

# THE SOLSTICE PACT



## CAMPAIGN OVERVIEW

- **Theme/Genre:** Fantasy with elements of Mystery and Heroic Adventure
- **Tone:** Tense and Intriguing, with moments of awe and danger
- **Target Level:** Level 5
- **Expected Duration:** 2 hours
- **Player Focus Preferences:**
  - Combat: Medium
  - Roleplay: High
  - Exploration: Medium

## BACKSTORY AND SETTING

### THE WORLD OF ERYNDOR

Eryndor is an ancient realm where primordial magic steers the natural order. Its unique balance between day and night hinges on the Solstice Pact—a celestial agreement between Solacis, the Sun Goddess, and Lunariss, the Moon Deity. This pact, renewed every 100 years through the **Solstice Renewal**, maintains the harmony needed for the seasons to turn and time to flow seamlessly.

### LOCAL AREA: VERCATHINE VALE

Located in the heart of Eryndor, the snow-dusted **Vercathine Vale** lies sheltered among jagged mountains. At its core stands the **Obsidian Spire**, a relic of shadowed magic that serves as the focal point for the Solstice Renewal under the rare occurrence of dual eclipses. Tensions mount as the ritual's key Custodian, **Kaela Moonsworn**, has vanished, leaving the ritual preparations in disarray.

### HISTORICAL CONTEXT

A century prior, ambitious mages attempted to harness the Solstice Ritual's power, disrupting the celestial equilibrium and plunging Eryndor into chaos. This led to the spawning of horrors and an eternal night until a valiant group of heroes restored the pact. These events are ingrained within the Vale's history, fostering a deep reverence for celestial harmony.

### IMPORTANT NPCs

- **Kaela Moonsworn (Quest-Giver):** The mysterious half-elven Custodian, tasked with ensuring the Solstice Renewal's success. While her actions seem suspicious, Kaela is dedicated to Eryndor's balance.
- **High Shaman Teymos Alaric (Ally/Advisor):** An elderly druid leader who fears the dire consequences of a failed Solstice.
- **Dravok Shadowthorn (Antagonist):** Once a disciple of Lunariss, he now seeks to shatter the Solstice Pact for personal gain.
- **Zeltris Vost (Wild Card):** A cunning tiefling treasure hunter whose knowledge of the Obsidian Spire could either aid or betray the party.

## PLOT HOOK

### OPENING SCENE

The scene opens in **Vercathine Village**, a picturesque settlement blanketed under a gentle snowfall. Enchanted lanterns bathe the square in ethereal light, casting fleeting shadows that match the villagers' uneasy whispers. The atmosphere is festive, but concerns over the missing **Kaela Moonsworn** cast a pall over the gathering.

Suddenly, **Teymos Alaric** emerges, his weathered voice cutting through the murmurs: "Without Kaela, the Solstice Renewal will fail by dawn! The balance will shatter, leaving our world to burn or freeze eternally. Brave souls, will you journey to the Obsidian Spire to unravel this mystery?"

## COMPELLING EVENT

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A hair-raising howl echoes, and dark figures emerge from the forest's edge—beasts twisted by ancient chaos. As panic sets in, Teymos implores the party to fend off these monsters and investigate the mysterious disappearance of Kaela.

## PRIMARY OBJECTIVE

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Locate Kaela Moonsworn and either complete the Solstice Ritual or thwart the forces working to disrupt the cosmic balance.

## KEY LOCATIONS

### LOCATION 1: VERCATHINE VILLAGE (STARTING AREA)

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- **Atmosphere:** The village's warm glow and merry chatter are contrasted by underlying tension. Villagers exchange accounts of strange dreams and eerie lights near the Spire.
- **NPCs:** Nervous villagers seeking reassurance, Teymos Alaric urging action, Zeltris Vost offering tantalizing "intel for a price."
- **Encounters:**
  1. **Combat:** Face off against two **Shadow Wolves** (CR 2) and a **Cursed Elk** (CR 3) as they break into the village.
  2. **Roleplay:** Villagers share rumors or request the recovery of a lost heirloom from the forest as a side quest.
  3. **Hint:** Teymos sketches a rough map of the Obsidian Spire as a navigational aid, hinting at its labyrinthine interior.

### LOCATION 2: THE MOONLIT CAVERN (INTERMEDIATE AREA)

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- **Atmosphere:** A cavern half-dappled in shadow, with crystalline stalactites and phosphorescent fungi creating a surreal, otherworldly glow.
- **Encounters:**
  1. **Puzzle:** A mural pulsating with moonlit symbols requires alignment to open a passage (Intelligence or Arcana check DC 14). Failure prompts the appearance of a **Lunar Wraith** (CR 4).
  2. **Roleplay/Battle:** Discovery of Kaela's journal reveals her doubts and strife with Dravok. Lingering triggers an ambush by **Dravok's Acolytes** (CR 3 each).
  3. **Hint:** Cryptic warnings inscribed in runes hint at vulnerabilities within the pact, both to corruption and betrayal.

## LOCATION 3: THE OBSIDIAN SPIRE (FINAL AREA)

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- **Atmosphere:** The Spire rises, an imposing monolith of black and silver. Inside, hallways echo with eerie chants and palpable arcane energy.
- **Encounters:**
  1. **Trap:** Arcane wards lace the spiral staircase, firing radiant bursts upon missteps.
  2. **Final Combat:** The confrontation with Dravok Shadowthorn atop the Spire, where he channels his power through a corrupted **Celestial Golem** (CR 6), aided by shadowy minions.
  3. **Decision Point:** Discovering Kaela weakened but alive, players must choose whether to trust her for the ritual to require sacrifice or to attempt an alternative solution with Teymos's guidance.

## CLIMAX AND RESOLUTION

- **Success:** Performing the ritual successfully restores the Solstice Pact, concluding the dual eclipses and reinstating balance. The party becomes celebrated heroes, either with Kaela amongst the living or honored in her sacrifice.
- **Failure:** The ritual's collapse ensues eternal night; chaos creatures claim the Vale, and Eryndor is cast into despair.

## REWARDS

### LOOT

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- **Sunstone Amulet:** Allows absorption of radiant damage once per day (uncommon magical item).
- **Moonglass Dagger:** Adds +1 bonus to stealth in shadowed environments.
- 500 gold pieces, selection of rare gemstones.

### STORY REWARDS

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- Gratitude from Vercathine and celestial blessings bestow the party.
- **Reputation:** Potential favor with Solacis or Lunaris, opening doors to further celestial quests.

## SUPPORTING DETAILS

### STAT BLOCKS

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- **Shadow Wolves:** Based on dire wolves, with added necrotic bite attack.
- **Lunar Wraiths:** Ghostly entities immune to nonmagical damage.
- **Dravok Shadowthorn:** CR 6 warlock wielding shadow and necrotic magic.
- **Celestial Golem:** Massive construct with radiant and necrotic attacks.

## HANDOUTS

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- Pages from Kaela's journal with ritual notes and allusions to looming threats.
- A celestial constellation map integral to the Solstice.

## MUSIC SUGGESTIONS

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- **Exploration:** "The Elder Scrolls V: Skyrim - Solitude Theme."
- **Combat:** "Two Steps From Hell - Star Sky."
- **Climax:** "Audiomachine - Blood and Stone."

## FLEXIBLE OUTCOMES

### ALTERNATE PATH

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Should players propose unconventional solutions, such as negotiating with Lunaris or undermining Dravok's plans, adjust the cosmic balance consequences accordingly.

### TIPS FOR IMPROVISATION

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If players diverge, focus on NPC reactions and environmental impacts like deepening eclipses and emboldened beasts threatening the land.

## POST-GAME WRAP-UP

### 1. Debrief Questions:

- Favorite moments?
- Did the adventure balance combat, roleplay, and puzzles well?
- Interest in further exploring this setting?

### 2. Epilogue Options:

- The party investigates persistent chaos and its potential repercussions.
- Sovereigns of Eryndor reach out for further celestial-related quests.