

SECRETS OF THE SILVER VEIL



CAMPAIGN OVERVIEW

Title: Secrets of the Silver Veil

Theme/Genre: Mystery with Fantasy Undertones

Tone: Intriguing and Ominous, with moments of Heroic Prowess

Target Player Level: Level 5

Expected Duration: 2 hours

Player Focus Preferences:

- **Combat:** Medium
- **Roleplay:** High
- **Exploration:** Medium

BACKSTORY AND SETTING

WORLD OVERVIEW

The world of Eryndral is woven with ancient lore, where the interplay of mundane and magical is constantly at play. Secretive organizations like the Silver Veil guard this delicate balance, striving to shield the world from calamities of forbidden knowledge.

LOCAL SETTING

The Hollow Glen is an isolated village, enshrouded by mist at the foot of the Snowspire Peaks. Recently, it has become a hub of strange disappearances and ghostly sightings, rumored to be connected to an ancient treasure.

HISTORICAL CONTEXT

Centuries ago, the Silver Veil imprisoned an artifact known as **The Tear of the Forgotten** within a glacier in the Snowspire Peaks. This artifact, capable of unraveling memory and identity, fell into legend until recent disturbances began drawing villagers unwittingly towards it.

IMPORTANT NPCs

- **Elandra Greyoak:** The village Elder, harboring knowledge of the Silver Veil's secrets while striving to protect her villagers.
 - **Motivation:** Guard her people and the village's historical ties to the Silver Veil.
- **Kherik Malbrind:** A charismatic merchant and clandestine treasure hunter searching for the Tear.
 - **Motivation:** Acquire the Tear for wealth and prestige.
- **Sister Calienne:** An injured acolyte with fragmented memories from her scouting mission, possessing cryptic, crucial information.
 - **Motivation:** Ensure the Tear remains sealed to protect the realm.

PLOT HOOK

OPENING SCENE

The party, seeking shelter from a torrential storm, finds refuge in the local inn of Hollow Glen. As the wind howls outside, a frantic knock reveals **Elandra Greyoak**, desperate for help. Villagers have vanished, last seen near the eerie **Shrine of Aelryn**. Elandra suspects these events are woven with the Silver Veil's forbidden past.

Primary Objective: Investigate and resolve the mysterious disappearances and the legend tied to the Silver Veil before more lives are lost.

KEY LOCATIONS

1. THE STARTING AREA: HOLLOW GLEN

Atmosphere: The village is cloaked in a tense silence, only broken by the rain's rhythmic patter. Villagers peer nervously from behind curtains, whispers of trouble on their lips.

NPCs:

- Villagers recount enigmatic sightings: "I saw a shadow with too many limbs!"
- Elandra Greyoak, clutching her secret knowledge protectively.
- Kherik, who offers dubious assistance with a hidden agenda.

Encounters:

- At the village shrine, a **Memory Wraith** attacks, echoing distant phrases such as "Protect the Tear," hinting at its ancient connection.

2. THE SHRINE OF AELRYN

Atmosphere: The shrine stands amid the forest, draped in vines and luminescent fungi that light the structure in an eerie glow. The air is thick with memories of a past era.

Puzzles/Interaction:

- **Puzzle:** The shrine's altar is marked with cryptic runes. Solving the riddle, "What cannot be held, yet shapes all things?" (Answer: **Memory**), reveals a hidden passageway.
- Clues within Sister Calienne's journal pieces provide further insights into the glacier's secrets.

Minor Combat: Under the shrine's influence, corrupted creatures (3x **Needle Blights**, 1x **Dryad**) attack furiously.

3. THE ICE-BOUND SANCTUM

Atmosphere: Nestled within the glacier, Silver Veil murals shimmer beneath a fractured ice ceiling, telling tales of triumph and sorrow. The cavern hums with the Tear's quiet power.

Challenges:

- **Guardian Encounter:** An ancient entity, a **Frost Salamander**, stands vigilantly before the sanctum.
- **Trap:** A ward encasing the Tear unleashes psychic echoes if mishandled, risking memory loss temporarily.

ENCOUNTERS AND CHALLENGES

COMBAT ENCOUNTER 1: RESTLESS SPIRIT

At the shrine, a wraith-like entity guards against intruders, its attacks unnervingly targeting their psyche. Use the modified **Wraith** stat block with the added "Memory Shatter" ability.

ROLEPLAY ENCOUNTER: KHERIK'S PERSUASION

Kherik attempts to dissuade the party from pursuing their goal, masking his intentions with charm. He later alters the sanctum's layout to cover his escape routes, sowing distrust.

PUZZLE/TRAP ENCOUNTER: THE ARCANE WARD

Disabling the ward around the Tear requires keen understanding. A failed attempt results in a psychic backlash, disorienting the party and inducing short-term memory lapses.

CLIMAX AND RESOLUTION

FINAL CHALLENGE

Facing the Tear, Kherik's true intentions unravel as he wields the **Amulet of the Sealbreaker**. Twisting into a monstrous hybrid (use **Cambion** stats with icy powers), he seeks to claim the Tear's corruption.

Combat Dynamics:

- Kherik channels the artifact, warping the battlefield with erratic hazards like icy spires and mind-numbing echoes of forgotten memories.

Stakes of Success:

- Triumph leads to the reseal of the Tear, salvaging the village's fate and gaining the Silver Veil's gratitude.
- Failure unleashes the Tear's chaos, draping the region in eternal frost, with lasting psychic turmoil.

Narrative Conclusion:

- The players must decide to bury the legend of the Tear or expose its existence, each path etched with uncertainty.

REWARDS

Loot:

- **Ring of Psychic Resistance** from Kherik's possessions.
- **Veilkeeper's Pendant** (identify a mystery once per day).
- Collective 600 GP for their efforts.

Story Rewards:

- Possible induction into the Silver Veil, altering future quests and aligning with its clandestine operations.
- Recognition across Eryndral for tackling the glacier's malevolent curse.

SUPPORTING DETAILS

STAT BLOCKS

- Use customized **Wraith** for haunting memories.
- **Frost Salamander** to guard the sanctum.
- Transform Kherik into a formidable **Cambion**.

MAPS

- Provide sketches for key locations: Hollow Glen, the Shrine, and the Ice-bound Sanctum for tactical planning.

HANDOUTS

- Fragments from Sister Calienne's journal.
- An ancient, rune-marked map indicating glacial chambers.

ATMOSPHERE SUGGESTIONS

- Incorporate themes of foreboding elements: storm sounds, forest whispers, and glacial winds to enhance immersion.

FLEXIBLE OUTCOMES

- Kherik's escape during the clash can set up a recurring antagonist.
- Discovery of other Silver Veil secrets enriches the storyline.
- Encourage players to cleverly manipulate event outcomes to their benefit, crafting their narrative.

POST-GAME WRAP-UP

Debrief Questions:

- What aspect of the campaign was most engaging?
- Did the combat to roleplay ratio meet expectations?
- Would you consider a deeper delve into the Silver Veil's enigmatic missions?

Epilogue Options:

- Extend the Silver Veil network's influence in future campaigns.
- The Tear's shadows may linger, beckoning the party towards unexplored quests.

With the completion of *Secrets of the Silver Veil*, players emerge with deeper lore connections, memorable character interactions, and tantalizing hints of what's to come in the world of Eryndral.