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The Call of Muscari

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Project Prologue

Going into this project I knew that I wanted to create a D&D 5th edition module, and that was about it. Being a fan of the TTRPG for the last six years, I was excited to finally try my hand at being on the creation side of the game—as opposed to simply playing it. I wanted to challenge myself to step outside of my comfort zone and create a project that I had never tried attempting before. Further developing my concept to be centered around different communication concepts really helped me focus my overall ideas. I spent a lot of time before properly starting the project looking into other modules that were already published online. This gave me a lot of great inspiration, but was also fairly overwhelming as it reminded me that there are so many approaches and structures that can be used. Ultimately, I went with a minimalistic structure so as to not draw my effort from the real focus of the project: communication. Before I got into actually writing up this module I spent hours—and hours and hours—brainstorming and discussing my thoughts with my capstone advisor, whose help really made this module shine. We ended up landing on a theme of rumors and misinformation, and the powerful ability they have to shape reputations and perceptions over time.

Note: There are blank spaces left for images and maps in this project. This is so that I am able to go back and continue to develop the module in the future.

The Call of Muscari

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Running the Adventure:

Welcome to *The Call of Muscari*! You are about to embark on a journey with your players that I hope will give you all the opportunity to grow and learn more both about yourselves and your group. This module was created as a part of an Honors Senior Capstone project, and endeavors to weave in different facets of Communication Studies—as that is the creator’s area of study. I want you, as the group’s Dungeon Master, to know that this module was created for players of all experience levels. However, it is also a fairly high concept module and is not for players of low maturity level. I urge you to make this module your own and tweak it to fit the needs of your group as much or as little as you desire. That being said, let's dive into the background you will need to run this adventure.

Background:

Continent Description:

This module takes place on the island continent of Khamal and is a story fully contained within it. Khamal is made up of six different regions: Valspar, Muscari, Penryn, Soquel, Haumea, and Henle. Your players can choose to be from any of the regions besides Muscari.

Players should start by creating characters at third level using any information they need from the Player’s Handbook or additional D&D materials online that you agree on. Make sure your players take some time to meditate on how their characters feel about individualism versus collectivism. Both concepts are important to the campaign and if the players keep them in mind while creating their characters it will help build complex and multifaceted intraparty dynamics. Once the characters are built you can work with your players to integrate them into the world. Take a look at the different regions and spend some time talking to your players to find the best fit.

- Valspar: the Empire capital, a big city
- Muscari: heartland, known for farming and agriculture
- Penryn: a port region, fishing is its largest source of income

- Soquel: a mountainous region, the only mountain range on the continent runs through Soquel
- Haumea: another big city, about half the size of the capital
- Henle: a small city closer to the continent's largest forest



(fig 1. Map of Khamal)

Region History:

Our story truly begins 500 years before your player characters even set foot in the region of Muscari. At this point in time the region is ruled by the Omera clan, who serve as the local people's political and spiritual leaders. They maintain prosperity and bountiful harvests through an annual ritual that can only be performed by those of their bloodline. This ritual is carried out by a High Priestess and a group of acolytes who must devote most of their time and energy to ensure said ritual is carried out perfectly.

But when the young High Priestess Esme fell in love with a man outside of her clan and sought to shirk her duties to be with him, this tradition began to crumble. When her family forbade her from abandoning her strict duties to be with her new love, Esme and her partner began to spread rumors that her clan was corrupt and stealing the power from the ritual for themselves. They began to create unrest amongst the people of the region, encouraging them to

take power for themselves. The uprising finally came and the Omera clan was run out of Muscari. Esme and her lover remained and were championed as heroes for overthrowing the tyrants as a symbol of true love conquering all.

Slowly a new ruling body came together, a council formed by the heads of the larger clans in the region. Esme still attempted to run the yearly ritual on her own, but found her time was often dominated by her partner and growing family. Over the centuries, as the original bloodline diluted and the old practices were forgotten, the ritual became less and less potent. But the Omera clan remained together on the outskirts of the region and kept their knowledge of the ritual alive. The people of Muscari forgot what life was like before the Council, and began to idolize the now long dead Esme and her lover. An annual holiday, the Festival of Esme, sprung up on the day of the coup to celebrate true love and devotion. As time continued to pass, an Empire took control over the continent and instated a tax on the different regions. Muscari slipped further and further into decline, their crops began producing less at harvest and monsters started springing up due to the lack of the ritual's purifying magic.

Just a few months before your adventuring party sets out on their journey, a member of the overthrown clan, Maeve, is sent by the Omera clan to the Empire to speak with an official. They have heard about the Empire's frustration with Muscari's diminishing payments and see now as their chance to reinstate themselves and save the region from irreversible decay. The Empire official is thrilled that there is an easy fix to their problem, as reinstating this clan and their ritual should return Muscari to prosperity. Maeve urges the official to let her enter the region undercover as a scholar from the Empire who is an expert on Muscari. She worries that a show of force from the Empire will only frighten the locals and will not endear her clan to them. The official agrees and spends the next few weeks gathering a group—*your adventuring party*—to act as Maeve's protection and assistants for the trip.



(fig. 2 Map of Muscari)

Timeline:

- 500 years ago: High Priestess Esme's betrayal, removal of her clan via coup, and rumor campaign
- 352 years ago: Empire comes into power
- 300 years ago: Muscari crops are starting to feel the effects of the improper rituals in a way that would be noticeable if someone was looking into the matter closely
- 100 years ago: Crop decline and the increase in monsters are becoming very noticeable, but not enough for it to harm anyone yet
- 5 years ago: Rot and sickness monsters becoming significant enough to become a danger to people, crime and poverty are also beginning to manifest and rise
- A few months ago: Maeve's clan makes their presence known to the Empire, they've been keeping an ear to the ground and known the region is not providing what they usually do to the Empire
 - They offer Maeve as a solution and ask for this to be kept quiet
 - It takes a few months to get a plan and a security detail (your adventuring party) together
- Current day: The party ventures into region with Maeve on mission from Empire to solve issues in Muscari

Module Specific Mechanics:

Reputation Mechanic

How the player characters initially interact with all NPCs in this module will have real effects on how they make relationships with other NPCs in the future. If your players are not careful, their reputations may catch up with them and render it much more difficult for them to get necessary supplies and allies. This system is not meant to discourage players from creating characters that lie, steal, or cheat. However, it will encourage them to be mindful of when and why they do these things and how it will change their ability to do the things they want if they are caught.

Keep the following notes in mind when your players interact with the NPCs living in Muscari. If their conversations or actions have positive or negative enough effects, be sure to show them through the way rumors about them spread. Your players should see the consequences of their actions through the reputation they create for themselves—the townspeople are people who will gossip and chat just like any others. Most “normal” interactions with NPCs should leave them somewhere in the -2 to +2 range, with particularly influential interactions pushing into -3, +3, and beyond.

That being said, the rest is up to you! Please give players scores based on how you see their interactions with NPCs. It is also up to you on whether or not you would like to tell your players how NPCs see them and what scores they have with certain people.

- Reputation Scale:
 - -5: actively despise and wish to cause harm to
 - -4: hate and wish not to be around
 - -3: strongly dislike
 - -2: dislike
 - -1: not a fan of
 - 0: no opinion
 - +1: seems nice
 - +2: like
 - +3: want to talk to and spend more time with
 - +4: consider them a good friend
 - +5: would do anything to help, trust implicitly

If your players make a bad impression on an influential person, they will have little access to the resources they need and will be blocked in upper levels of society. If they make a bad impression on a civilian, however, it should only affect a small group—like the person’s immediate family and close friends. In addition, if they make a bad impression on 3 or more civilians they will start developing a bad reputation and will have little access to the resources they need and will be blocked in lower levels of society within the region.

Maeve’s Special Ability

Because Maeve, as a member of the Omera clan, has a special connection to the land through her bloodline and their annual ritual, she has the potential to affect player characters in a unique way. In disguise as Ambrose, Maeve will try to stay out of combat situations that would expose her blood magic, but will assist the party by healing them after encounters if necessary. Once her blood magic becomes a part of a player’s life force, it begins to link them to her and the land.

- DM rolls a d4 for results:
 - 1-2: player feels an unexplainable need to agree with Maeve, as Ambrose, when it comes to party decisions
 - 3-4: player not only wants to agree with Maeve, as Ambrose, on decisions but also trusts her a lot and wants to be near her in general—seeing Maeve as a friendly, calming, and trustworthy presence

This mechanic comes into effect if a player is healed by Maeve over the course of the campaign for more than 3x their total hit points, or if Maeve brings them back from the dead. If you feel that it would be narratively appropriate, consider utilizing creative ways for the affected players to get ideas that her healing magic has some unintended side effects. This could come in the form of interesting dreams about the region or Ambrose, or simply just a desire to support and trust Ambrose in decisions.

Adventure Hook:

~Read this to your players at the start of your first session~

You have recently been introduced to each other after having been separately hired by Isaac Rhinecastle, your Empire contact. He has informed you that you are to assist and guard Ambrose Findlay, an Empire scholar and historian who specializes in Muscari's history. Ambrose has been sent by the Empire to investigate why Muscari has slipped into decline in recent years and as a result has not been paying their proper taxes. After traveling for a few days you have finally reached the outskirts of Muscari where you meet Ambrose and set out for the region's center to find lodging.

Module Proper:

Introduction: Entering Muscari

The party enters and explores town for a day with Ambrose. After a few hours he will head back to the inn they're staying at, where he has secured rooms for the party, and allow them to explore on their own.

Early the next morning Ambrose and the party will meet with the council to hear about their issue and proposed solution. They are led to the Council Residency—the Omera clan's ancestral home—which is a large manor used to conduct council business. Upon being welcomed into the Council Residency the party is escorted to the ritual chamber. After being led down a long flight of stairs in the foyer, the players emerge into a large cavern.

The cavern is about 50 ft x 40 ft, with ceilings roughly 30 ft tall, and appears to be natural—the floors only smoothed by years of foot traffic. Upon entering they will notice a large weeping willow tree in the center of the cavern which appears very sickly. The branches droop and the ground around it is littered with fallen leaves. What leaves it has left glow with a gentle silvery light. Nestled among the tree roots is a dais with a stone slab, almost a makeshift table, made out of a dark gray rock like the cave walls. Three smaller slabs are located around the tree, each with a small trickle of a stream flowing past it to create a small, mostly dried up pool

around the central dais. The streams and pool both appear to be smaller than they once were based on the impression left in the earth around them. Mushrooms grow in patches of dirt on the cavern floor and some crawl up the walls—morels, oyster mushrooms, and enoki. Once in the room, council member Elana Teake explains that the region has fallen into disarray and the council has reason to believe it has something to do with the monstrous creatures manifesting at some old religious sites throughout Muscari. Ambrose agrees to investigate and clear out these sites with the party in the hopes that it will bring prosperity back to the region.



(fig 3. Ritual Chamber)

Council Member 1: Rosalind Neeling

Council Member 2: Elana Teake

Council Member 3: Fabian Reaux

Council Member 4: Gideon P. Orlock

Council Member 5: Mimir Amistacia

Once their meeting is over, the party is given the rest of the day to purchase supplies with a small amount of money given by council. Ambrose will encourage this if the party does not come to this conclusion on their own.

Section 1: Forest Foray

—Travel to Site 1—

After traveling through a forest for a few hours the players enter a clearing that is roughly 100 ft x 120 ft. There is a small creek nearby for astute players to find. On the opposite side of the clearing there is a two-room log cabin (20 ft x 30 ft). Players will be attacked by Carrion Beetle monsters inside and outside of the cabin—there are 13 in all. The cabin looks abandoned and is as decrepit on the outside as it is on the inside. Upon entering the cabin players have the opportunity to find a tapestry, as well as a few letters, if they are not destroyed in the fight, in the back room. The tapestry, while very faded, depicts what appears to be a priestess surrounded by glowing silvery light, which flows out to seven other acolytes. Maeve will immediately recognize this as the ritual performed by her ancestors, but will not say anything for fear that it is too early to share with the party. The letters, if they are uncovered, show one half of a dialogue between a priest of this site and their family member. References are made to how bountiful and peaceful life currently is, the dates on the letters are hard to make out but they seem to be incredibly old. Ambrose can comment on how old these letters appear to be, possibly noting an approximate date of when they were written. On the timeline provided earlier in the module this should be prior to the coup 500 years ago.



(fig 4. Battle Map 1)

Interlude: Constable & Bandits

As the party travels in between the first and second site they will come across a town. Here they run into Constable Pyrrh who, upon learning about their business, will caution them about the bandits that have been cropping up on the road. The constable will explain that some of these bandits are members of the community, seasonal agricultural workers, down on their luck after the region's decline. Constable Pyrrh will further implore the party to not kill the bandits if possible, as their families are still hoping they will eventually return home.

If your party is able to make it through the encounter without seriously injuring or killing any of the bandits, Constable Pyrrh can reward them with a modest amount of money and any supplies they might need.

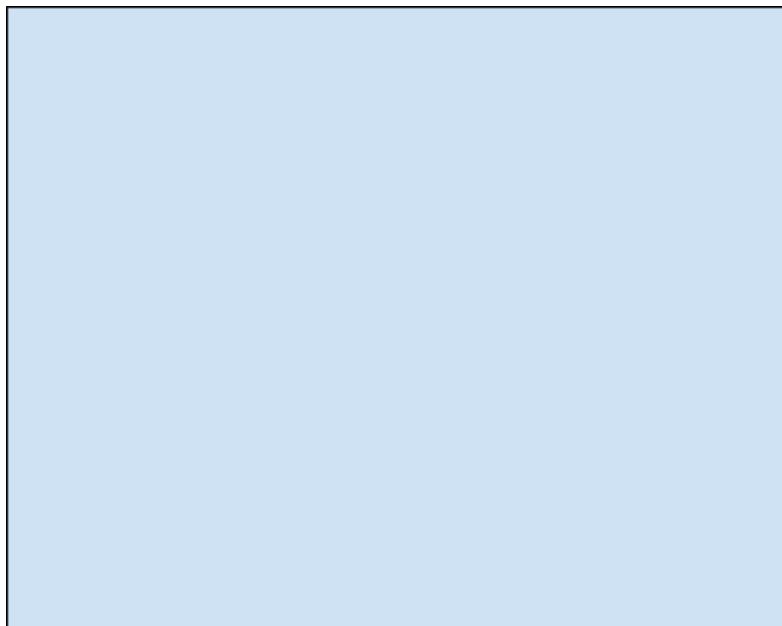
The bandits themselves are a small party of seven poorly outfitted farmers, each with makeshift weapons and armor. Should you decide to have your players interact with the portion of the module, you can place this encounter where you see fit. The group of bandits has a challenge rating of $\frac{1}{4}$, and so should make an incredibly easy encounter. Instead of this being an opportunity for your players to knock heads together, it provides Maeve to get a better judge of their character. How the party deals with these bandits—from harming to helping them—will help her gauge when and how to enlist their help in the future.

Section 2: Cave Crawl

—Travel to Site 2—

After traveling for a few hours the players come upon the mouth of a cave. Walking inside the cave the players will either need to use darkvision, spells, or torches to travel around. The cave has one main chamber with two side chambers that split off from it. There are stalactites and stalagmites within the main and side caves, all are between 2 and 6 ft tall—providing opportunities for partial cover and limited visibility. An area seems to have been cleared in the main cavern, the floor worn smooth in the center and a stone dais cleared of any rubble and debris around it. The main cavern is roughly 50 x 60 ft with ceilings reaching approximately 40 ft tall in some places. The two smaller caverns are about 15 x 20 ft with ceilings reaching about 20 ft. Once the players enter the main cavern they will be attacked by a pack of

Rat Monsters, which are sleeping in one of the side caverns. There are also forms of fungi growing on the walls. If physically disturbed they will release spores that—upon a failed Constitution save with a DC of 13—make the players unable to verbally communicate with their fellow party members. This effect lasts for 5-10 minutes, or until they are outside of the cavern. These spores target the language center of the brain and makes speaking impossible for short periods of time. Here your party has an opportunity to get creative and explore some nonverbal forms of communication. After the party has defeated the creatures they will be able to find murals painted on the walls and an amulet that magically contains and preserves messages.



(fig 5. Battle Map 2)

The ancient obsidian amulet is stuck with the last message received or sent from it, glitching on a loop, which reveals more information about the past in fragments. There are sections of the message that are hard to hear and some cut out entirely.

Woman dressed in religious looking robes, pale sage green (which seem to be the colors that High Priestess Esme is wearing in all of the murals): “—lost Her mind. Does She understand what this is going to do? I don’t mean to sound ungrateful but if She doesn’t realize the consequences of Her actions this could mean t—”

Slightly older woman dressed in similar attire: “Sister Lyra, while your concerns are noted and understood I must remind you not to talk about—...impolite and unbecoming of a woman of your faith and skill. If you are truly worried about Her actions I would suggest you take it up with the others and present a *coherent* and *respectful* argument to Sister Em the next time you visit Omera Manor. Now, I’d like to address something that has real importance—...have you spoken with Sister Ailey about the upcoming—”

There is a very faded mural painted on the wall depicting a woman dressed in light sage green robes. She is surrounded by others, both women and men, in similar clothing. The woman in the center appears to be weaving together strands of light, which flow out of the left side of her chest and through the surrounding people, together with flowing rivers that taper off into their own strands of light. Maeve will recognize this as the ritual her clan used to perform to keep the land healthy, but is still unsure of whether or not she can trust the party to help her with her cause.

Section 3: Cliff Clash

—Travel to Site 3—

After traveling for a couple of hours the players come upon the ruins of what appears to be an old temple on a cliff overlooking a ravine. There are scattered chunks of stone pillars and a few remnants of partially standing walls. Soon they are attacked by a few relatively powerful Sludge Monsters. After defeating these creatures the players feel a growing sense of unease and soon after a Blood Demon—Thysis— appears, summoned by Maeve’s presence. Over the hundreds of years that the land was falling into ruin, Thysis began to coalesce as a manifestation of the sickness in the region. During his fight with the players Thysis continuously drops hints that he knows who Ambrose truly is, and that Ambrose is not who he appears to be. During the fight Thysis will make psychological attacks against the players (Wisdom saving throw with a DC 17) to attempt to make them hallucinate their bodies rotting away—as well as physically attacking them. Allow the fight to go on until the players are close to losing, then, seeing they are in dire need, Maeve will use her blood magic to fight and destroy Thysis. This may shock the players as up until this point Ambrose was not a combatant. Maeve’s true magic is powerful and intense,

painfully ripping and deconstructing the demon from the inside out. Feel free to make this scene shocking and visceral. Once Thysis is defeated, Maeve will reveal her true identity and purpose to the players and ask for their assistance in taking her case to the council. She can also fill in the story gaps if not everything has been uncovered during the previous sections of the module.



(fig. 6 Battle Map 3)

Section 4: The Return

The adventuring party returns to the Muscari Council with their findings. Maeve explains that the Omera clan has survived all these years—not a tyrannical clan, but instead a well meaning group that was pushed out due to the selfishness of the high priestess. She tells the council that the party has secured all of the religious sites, but that this is not the real problem. The only way Muscari can be truly healed again is if the ritual is completed annually with members of the Omera clan running it. She asks that her clan be allowed to return to Muscari and be reinstated to their former position, both living in their old home and taking over as the leading political and religious figures. The council members are naturally reluctant to hand over the reins to a clan that they’ve believed was tyrannical for hundreds of years.

A decision must be made on what to do next—will the party help Maeve and if so how?

Epilogues:

This module is designed to end when the party triggers one of three possible ending paths. There is always the chance that your group will take the story in a different direction, in which case I encourage you to end the module how you see fit. But, in the event that they do stick more closely to the story laid out in *The Call of Muscari*, here are the epilogues you can use as a base to describe the ending of the module:

Aiding Maeve:

Realizing how much she loves Muscari, and how hesitant she is to have the Empire forcibly reinstate her clan to their former position, Maeve asks you to help her set things right. Taking a page out of her predecessor's book, Maeve sets out to start a rumor campaign amongst the people of Muscari. With the help of the party, she is able to slowly poison the region against the Muscari Council, sowing seeds of dissent and distrust. When the time is right Maeve makes a rousing speech to the people, finally pushing them to overthrow the council and welcome back the Omera clan with open arms.

Rejection of the Omera Clan:

Heartbroken that the party and the Muscari Council did not understand her good intentions to help bring the region back to prosperity, Maeve realizes she must make good on her promise to the Empire. She travels alone back to the capital where she reports to the official she first dealt with. A few weeks pass and you hear tell of Empire forces marching to Muscari, escorting the Omera clan to reinstate them and return prosperity to the region. None are killed in this process, but there is a general air of loss despite the land flourishing once more.

Seeking Compromise:

The party sits at the bargaining table with the Muscari Council and Maeve late into the night. When dawn finally arrives, both parties agree that they need to work together to ensure a better future for the place they all love. While the council is still digesting the information that

some of the core history of their region is built on lies, they are willing to accept the Omera clan back. Maeve's clan will not be living in their ancestral home, much to her dismay. They will, however, be welcomed back to Muscari, given any necessary materials they need to complete the annual ritual, and given a seat on the Muscari Council.

Monsters & NPCs:

Muscari is home to those that can be friends or foes of the party, depending on who they are and where they encounter them. This section provides descriptions—and statistics when necessary—of the monsters and NPCs that your party might interact with over the course of the module.

NPC Descriptions

While I encourage you to modify the NPCs as you see fit, here are the character descriptions for some of the NPCs your party will likely meet. Those NPCs not described here or anywhere else in the module are yours to flesh out however you would like.

Empire Contact:

The Empire contact, who brought the party together and explained their mission to them, is named Isaac Rhinecastle. He is a mustachioed gentleman in his late 50s and is highly dedicated to his job and the Empire.

Maeve:

Maeve is a young woman trying to get her clan reinstated in their ancestral home and former position as stewards of Muscari. She was raised in the hopes that one day she would fulfill the High Priestess position and was ready to head to the capital when her clan found out that there was a possibility to get a foothold in Muscari. Personality-wise she has a one-track mind about accomplishing her goals. She wants to see the good in everyone, but is naturally cautious as an effect of being brought up in exile. As a magic user, Maeve is incredibly proficient—but

keeps her powerful skills undercover for fear of blowing her cover in Muscari. For most of her time interacting with the players she will only assist the party by healing them.

After convincing the Empire officials to let her go undercover, Maeve undertook the role of an Empire scholar named Ambrose Findlay. Through some powerful Empire magic, undetectable to all but the most powerful casters, Maeve now appears to be a man in his 30s or 40s. Ambrose is a stuffy and reserved, though not unkind, scholar. After getting to know your adventuring party Maeve will attempt to convince them to help her with her mission.

Regarding Maeve's stats, I encourage you to build her as you see fit—with a few suggestions to keep her consistent with the general plot arc of this module. First, Maeve should have a significant ability to heal the party, even in her disguised form as Ambrose. Maeve also needs to be a strong enough spellcaster to reasonably finish the fight that the players start against Thysis.

Constable:

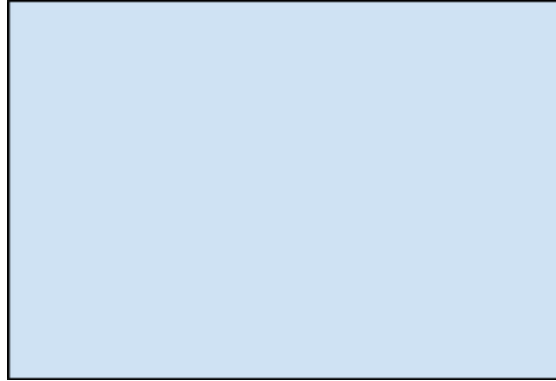
The constable, Astur Pyrrh, is in their late 20s. They are bubbly, excitable, and often easily distracted with general village gossip. Despite appearing foolish to those that don't know them, Constable Pyrrh is fond of their job and will do whatever they can to serve their community well.

Thysis:

Thysis is a demon that manifested in Muscari in the years of decline and improper rituals since High Priestess Esme's betrayal. He stands 12 ft tall and roughly resembles a werewolf with a wolf's skull for a head. Leathery bat wings sprout from his back and his eyes glow a faint, sickly chartreuse color. Thysis' jaw hangs loose and crooked—it does not move when he speaks. If player characters fail a Wisdom saving throw against him they will hallucinate their bodies slowly rotting away for the next two rounds of combat, unable to fight or flee.

Monster Statistics

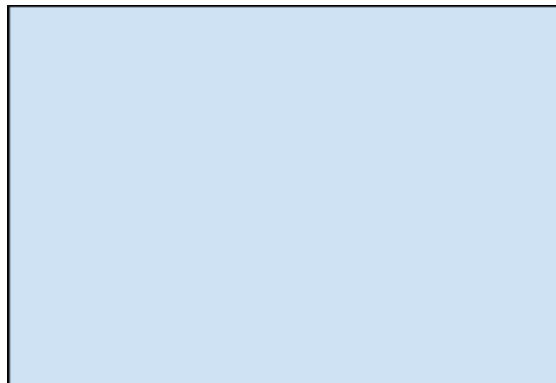
Carrion Beetle:



(fig. 7 Carrion Beetle)

- Challenge rating - 1/4
- AC 12, HP 11, Speed 30ft
- STR 12 (+1), DEX 12 (+1), CON 13 (+1), INT 4 (-3), WIS 8 (-1), CHA 3 (-4)
- Legs → melee weapon attack, +3 to hit, reach 5ft, one target
 - Hit 6 (2d4 +1) piercing damage
- Mandibles → melee weapon attack, +3 to hit, one target
 - Hit 8 (2d6 +1) piercing damage

Rat Monster:



(fig. 8 Rat Monster)

- Challenge rating - 2
- AC 15, HP 52, Speed 25ft
- STR 15 (+2), DEX 16 (+3), CON 15 (+2), INT 2 (-4), WIS 8 (-1), CHA 7 (-2)

- Bite → melee attack, +2 to hit, reach 5ft, one target
 - Hit 10 (2d6 +2) piercing damage

Sludge Monster:



(fig. 9 Sludge Monster)

- Challenge rating - 4
- AC 16, HP 93, Speed 30ft
- STR 19 (+4), DEX 10 (+0), CON 16 (+3), INT 5 (-3), WIS 3 (+0), CHA 5 (-3)
- Tentacles → Melee Weapon Attack: +6 to hit, reach 10 ft., one target.
 - Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) as long as the monster doesn't already have two other player characters grappled.

Thysis:



(fig. 10 Thysis)

- Challenge rating - 9
- Dimensions: size – large (12 ft tall), weight – 1,440lbs
- AC 19, HP 180, Speed 45ft, Fly 20ft (hover)
- STR 18 (+4), DEX 14 (+2), CON 18 (+4), INT 15 (+2), WIS 17 (+3), CHA 15 (+2)
- Claws → Melee Weapon Attack: +8 to hit, reach 5 ft., one target.
 - Hit: 14 (4d6) piercing damage.
- Additional Actions
 - Because Thysis is fighting on the sickly ground that spawned him, he is able to call on the corrupted magic in it to take additional actions. On initiative count 20 (losing initiative ties) each round, the he can take one additional action to cause:
 - A 50-foot-square area of ground within 120 feet of Thysis becomes slick and rotten; that area is difficult terrain for the next 2 rounds.
 - The remaining walls in the ruins within 100 feet of Thysis grow dark liquid appendages that appear to be made of congealed blood. Each player that starts their turn within 5 feet of those walls needs to succeed on a DC 13 Dexterity saving throw or be grappled. Escaping this grapple requires players to make a successful DC 16 Athletics or Acrobatics check.

Project Epilogue

While I already had an incredible amount of respect for the people I knew who made their own modules or adventures, actually doing it myself increased this respect and admiration exponentially. The process of creating a module pointed out many of my blind spots when it came to my knowledge of how exactly these things are made. There were multiple times where, upon going back and referencing the structure of current modules, I found that I was missing key pieces. This was especially true of the portions that helped get the DM up to speed on the world their characters would be playing in. My experience with D&D largely lies in playing homebrewed content, so I was always subconsciously setting this module up as though it were homebrew content that would not be turned into a fully fleshed out module. This module was a challenge for me in other ways as well. As someone who has had to write many essays over their time in school, I feel very comfortable with their structure and knowing what is expected of me. With a D&D module however, I was often frustrated with my lack of knowledge on how exactly to put one together. But I can confidently say that my final project is something I'm proud of...a great first draft that I can develop and playtest in the future. Working in themes of rumor, miscommunication, magical communication, and lack of ability to communicate through verbal means—I pushed myself to draw on the knowledge that I have spent the last four years compiling.