

BEG
ONESHOT

HEARTBREAKERS



SCALED
LVL
7-9

BEG ADVENTURES
CREATED BY RAGNAR ROK



HEARTBREAKERS

A Three-Encounter Dungeon of Power, Passion, and Perspective.



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APPROXIMATE RUN TIME: 4-6 HRS

PLAYER CHARACTER LEVEL: 7-9

A 'three encounter dungeon' (3ED) formatted adventure set in the Western Kingdom of the Wylderlands, this oneshot fits easily into any high fantasy campaign setting. Perfect as a standalone quest or as a gap-filler between larger adventures, such as the Westfall campaign series!

› VTT GAME NOTE ‹

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NPCs

- » **Lord Woosely** - Grand Marshal of the pageant, and nobleman of influence
- » **Chrysaurea** - pageant contestant (*red dragon disguised as a half-elf*)
- » **Nycthemera** -pageant contestant (*vampire disguised as a human*)
- » **Erosyne** -pageant contestant (*succubus disguised as a tiefling*)

ITEMS

- » **Ruby Heart Pendant:** A unique heart-shaped pendant marking the owner as having special status and prestige.
- » **Heartbreaker Gifts** (see *Appendix: Loot*)

SKILL CHECKS

To keep things easy for the GM, default general skill checks and saves are scaled for *Average Party Level (APL)*:

- **APL 7-8** (difficulty: Medium): **DC 15**
- **APL 9** (difficulty: Hard): **DC 16**

Encounter specific skill checks are listed within each encounter.

GM OBJECTIVES

- » Have the players devise their own method to choose the pageant winner .
- » The two pageant losers seek revenge on the party.

SCALING

This adventure is designed for a **party of four** adventurers from **levels 7-9**. Each encounter has **two options** based on average party level (APL):

- **APL 7-8** (difficulty: Medium)
- **APL 9** (difficulty: Hard)

Use the *higher level Hard encounters* for parties that are:

- Larger than 4 PCs
- Have strong PCs and the players are experienced.

Alternatively you can use a lower level APL encounter, or make adjustments, if you have fewer than four players or if the party struggles with the encounters designed for their level.



THE CONTESTANTS

CHRYSAURA

A stunning half-elf with long fiery red hair and intricate tattoos on her shoulders made of red scale patterns walks up wearing a flowing red dress and carrying herself like someone already accustomed to obedience. Her posture is flawless, her gaze steady, and even in stillness there is a sense of restrained force—as though the space around her has learned to give way. When she looks at you, it feels like you are the ones being judged.

“Choose me,” she says, “and you will have a place in this world that is yours to defend—and an ally who will answer when you call.”



NYCTHEMERA

A beautiful human with skin like milk and hair like moonlight moves with deliberate grace in a shapely black satin dress. Pale and composed, her eyes are sharp with quiet intelligence. Nothing about her is hurried. She studies you the way a strategist studies a map—carefully, precisely, and without sentiment. “Choose me,” she says, “and you will never face the unknown unarmed, nor walk blindly into dangers others forgot.”

EROSYNE

An enchanting tiefling with blue skin and an expressive tail smiles as she steps forward, warm and inviting, her presence drawing attention without demanding it. Her eyes linger on each of you just long enough to feel personal, as if she already understands something about you that you have never spoken aloud. “Choose me,” she purrs, “and you will find the world far kinder to you than it has ever been before.”



EROSYNE WINS

Erosyne's wide slow smile lingers as she steps closer and leans close enough that you catch her perfume—something warm, familiar, almost comforting. Her fingers caress the leather collar around her neck as though savoring the contact. "Mmm," she murmurs softly, "you chose beautifully."

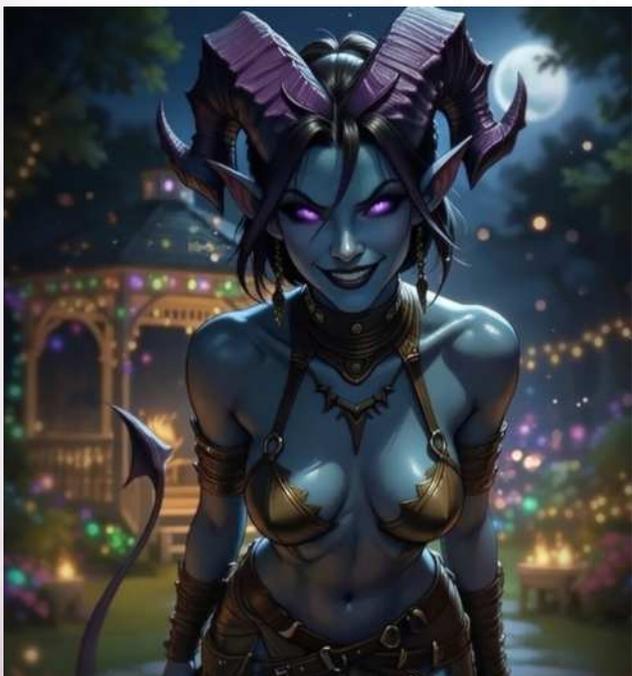
PARTY REWARD: LOVE

SOCIAL INFLUENCE

Erosyne grants the party access to Westfall's elite circles via membership in her exclusive private club, the renown Rose & Thistle. Beyond granting innumerable pleasures both venal and macabre, this den of hedonism and pleasure, also grants access to the many nobles, guild masters, and power brokers who enjoy their pursuits there. PCs will find that opportunities present themselves readily, rumors are easier to exploit, and potential scandals can be quietly quashed.

THE VELVET NETWORK

Erosyne offers herself as a future resource to fix political problems, smooth over disputes, and acquire personal information or rumors about important NPCs.



THE LOSERS

Immediately after the winner accepts the Ruby Heart Pendant and thanks the party, the two losers will drop their disguises and glare at the PCs uttering a final chilling warning (see read-aloud texts for each) before departing with flair without waiting for a response.



CHRYSAURA LOSES

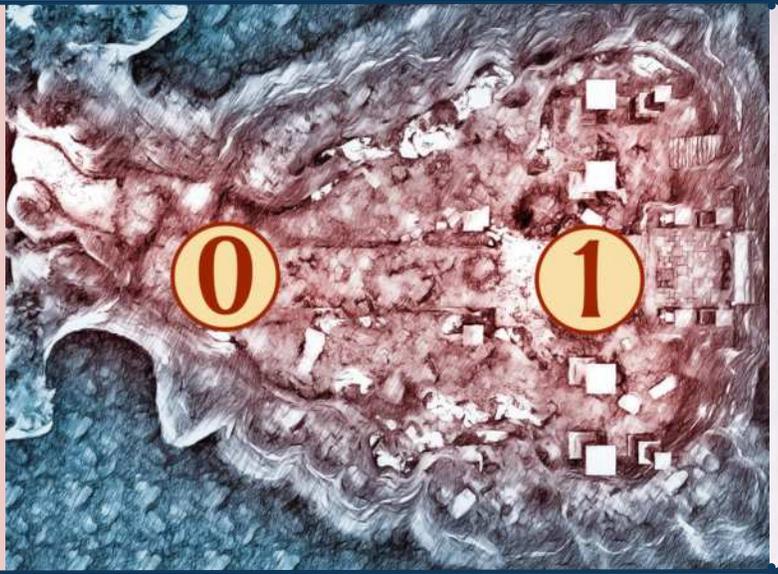
Heat ripples across Chrysauro's skin burning away her flesh to reveal bright red scales. A long scaly tail uncoils tearing through her dress. Her eyes burn molten gold, pupils narrowing to slits. When she opens her mouth, firelight spills from between her teeth, illuminating her face from within like a furnace. Her hands curl, claws lengthening as the air around her shudders with restrained force. When she speaks, her voice is no longer singular—it reverberates, layered with something vast and furious. "You mistake restraint for weakness," she snarls, flames rising from the back of her throat. "I will remind this land what it costs to deny me!" She turns and unleashes a blast of fiery breath on the gazebo burning it to ash. And before the maelstrom of flames and smoke have subsided, you hear a flap of leathery wings as she disappears into the night sky.

ENCOUNTER BM SETUP

APPENDIX: BM RIVERTOWN CAVERN

The cavern appears empty but this is an illusion, as Chrysaura and her legionnaires are resting inside of a Leomund's Tiny Hut.

- Place the PCs at **location (o)**
- Place Chrysaura and her legionnaires at **location (1)**
- Chrysaura APL 7-8: **4 minions**
- Chrysaura (hard) APL 9: **6 minions**



After Chrysaura enters:

Chrysaura enters from an opening at the far end of the hall near the fractured dais flanked by heavily armed legionnaires wearing gilded plate armor. The tall flames from the nearby brazier cause her shadow to stretch and writhe unnaturally tall across the flagstone floor.

“This place was built to endure, and so was I.” she says, in a commanding voice that echoes through the cavern. “Your first mistake was not awarding the Ruby Heart to me. Your second was coming here to confront me.”

The heat from the brazier rises and her legionnaires take up a defensive stance around her.

TACTICS

- » Chrysaura will immediately turn into her dragon form as her first action and take to the air and attempt to use her breath weapon on any casters while her legionnaires fight in formation to take advantage of their abilities.
- » The ceiling is 60' high and Chrysaura will make use of her flying ability and superior movement to attack isolated characters, particularly casters, or to attack the PCs with her breath weapon when they bunch up. Since the legionnaire's have resistance to fire, she won't be particularly concerned with friendly fire unless they are bloodied or worse.
- » Chrysaura will not fight to the death:
If all of her legionnaire's are dead and it appears that Chrysaura will be defeated, she will try to fly out of the cavern through the large hole in the ceiling acknowledging the party's prowess and strength and consider the matter resolved in favor of the victors.

OR

If any of her legionnaires are still alive, she will try to save them if she can. She can carry up to two of them in her dragon form.

5 CHAPTER FIVE: RESOLUTION

CONSEQUENCES

Depending on who the players chose to win, and how the encounters with the other two Heartbreakers were resolved, there can be multiple consequences for your campaign:



CHRYSAURA'S SCORN

If players defeat Chrysaura, but try to kill her instead of allowing her to acknowledge her defeat honorably, she may seek them out to exact her revenge as a matter of pride.

If players kill Chrysaura, one of her more powerful relatives (eg- adult red dragon) may come for them to mete out justice.

NYCTHEMERA'S CURSE

If not destroyed, Nycthemera may still continue to cause trouble for the party in the future by aiding and abetting their foes by providing information about the party's strengths and weaknesses giving them a tactical advantage in future conflicts.

If destroyed, another vampire or powerful ally of Nycthemera may seek revenge against the party in the future - particularly if they possess the Codex of Forgotten Truth.

EROSYNE'S IRE

If defeated, Erosyne may still continue to cause trouble by spreading malicious rumors that affect the party's reputation among the elite of Westfall which will negatively impact their social encounters around Westfall:

- » Higher DCs (or disadvantage) on social encounter checks due to negative reputation.
- » Increased scrutiny by authorities whenever a crime or disturbance has occurred in town.
- » Increased costs for bribes or transactions with NPCs who aren't already friendly to the party.
- » Increased reluctance from NPCs to aid or interact with the party out of concern for their own reputations.

Ending this erosion of their reputation might require the party to perform a favor for Erosyne, or eliminate her once and for all.