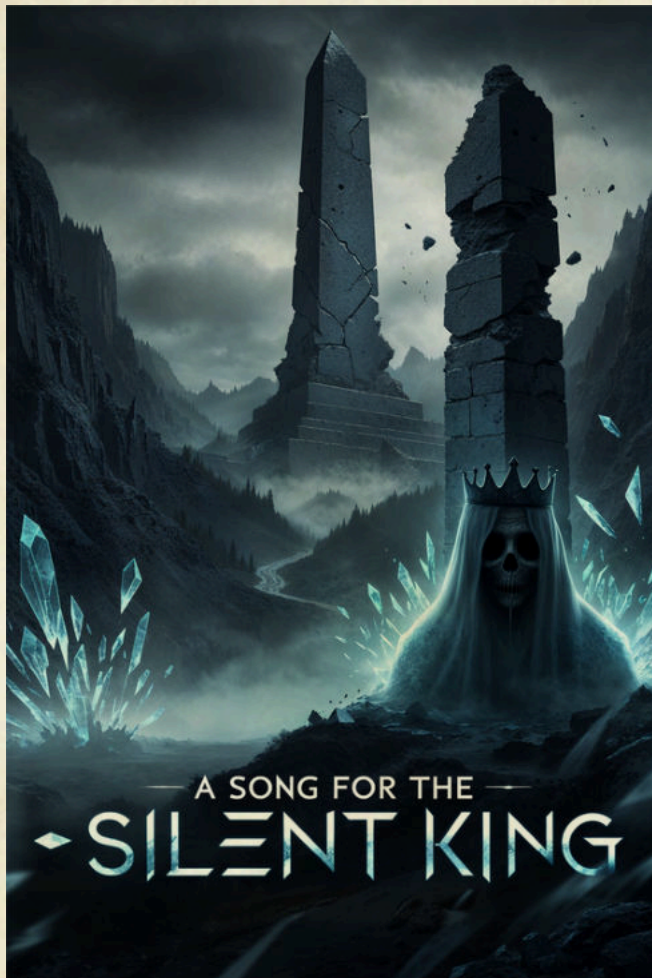


A SONG FOR THE SILENT KING



CAMPAIGN OVERVIEW

- **Title:** A Song for the Silent King
- **Theme/Genre:** Dark Fantasy Adventure
- **Tone:** Mysterious, Tense, Heroic
- **Target Level:** Level 3
- **Expected Duration:** 2 hours
- **Player Focus:**
 - Combat: Medium
 - Roleplay: High
 - Exploration: High

BACKSTORY AND SETTING

WORLD OVERVIEW

In the misty region of Eidross, ancient songs carry the lost history of a forgotten king who ruled with wisdom and dread. Legend says his voice once held the power to heal or destroy, echoing through the world like magic. But his voice was silenced long ago when he disappeared into obscurity. Now, the once-prosperous region has been shrouded in unnatural silence—no songs, no wind, not even the sound of birds. Something has awakened, and the Silent King may no longer sleep.

LOCAL AREA

The adventure takes place in the **Ruins of Korrath**, a desolate valley ringed by jagged cliffs. Amid the rubble of the king's crumbling court lies a towering spire—the **Echo Obelisk**, said to resonate with the Silent King's eerie remnants. Villagers from nearby **Galehaven**, a dilapidated hamlet known for its ancient bardic heritage, have stopped singing altogether, fearful of worsening the strange silence. This once-lively town is paralyzed by fear, and people whisper of shadowy figures lurking in the ruins.

HISTORICAL CONTEXT

Centuries ago, King Kaelos the Singer, known as the "Silent King," governed a powerful kingdom. He forged peace through the magical incantations of an ancient melody. Some say his silence came as punishment for trying to manipulate forces beyond mortal comprehension. Recently, a famed bard known as Calira disappeared into the ruins after speaking of "awakening Kaelos's voice." Her return—or lack thereof—is what has sparked urgency.

IMPORTANT NPCs

1. **Elder Rhaelon (Human):** The village's elderly leader, desperate but cautious. He knows fragments of the legend but hides his fear that singing the wrong song might doom them all.
 - **Motivation:** Protect the village at any cost.
2. **Eidra (Tiefling Bard):** A rebellious young musician who believes the villagers are overreacting. She hopes to discover Calira and see the magic of the Silent King for herself.
 - **Motivation:** Find Calira and prove herself.
3. **The Haunting Voice:** A ghostly hum that resonates through the ruins, growing louder as the party approaches the climax. It's presumed to be tied to the Silent King—or something worse.

PLOT HOOK

OPENING SCENE

The players awaken in Galehaven to a somber gathering. Bells toll silently (the cords cut long ago), and Elder Rhaelon addresses the assembled village:

“Calira has not returned. Her melody, they say, woke something in the ruins. Soon, Galehaven will have no voices left.”

He pleads with the adventurers, offering gold and bardic relics to investigate the **Ruins of Korrath** and return Calira—or, if the worst has occurred, stop the spread of the eerie silence.

A cloaked figure steps forward from the shadows—it’s Eidra.

“If the Silent King can be awakened, maybe he can save us instead of damning us!”

Her words cause a stir but offer a tantalizing alternative to Elder Rhaelon’s cautious plea.

- **Primary Objective:** Find Calira and uncover the truth of the Silent King.
- **Secondary Objectives:** Protect Galehaven from further harm OR seek to reclaim the king’s lost power for yourself.

KEY LOCATIONS

1. GALEHAVEN (STARTING AREA)

A dreary, windless hamlet full of skittish villagers and boarded-up windows. Once famous for its vibrant bardic culture, the silence here weighs oppressively heavy.

- **Atmosphere:** Eerie stillness; villagers clutch broken instruments as talismans.
- **Notable NPCs:**
 - Elder Rhaelon: Gives warnings and old tales.
 - Eidra: Encourages bold action and offers a riddle in the form of a half-heard melody she remembers.
- **Encounters:** A frightened villager collapses in a panic, muttering about a shadowy figure near the ruins.
- **Clues:** A journal from Calira describing her belief that her ancestors’ songs hold the key to controlling the Silent King.

2. RESONANCE CAVERN (INTERMEDIATE AREA)

A sprawling cavern beneath the ruins, where the sound of footsteps echoes unnaturally loud. Strange crystalline growths hum faint melodies, responding to movement and magic.

- **Atmosphere:** Dark, glittering crystal formations; harmonic echoes that grow ominous with noise.
- **Encounters:**
 1. **Puzzle:** A crystal altar with shifting sound patterns blocks the way forward. Players must figure out how to match a lost melody (hints can be drawn from Eidra’s riddle or Calira’s journal).
 2. **Enemies:** Shadowy Wight Guardians (enemies tailored for Level 3 encounters) that respond violently to any incorrect notes or loud noises.
- **Clue:** A scorched piece of parchment with sheet music partially burned—the melody is incomplete.

3. ECHO OBELISK AND THE THRONE ROOM (FINAL AREA)

A ruined throne room at the base of an enormous obsidian spire that rises into the sky. The Silent King’s petrified corpse sits slumped on the throne, his empty eye sockets glowing faintly. His voice—a haunting, incorporeal hum—fills the room.

- **Atmosphere:** Foreboding and surreal, with warped architecture and reverberating silence.
- **Encounter:**
 - **Boss Fight:** The Silent King’s Voice manifests as a spectral *Song Wraith*. It attacks with shrill sonic bursts and charms players into singing for it, weakening their will.
 - Once defeated, the Silent King’s corpse stirs faintly, offering a final choice:
 1. **Restore his voice to unleash hidden power** (but risk a greater curse).
 2. **Banish him forever—and destroy what remains of his legacy.**

ENCOUNTERS AND CHALLENGES

- **Combat:**
 - Shadow Wight Guardians (medium-difficulty undead)
 - Boss: Silent King's Voice (*custom stats: high WIS saves, psychic attacks, AOE sonic damage*).
- **Roleplay:**
 - Villagers in Galehaven with fears and rumors.
 - Eidra as a wildcard NPC who may assist or complicate the mission.
- **Trap/Puzzle:**
 - Crystal altar in the Resonance Cavern (Players need to deduce the melody or improvise).

CLIMAX AND RESOLUTION

- **Final Challenge:** The party's decision after defeating the Silent King's Voice dramatically affects the region:
 - Restoring the Silent King might bring magic back but exact a curse upon Galehaven.
 - Banishing him could silence all remnants of bardic magic forever.
- **Stakes:** Failure leads to Galehaven succumbing to absolute silence, forcing the village to flee or perish.
- **Possible Endings:**
 - Galehaven thrives with renewed sound and light.
 - The party gains the Silent King's curse and draws his shadow to distant lands.

REWARDS

- **Loot:**
 - Magical Instrument of Resonance (+1 to Charisma checks for musically inclined players).
 - Shards of Silent Crystal (a consumable item that can store a single spell).
- **Story Rewards:**
 - Galehaven's gratitude or fear.
 - Bardic prestige for solving a centuries-old mystery.

SUPPORTING DETAILS

- **Stat Blocks:**
 - Shadow Wight Guardians (use modified Wight stats with sound-based abilities).
 - Silent King's Voice (custom ghostly boss with psychic and sound-based attacks).
- **Maps:** A basic outline of Galehaven, the Resonance Cavern, and the throne room.
- **Player Handouts:**
 - Calira's journal.
 - Partially burned sheet music from the Ruins.

FLEXIBLE OUTCOMES

- Allow players to uncover new motives: Was the Silent King truly a tyrant or a victim?
- If players attempt to sing the key melody, complications may arise depending on their approach (e.g., dissonance awakens greater threats).

POST-GAME WRAP-UP

- **Debrief Questions:**
 - What did you enjoy most: story, roleplay, or encounters?
 - How did you feel about the final choice?
- **Epilogue Options:**
 - The party could investigate how restoring the King's voice affects neighboring regions.
 - If banished, rumblings of new powers filling the silence could set up a new adventure.

DM Tip: Add haunting music (e.g., sustained chant or ambient choral tracks) to intensify the Silent King's eerie mystique!