

# Ind&deed

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## Welcome to the The Shadows Of Adumbration.



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## The Story So Far

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### Players

- James ---> **Ro, Elven Shadow Monk**
- Ross ---> **Iamus, Tiefling Hexblade Warlock**
- Steve ---> **Sir Mortus Zarfilus, Half-drow Paladin of Death**
- Darren ---> **Duncan Felcaster, Human Shadow Sorcerer**
- Mara ---> **Lorien Moonshadow, Tabaxi Cleric/Rogue of Selune**
- Laura ---> **Reva, Human Barbarian of the Megalodon**

### Spoilers

Hahaha, it won't be that easy

## Archive

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**Chapter One** Be it fate or fortune the paths of what will one day be the InD&Deed party crossed on the caravan headed from Neverwinter to Phalaphel. They all had their reasons to get there but were acting as hired guards in the meanwhile. Alas, the leaders of the expedition were ambushed by goblins and taken. The strangers teamed up, repelled the ambush, tracked down the goblins and rescued Silvan Hallwinter after brutal combat with the goblinoids. Many a broken limb kind of thing. They made their way to the town of Phalaphel where they decided to accompany Silvan to meet with the Mayor the next morning. The party then ventured forth to find a source of healing, encountering a young elf cleric and after revealing to her that one of their members was a member of a holy order she shared her suspicions that the previous religious powers in

this city had been driven out. After sharing some healing supplies with them she asked them to retrieve a magical item from a wraith that resided outside the city. She gave them a silver comb and advised them that the wraith was particularly vain. After doing some shopping and snooping in which they learned that the so-called "Redbrand" group was terrorising the city they had a chance encounter with a group of thugs belonging to that very organisation. Before dispatching the last they interrogated him and learned about the Redbrands headquarters and the multiple Redbrands, bugbears, undead, powerful wizard and horrible eye monster that resided there. They decided, considering the dangerous circumstances they were currently in, that sticking together was a good idea.

**Chapter Four** Our band of relative strangers managed to dispatch various dragon cultists and ransack their empty headquarters. Then they decided to absolutely positively not face the extremely dangerous dragon in the tower. They then went to face the dragon. Lockpicking a door to find another door and then another door □ they made their way into what looked like an abandoned wizards tower. As they crept in, secure in the might of their attempts at stealth, they heard a voice. "Adventurers! I know you're out there. Talking to that druid, I presume. I can smell your foul odour. I know that druid wants me to leave. Working with my sister! Undoubtedly I'm sure you do, too. So if it's a battle you want, I will provide it, but I hope to parley. If you value your lives you should hear me out. I come carrying, as the human custom goes, the white banner of peace. Step into my lair and no harm should come to you." The mighty green serpent slithered down a column. As it continued to talk, ranting that its sister was trying to kill it, it hopped from column to column. It promised of life and treasure if they destroyed its nemesis. As it concluded its offer it whispered: "Let me mark it on your map" and hopped closer to the party.

What followed next is a tale that only lasted a few minutes but was made of a thousand moments. A green roar of poison, a paladins smite, the power of the moon called down, a rogue chasing a dragon and standing defiant, many iterations of chill touch, a man rising from certain death, a jumping spider, a punch then another, the flight of wings, the flight of a javelin.

*thunk* The dragon was driven away and the party reaped the rewards. Gold and a rusted flail called "Hew the plant killer". The party was leaving this accursed place, now with a new companion, when an enraged, at the dragons close escape, Paladin used his new flail on the mutated growths leading to Phandelver. He struck again and again, the magical flail living up to its name, clearing large swaths of the greenery. *thunk* With that, the flail reached the clear ground and went beyond. A cave, nay, a network of caves. Leading exactly the way they were going. Will they venture into the dark?

**Chapter Sixteen** The town of Phalaphel has seen better times. Terrorised from various sources some reprieve was deemed due when the official governor arrived from Neverwinter, but it was not to be. Glasstaff continued and expanded the reign of misery even attempting to kidnap the leading members of the expedition sent to investigate him. If not for the brave souls on that expedition that would have been the end of it. It all came into a head when Iarno's forces clashed with the hastily assembled forces of Silvan Hallwinter. Iarno's aptitude with magic swung the battle to his favour and he retreated to his headquarters, captured Silvan in toe. That's when the adventurers came back. They had left fresh and with hope in their eyes but after facing down a dragon, almost dying in a tunnel of plants and making short work of necromancers they returned sore, tired, towing a flailing elderly man and in need of some respite. Instead, they found a city half destroyed, people wounded and dead and Silvan missing. No one knows what exactly happened afterwards but after healing any injured they could find they made a beeline for the Tresendar manor. Iarno was not seen again.

# What Books are we using?

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The following comprise the books we will be using during this campaign. However if there is something outside of this that you'd like to use please send it over to me and we can go over it together.

## Campaign

- Lost Mine of Phandelver
- Curse of Strahd

## Core

- Players Handbook
- Sword Coast Adventurer's Guide
- Xanathar's Guide To Everything
- Elemental Evil

## Monsters

- Monster Manual
- Volos Guide To Monsters

# Character Creation

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For character creation we are using the following material:

1. Sword Coast Adventurer's Guide
2. Xanathar's Guide To Everything
3. Elemental Evil
4. Volos Guide To Monsters
5. Ranger Revised

For sake of balance and sanity try and restrict your character to the core rules found in the players handbook and one of the above. Anything outside of here (such as UA material other than the Ranger) let me know and we can go over it together and see how to best incorporate it. Same goes for creations using more books than the phb+1 limit.

# New to D&D?

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Here's a couple articles that may help you learn the rules.

- Battle Guide - Small guide about combat.
- Spellcasting Guide - Small guide about spellcasting.
- Backstory Guide - Small guide about creating a backstory.
- Players Basic Rules] - Here you can find the basic rules of D&D.

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