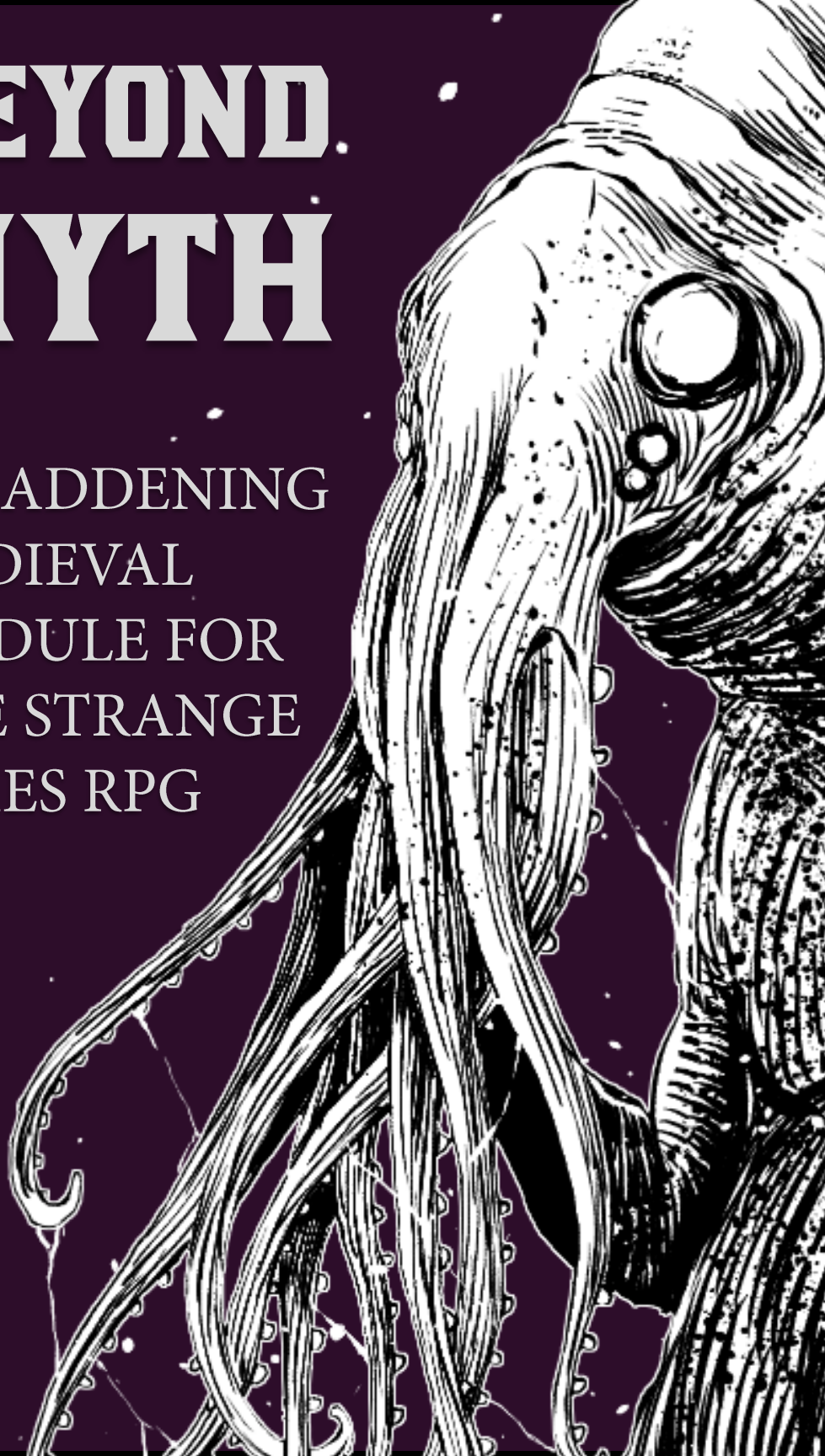
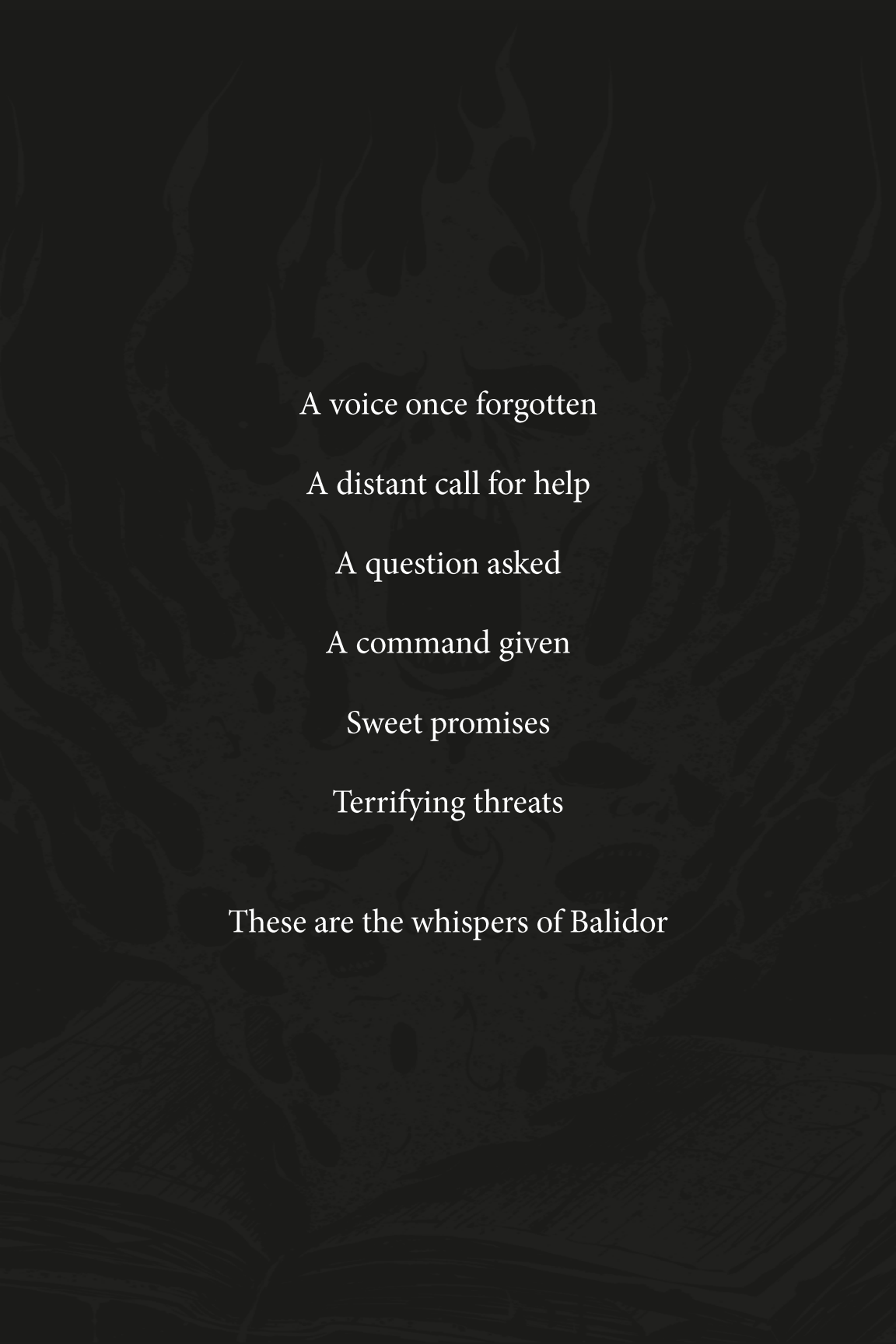


BEYOND MYTH

A MADDENING
MEDIEVAL
MODULE FOR
THE STRANGE
TIMES RPG





A voice once forgotten

A distant call for help

A question asked

A command given

Sweet promises

Terrifying threats

These are the whispers of Balidor

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RULES



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RUNNING THE MODULE

Understanding Pace: This module uses the familiar trope of characters being lured into a dangerous situation. The characters only need to escape the predicament they walked into to succeed.

False Start: The starting premise the characters are given is false. It is a lure to get them to a location where they can then be sacrificed.

Describing the Indescribable: Balidor is an incomprehensible cosmic horror. The the locals call venerate Balidor as a dragon because that is the easiest way their minds can understand it. When the players encounter Balidor, describe it using contradictory and nonsensical statements that convey the unnatural nature of the beast.

“Its colors shift, combining blue, red, green into an undiscovered hue.

“It’s whispered voice roars into your ears”

“You see it in the distance and feel it’s breath down your neck.”

“Even in this shallow space, it towers dozens of feet into the air”

“Its limbs are infinitely jointed, forming knots in its own legs that seemingly tighten and then disappear in its movement.”

SETTING DETAILS

LOW FANTASY: Think “dark ages with an undercurrent of mysticism.” Magic and mythical beast exist, but most people will never witness them. There are the ultra rich and ultra poor with few existing within the margins. This is a harsh world with very little sympathy.

MAGIC IS SHUNNED: People don’t trust what they don’t understand, and few understand magic. Using magic of any sort in public will cause witnesses to become more hostile towards the user.

MOST MONSTERS ARE MYTHS: If it sounds too fantastical to exist, it likely doesn’t. Giant snakes and horned equines are real, but characters should not expect to run into centaurs, fairies, or dragons.

SPELL CASTING

SPELL SCROLLS: Most magic is cast through scrolls. Characters may choose to take up to one scroll as an Item. Elves may take an additional scroll. It is up to the GM to determine the exact effects of a spell.

If a character possesses a magical scroll, they may attempt an **Intellect Roll** to cast it. It is obvious to an observer that a spell is being cast.

Success: the spell has its intended effect.

Fail: the spell is not cast, the user raises their Obsession by 1, and they cannot use any scrolls for 1 in-game hour.

SPELLS

Binding – Cause any small object to become attached to any other object of the same or similar material (stone to stone, wood to wood, etc.).

Dream Mind – Touch a sleeping person. You become aware of their latest memories.

Illusionary Document – As long as you are holding a piece of paper, it appears to be an official document of your choice. This alone might not be enough to convince a person of your legitimacy.

Hide Object – Make a small object invisible for 10 minutes.

Ignite – Choose a small flammable object within 15ft. It lights on fire.

Light – A bright orb of light follows you for 1 hour.

Magic Missile – Send out a magical bolt of energy towards a target. The force is enough to knock over a medium sized person, but it would not injure them.

Rodent Speech – You can talk to and understand rodents. They dislike this.

Telekinesis – Move a small object within 50ft without touching it.

Vow of Truth – A person within sight cannot knowingly lie for 1 minute. They are aware of the spell's effect and can choose not to speak.

BACKGROUND INFORMATION

GM BACKGROUND-

Years ago, a travelling group came upon a perfect place to start a new settlement. It was a peninsula on the northern country, separate from the much more populated mainland by a channel, yet accessible via a low tide land bridge. The channel was abundant with fish, the forest to the north provided lumber, and there were signs of valuable metals inside of an open cave system. The once-nomads decided to settle and call this new home Balid.

However, these settlers would soon uncover a dark secret. Hiding in the cave system was a being of an indescribable nature. It bore countless limb, reptilian scales, birdlike wings, and a shapeless maw. Secreted from the creature's flesh was a gold-like substance with incredible properties. It was this metal that allowed Balid to flourish, and the people of Balid viewed the creature as a blessing. They began to worship the creature and named it "Balidor."

After the discovery of Balidor, the people of Balid started to change. They would grow scales or wings or tentacles from their body seemingly overnight. Those who were around the metal most were unaffected. The people of Balid began to wear collars of the metal to prevent transformation; however, this was only partially effective. Changes would still set in, given enough time. The people of Balid began to view this, too, as a blessing.

Balidor was viewed as a god of transformation, and they worshipped it as such. Rituals and ceremonies began to form around the Balidor, with the greatest festival celebrating the changing of the seasons. For this joyous day, the people of Balid determined that the best way to honor Balidor's gifts would be to provide gifts of their own. Strong sacrifices for it to eat. However, they were hesitant to sacrifice their own, and the townfolks began to lure adventurers to their town to be part of the ritual. It is this tradition that will bring the characters into the odd town of Balid...

BALIDOR

The origins of Balidor are unknown, but it is clearly not of this world. Known by more ancient civilizations as “The Spirit of Corruption,” Balidor seems to “infect” nearby life with unearthly mutations. Hundreds of years ago, Balidor took refuge in an underground cave system, where it was discovered by settlers. The townsfolk took to worshipping Balidor. Lacking the words to describe the entity, they call it a “dragon.” Balidor’s image is ever-changing and can never be depicted but below is a close approximation.



BALIDOR

The will of Balidor is unknown. Though some of the inhabitants of Balid believe that they are aware of the creature's desires, they are wrong. Here are some possibilities for GMs to consider while running the eldritch being:

Balidor is an extraterrestrial wanting to study and experiment with earth life

Balidor is merely a limb of a much bigger creature feeling its environment

Balidor wants to bless all life with it's "Gift"

When a character sees Balidor for the first time, they should make a **Mind Save** at disadvantage. On a fail, they will receive the following condition.

Panicked: 1/2/3- - The Game Master, at a moment of their choosing, can dictate that a roll will be made with *Instinct* regardless of the task. When they do, subtract 1 from Panicked. When it reaches 0, remove this condition.

The mere presence of Balidor is both tormenting and enchanting. Characters who gaze at it for too long will lose 2d10 from their Mind Save. Characters should periodically need to make **Spirit Saves** to resist the urge to stare.

Should Balidor strike at a character, they will take 4d10 damage. Failed Body Save Rolls caused by this attack may cause quickly forming mutations:

Minor: Scales, Webbed Hands/Feet, Sharp and Long Claws

Major: Vestigial Extra Limbs, Long Serpent Tail, Sharp Dorsal Spines

Severe: Heavy Wings, Limb Replaced by Tendrils, Ever Swelling Head

Fatal: Warped Into a Mindless Beast

Mutations will cause a loss of 1d10 Spirit per level (1d10 for Minor, 2d10 for Major, etc.). Additional effects are determined by the GM.

BALID

Balid is a relatively large town built on the hillside of a peninsula. The residents worship their “dragon god” Balidor and have developed rituals and practices around its presence.

Here are the things the people of Balid believe that **are true**:

Balidor produces a rare metal that has incredibly versatile properties

Jewelry made of the metal slows down the progress of mutations

Here are the things the people of Balid believe that **may or may not be true**:

Wearing the symbol of Balidor (Δ) protects them from its wrath

Balidor demands sacrifices every season

Living in Balid takes its toll. The older people get, the more their mutations begin to show. At some point, they leave Balid to live in either the northern forest or along the coastline, where they will live forever as elves or mermaids.

This module takes place in the lead-up to the seasonal festival. During this time, people will be creating depictions of dragons (which are more or less just a mix of animals), choreographing dances, and collecting animals and plants in preparation for the festivities.

PART 1

THE JOURNEY



INTRODUCTION

This scenario starts with the characters being stopped by a desperate man named David. He needs help finding his son, Henry, and approached the characters because he's heard of their reputation as adventurers (Ask the party what exploits David knows them for).

David's son had travelled to a mining town called Balid in search of a new metal for their family smithy. He should have returned several days ago. David offers to make new equipment for the characters in exchange for the safe return of his son. David gives the characters a map to Balid. It depicts a peninsula separated from the mainland by a channel. The sharp rocks near the coast make travel by boat impossible, but a land bridge is accessible during low tide. *GM Note – David is lying. There is no Henry*

TRAVELLING TO BALID

The journey to Balid takes place largely through open grassland on dirt roads. As the characters travel, they will have opportunities to learn about Balid.

Stories about Balid should sound outlandish

Clues:

- ⌘ Things the characters could learn about Balid.
 - The locals are extremely reclusive
 - The mines possess a strange metal with incredible properties
 - The forest to the north is home to elves
 - The coast is infested with mermaids
 - The locals worship a dragon god

After 2 days travel, the characters arrive at the channel separating the mainland from Balid's peninsula. It is late and the tide is already too high to cross the land bridge. The characters will need to wait until morning. (When they cross, move to Part 2: The Town).

- ⌘ The channel is about half a mile across.

HIDDEN: Sharp rocks are spotted throughout the channel.

HIDDEN: A faint song can be heard from the rocks.

HIDDEN: The dim silhouettes of mermaids can be seen resting on the rocks.
- ⌘ There is a nearby inn called "The Edgewater Inn"

HIDDEN: The inn is decorated and inviting. Too nice to be built this far removed from any major towns.

Environment Adjectives

Cold, Open, Windy

Ways for the characters to learn of these things:

Rumors (Knowledge Roll)
Books on Local Towns
Other Adventurers
Travelling Merchants
Evangelists from Balid

If a character a character hears the song, they might need to make a **Spirit Save**.

Suggested Consequence-
The melody is otherworldly and beautiful.
Increase Obsession.

EDGEWATER INN

A tall structure that overlooks the channel separating Balid's peninsula from the mainland. A fire is lit, but the inside appears to be empty.

Clues:

- ⌘ The inn is well decorated and spacious. A pot of stew is boiling and there are plenty of tables and chairs.

HIDDEN: Pickaxes and oil lanterns rest on a table next to the basement door.

- ⌘ Betty Newart will emerge from the basement and greet the characters shortly after they enter. She is a young woman who runs the inn. She is friendly and happy to lend the characters a bed for the night.

HIDDEN: Betty has rocky dust on her clothing.

HIDDEN: Betty is wearing a metal collar. The metal appears to be a blue-tinted gold.

HIDDEN: Betty remembers that a man named Henry came by a few days ago. He was staying in room 2.

GM Note – Betty is lying.

- ⌘ Room 2 is a Spartan bedroom with a sleeping cot.

HIDDEN: Under the cot is a letter. - *Clue 1, Pg. 19*

- ⌘ The basement door is locked.

HIDDEN: The basement is a square room with a prayer mat underneath a painting of a gold dragon.

HIDDEN: A small table underneath the painting holds a blue-tinted gold amulet with a strange symbol (Δ) and a journal. - *Clue 2, Pg. 19*

HIDDEN: Behind the painting is a tunnel heading towards Balid.

GM Note – This tunnel connects to the mines and is a viable way to escape from Balid

Environment Adjectives

**Big, Decorated, Dusty,
Empty, Quiet, Perfect,
Staged,**

Betty Newart is extremely friendly and welcoming. She is luring travelers to Balid for the festival.

"It is so lovely to have people around! You are going to adore Balid; everyone is so friendly there!"

Obstacles to dissuade players from entering the mines from here:

The tunnel looks poorly built, like it might collapse at any moment

Sea water is seeping in from the walls and is beginning to pool on the ground

Ask Characters for a Mind Save. On fail, illusions of monsters and bat swarms appear deeper in the tunnel.

PART 2

THE TOWN



INTRODUCTION

A large, locked gate separates Balid from the coast. Two guards stand by the entrance and welcome the characters into town. The guards seem overly accommodating. They direct characters towards the local tavern for room and board but insists that the party visits the smithy first for their collars. "They are given to all who come to Balid at no cost! Part of the festival tradition" If asked about Henry, the guards will plead ignorance.

After 2 days in the town, the Festival will begin (Move to Part 3: The Escape). The entire town will work to keep the characters here until the festival. They will never harm the characters as "that is against the will of Balidor." If the characters try to escape before the festival, the townspeople will hunt them down and throw them into the guard tower's jail.

CENTER OF TOWN

Balid is a colorful place. There is no uniformity to the material or size of buildings, and the cobblestone road is dotted with large seashells.

Clues:

- ⌘ Winding streets make the town maze-like.
Players will be able to identify the following buildings by walking through town:
Guard Tower, Miner's Guild, Smithy, Tavern, Temple.
HIDDEN: There is no visible mine. If asked, townsfolk will claim the mine is in the forest.
HIDDEN: A wall surrounds the entire town.
There are only two gates: one to the land bridge and one to the forest.
- ⌘ The people of Balid are busy, but all smile at the characters as they walk by.
HIDDEN: Many are decorating for the upcoming festival celebrating the changing seasons.
HIDDEN: The settlement is large, but there aren't many people walking about.
HIDDEN: Many of the buildings are empty.
HIDDEN: The population seems to be quite young. Most appear to be between the ages of 20-30 with nobody above the age of 50.

Environment Adjectives
**Bright, Decorated, Festive,
Happy, Vibrant, Warm,
Welcoming**

Suggested Scene: *As the characters explore the town, a woman in her late 30s approaches to wish them well for the upcoming festival. She "wishes [she] could see it but must it is [her] time to go to the forest." She leaves immediately after without explanation.*
HIDDEN: Her arms are covered in scales.

GATES

The passageways to the coast and to the forest. They are wooden but studded with metal to reinforce the structures. They are guarded at all hours.

GM Note – These are two separate locations but function the same.

Clues:

- ⌘ Guards will talk to the characters but will never lift the gate to let the characters through.

HIDDEN: The gates are operated through a weight system operated by levers.

- ⌘ Guards will warn characters of the dangers beyond the gates. The forest is full of fae, and the waters of the channel teem with mermaids during the week of the festival.

GUARD TOWER

A tall tower at the center of Balid overlooking the entire town. It is made of smooth stone and always stationed by guards.

Clues:

- ⌘ A guard works the front desk writing in a log. He closes it as the characters enter.

HIDDEN: The log details the exploits of several adventuring parties in the area. The character's names are underlined.

- ⌘ There is a visible trap door behind the front desk that goes to the jail. It is locked.

HIDDEN: The underground jail has 2 cells. One is occupied.

HIDDEN: The occupant is a man by the name of Joe. He is heavily mutated. His lower-half is entirely tentacles, and his hands end in long claws.

- ⌘ On the wall is a map of the local region.

HIDDEN: There are markers indicating plans to expand Balid onto the land across the channel.

Environment Adjectives

Guarded, Large, Strong, Sturdy, Wooden

Suggested Scene: *If the characters met the woman with scales at the town center, she can be seen leaving the town through the gate towards the forest.*

Environment Adjectives

Cramped, Ominous, Organized, Smooth

Joe is was close to uncovering the truth of Balinor before he was captured. Now he slowly morphs in a cell, waiting for death.

“There is no fighting it. The best you can do is run...”

When the characters see Joe, they may need to make a Spirit Save.

Suggested Consequence-
Is that what is going to happen to us?

Lose 1d10 Spirit Save.

MINER'S GUILD

A stone structure dedicated to housing the town's miners. It has several sigils (Δ) carved into its facade. Mining equipment lines the walls.

Clues:

- ⌘ Ashton works the front as a clerk. He greets the characters but won't let them get close to anything.
HIDDEN: There is a map on the desk. - *Clue 3, Pg. 19*
- ⌘ There are several bunks for the miners to sleep in.
If it is day, most bunks are filled with sleeping miners.
If it is night, all bunks are empty.
HIDDEN: Some miners carry a map. - *Clue 3, Pg. 19*
- ⌘ There is a locked iron door in the back.
The room is filled with lumps of a strange bluish gold.
HIDDEN: The lumps are covered in slime.
- ⌘ There is a board with miner's names divided into two categories: Miners & Collectors

SMITHY

An open platform with smithing equipment. Metal trinkets and tools made from a strange bluish gold can be found all around the workspace.

Clues:

- ⌘ James is Baldin's blacksmith. He greets the characters before immediately measuring their necks for collars. He will request they fetch him a lump of gold from the Miner's Guild so he can begin work.
HIDDEN: James claims that Henry went back to the mainland to fetch flowers for the festival. "He should be back in a day or two. You should stay here! The festival is only a couple days away!"
GM Note – James is lying
- ⌘ Weapons are display on wooden racks.
HIDDEN: Some of the weapons are man-catchers

Environment Adjectives
Cluttered, Dark, Dirty,
Foul-Smelling, Slimy

The miners, unlike the rest of the town, are abrasive and brutish. Their numerous sightings of Balidor have left them paranoid and delusional. Many whisper in their sleep.

*ADD A CREEPY EXAMPLE
OF WHISPER ABOUT
BALINOR*

*If characters listen to the
whispers, they may need to
make a Spirit Save.*

Suggested Consequence-
What terrors have they seen to
cause this madness?
Lose Spirit Save.

Environment Adjectives
Fancy, Hot, Large, Loud,
Master-Craft, Organized,

James is the pseudo-leader of the town. He is a devoted follower of Balidor.

*"The collars are a Balid
tradition! They keep you safe
from demons."*

TAVERN

A large building built against the towns wall. It has no name other than “Tavern.” A sign on front says it has a number of available beds equal to the number of characters.

Clues:

- ⌘ Susanna runs the tavern. She offers free room and meals to the characters because “the festival is better with more people, even outsiders.”
HIDDEN: The meals consist of strange, mutated fish.
HIDDEN: She claims that Henry was staying in one of the rooms but left to collect flowers on the mainland before the festival.
- ⌘ People from all around town are at the tavern to drink.
HIDDEN: Some townsfolk are staring at the characters.
HIDDEN: Two guards are discussing “the prisoner.”
HIDDEN: Two miners are discussing work.
One comments on how she “hates lugging equipment up that damn hill!”
HIDDEN: People are in the tavern at all hours.
GM Note – This is to prevent the characters from escaping in the night.
- ⌘ Henry’s room: a well put-together, clean dwelling.
HIDDEN: There is a journal on a desk. - *Clue 4, Pg. 20*
HIDDEN: There are no signs of this room being used in days.
- ⌘ There character’s rooms are simple with only a bed, closet, and desk.
HIDDEN: There are peep holes in the walls.
- ⌘ There is a locked door labeled “Supplies.”
HIDDEN: The door leads to a hidden passageway behind the tavern's walls. Peep holes are connected to all rooms.

Environment Adjectives
Cozy, Disconcerting,
Hollow, Loud, Warm

Susanna has an important job: Keep the characters compliant and in town.

“Just go ahead and make yourselves at home, sweeties.”

The people inside the tavern are more than happy to talk to the characters. They all talk about the festival and how it is a wonderful celebration with food and drink for the entire town.

If characters discover the peepholes, they may need to make a Spirit Save.

Suggested Consequence-
Who has been watching us?
Increase Obsession

TEMPLE OF BALIDOR

An impressive structure located on top of a large hill on the edge of town. It is two stories tall, with stairs leading towards an entrance on the top floor.

Clues:

- ⌘ The bottom floor entrance has large double doors decorated with images of dragons.
HIDDEN: The doors are locked
HIDDEN: The doors lead to the mines.
If characters enter the mines, go to Pg. 18
HIDDEN: *At night*, miners can be seen going in and out of the doors. Some bring out carts of stone. Others bring slimy chunks of gold. Some miners can be seen referencing a map. - *Clue 3, Pg. 19*
- ⌘ The top floor entrance leads to a place of worship with rows of benches leading up to an altar.
A large symbol (Δ) is depicted on numerous decorations alongside dragon iconography.
HIDDEN: There is no entrance to the lower floor from here.
HIDDEN: On of the altar is the “Book of Balidor”
It is locked. If opened, the characters will see a depiction of the “Dragon” - *Clue 5, Pg. 21*
- ⌘ High Priest Gale is always on the top floor. He welcomes the characters and offers to teach them about Balidor.
HIDDEN: Gale is very young to be a “high priest.”
HIDDEN: Gale has the key to the “Book of Balidor”

Environment Adjectives
**Celebrated, Clean, Gold,
Open, Polished**

If character talk to the miners, they will say this is prohibited for outsiders to observe and call guards over to take them back to the Tavern.

*If a character views the depiction, they might need to make a **Mind Save**.*

Suggested Consequence-
It is like the picture is alive...
Condition: Fear – Must attempt a Spirit Save to not run away from Balidor.

Gale is the “The Voice of Balidor.” He claims he can hear the beast and knows its desires. He does not.

“Balidor is the dragon who abandoned his hoard so that we could prosper. We owe it everything.”

PART 3

THE ESCAPE



INTRODUCTION

It is the day of the festival! The townspeople will bring the characters to the Temple of Balidor for the main ceremony. Many are wearing white robes, and all are wearing strange amulets made from bluish gold with the symbol (Δ). David and Betty are part of the crowd. Joe from the Guard Tower is dragged here forcibly. The priest begins to speak:

"With the changing of the season, our god demands tribute! Balidor, giver of the transcendence, shall once again grace us with its presence to consume the flesh of the unguarded. Strangers, we thank you for your sacrifice. Please, do attempt to flee; Balidor loves nothing more than a good chase! (Crowd Laughs) But do not expect to find salvation. Balidor has chosen you as prey! Your fate has been decided. Ring the bell!"

A loud chime rings out over the crowd. Moments later, the doors open to reveal the warped form of Balidor. Take this moment to describe its impossible visage. It will pursue the characters, but may do so passively, taking its time. Balinor represents inevitability and will not be hurried. This gives the characters time to try and flee, but escape will not be easy.

BALID

There is no escape in hiding, but hiding within the buildings of Balid may give the characters time or allow them to find clues missed earlier to aid in their escape. Use the building descriptions of Part 2 should characters move to those locations. Note that, despite Balidor's Size, they can fit comfortably in any structure.

COASTLINE

The strong currents and sharp rocks of the coastline make it difficult to cross. Perhaps the characters are lucky and the land bridge will be accessible?

Environment Adjectives
Sharp, Torrential, Slippery

Obstacles:

- ⊗ The current makes swimming extremely away from shore extremely difficult. *Should a character attempt to swim in the strong current, they will need to make 3 consecutively successful **Strength Rolls** to escape the current. Every time they fail, they will lose 2d10 Body as they are thrown onto the rocks.*
- ⊗ "Mermaids" swim in the water below. They are abominations. People mixed with deep sea fish. Warped tentacles, expanding jaws, and jelly-like eyes. *While characters are in the water or on the land bridge, they will be pursued by mermaids. Should a mermaid attack a character, they will take 2d10 damage. Mermaids can also sing to lure the characters. GMs can compel a character's **Obsession** to listen to the calls and go towards the song.*

FOREST

The dense forest to the north has a single trail winding through the maze of trees. Perhaps this will lead the characters to safety?

Environment Adjectives
Creepy, Dark, Dense,
Nightmarish

Obstacles:

- ⌘ The trail leads to a village of “Elves.” Humanoids that have reptilian features such as color-changing scales, claws, and razor-sharp teeth.
While characters are in the forest, the elves will be trying to hunt and eat them. Should an elf attack a character, they will take 3d10 damage.
- ⌘ The trees are alive and malicious. Their vines are like tentacles, able to grab those who stumble into them.
If a character leaves the trail, they will need to make a **Body Save** to avoid being restrained by the vines. Repeat this Body Save for every mile traversed. Once they have restrained their prey, the tree will howl to alert nearby elves.

MINES

With Balidor in the town, the Mines are surprisingly safe to travel through. That is, until Balidor returns to its lair in the depths to find the characters.

Environment Adjectives
Dark, Sharp, Slimy

Obstacles:

- ⌘ *If the characters have found a map to the mines*, they can follow it to the exit in the Edgewater Inn.
Otherwise, characters will need to succeed several checks to find the exit. Prolonged time in the mines will wear on the characters will. Failed checks while in the mines will cause a loss in Spirit Save. The size of this loss should be proportional to the characters’ remaining Spirit Save and is up to the GM’s discretion.
- ⌘ Balidor will pursue the characters in the mines. Characters will need to find some way of stopping, distracting, or outrunning Balidor in order to make it out unscathed.
- ⌘ Character may come across Balidor’s Den: a large and open section of the cave. Slime covered chunks of bluish gold litter the floor. Strange writing covers the walls. Should characters attempt to read the writing, they will need to attempt a **Mind Save**. On fail, they gain a mutation as described on Pg. ##
- ⌘ *If the characters enter the mines before the festival*, Balidor will still be in its den. The characters will see the monster extrude the lumps of metal from its flesh.

CLUES

CLUE #1

The letter found in the Edgewater Inn

Dear Father,

I am leaving you this letter should I not return in time and you come looking for me. The legends are true; the metal is real. Look at the barmaid's necklace! I am going to learn of its properties the best I can before returning home. I have heard that the local smith, James, would be willing to show me his craft. He is in need of help with preparations for the seasonal festival. I cannot wait to share with you what I have learned!

Best wishes.

-Henry

CLUE #2

The journal found in the Edgewater Inn

We have done it! The connection has been made! We may now bring the light of Balidor to the wider world!

CLUE #3

A map carried by miners

The map depicted the tunnels of the mine. It has numerous routes, but there is a clear line drawn from the mine entrance to "Edgewater." There is a small offshoot that leads to a place labelled "Balidor's Den."

CLUES

CLUE #4

The Journal found in the Tavern

Dear Father,

Balid is incredible! All of the people are friendly, the food is amazing, and there is no end to the gold here! We are going to be rich! I am staying for a few more days to experience the seasonal festival. In fact, I have been given the important job of collecting flowers from the mainland for ceremonial altars. It seems silly to leave this place now, but by doing this, the people here have agreed to let me take some of the metal home with me! How wonderful is that? I cannot wait to share with you my experience from this place; I promise I will return as soon as the festival is over.

Best wishes.

-Henry

CLUES

CLUE #5

Depiction of Balidor

