lies empty as more and more people flee to the west.*

*Food is expensive and the only jobs available are the mines – dark, dangerous work for little reward – or the legions. With money running low, you started to consider moving on, when the Duke*

*closed the gates and ordered a curfew. Two days later, you were shocked to see a column of Elves escorting an armored coach toward the Duke’s tier.*

*Later that night, fliers were posted announcing that an ambassador from the Empire had come to negotiate a cease-fire. You were warned that any interference with the Elves would be severely punished. You spent the evening drinking cheap ale and wondering what peace would be like.*