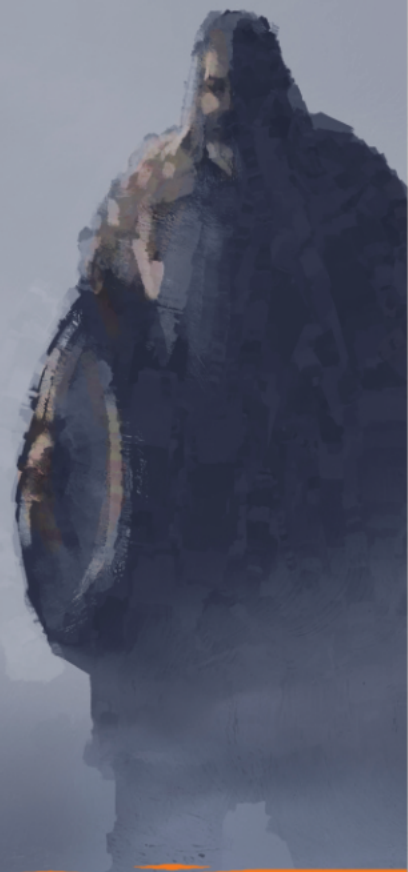




ONE LAST WISH



5TH EDITION ADVENTURE

A FINAL MOMENT FOR LEVEL 20 CHARACTERS

MonkeyDM

One Last Wish

**AN ADVENTURE FOR 5E DESIGNED FOR 3-6 LEVEL 20 CHARACTERS,
FOR USE WITH THE 5TH EDITION RULESET.**



Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this MonkeyDM game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Hell has Risen published by MonkeyDM under the Open Game License version 1.0a. Copyright 2022 MonkeyDM Publishing. All Rights Reserved

Homage

This adventure has an NPC named Isaak Featherlight inside it. This is the character of a good friend of mine in our main campaign. The player's online handle (since I don't wanna give out personal info) is KristianBlaze. This adventure is an homage of sorts, since the character he's created is an absolutely amazing combination of fun and depth. Thanks for everything, man! Hope you feel flattered by this!

Background

The world is an endless battle. Even the most peaceful amongst us, though they may try to avoid it, they will be thrown into combat and be forced to fight. Conflict is unavoidable. However, there are those that have fought within the realm of man enough to force the world to let them rest. Once they reach this point, their battles are fought within themselves.

Such is the case for the Warrior of the 9th Gale. Legend says that upon defeating an immensely powerful Marilith, the warrior entrapped the beast within a blade called Galewind, then trapped his own soul into the scabbard, in order to never let the creature escape. Then, the blade was passed to his child, alongside the title of Warrior of the 9th Gale.

The blade passed on as such generation after generation, with each subsequent fighter defending his people until he could face the fight no more and retreat far away from it all, giving up the sword and giving it to their son. After fighting countless demons, they would crawl to the ends of the earth and fight the memories of those they had sacrificed, those they had left behind... Then, their souls too would pass. But sometimes, only sometimes, these tormented souls would have last wishes. Of course, these wishes would never be fulfilled, but they would have them nevertheless.

Perhaps, one of these days, such a wish could be fulfilled. Perhaps, the time has come for battles to end.

Note

This adventure is as much about travel and closure as it is about the surrounding combat and combat. While it is designed and balanced for the 20th level, it can be played at any level, as it is about ending the battles that had come before and allowing it all to simply... end. It's meant to wrap up campaigns, regardless of the level.

If you are playing this adventure simply for the fun of a 20th level adventure, it will work just as well, but the tone is a lot more philosophical than fun.

In this sense, I encourage you to try and push your party members towards RP and discussion. It's almost like a reversed *John Wick*. The old man will not return to battle, but rather give it up fully and ask for a final form of aid. They'll make their attempt at peace, while the party comes along.

Plot Hooks

This adventure has three separate plot hooks, none of which alter the story, but all of which can be used:

- **I Know Of Him.** A party member has heard of an old man living on the edge of society, never meeting with anyone. Perhaps they've even spoken with him a few times and know his name is Isaak. They know he is both a great fighter and a great wizard, and they were planning to ask him for advice when the story begins.

- **A Call Of Soul.** A specific party member (most likely the wielder of a sword) will receive a magical message, as via the *sending* spell, asking for him to visit. The person sending the message is an old man by the name of Isaak.

- **Leaves from the Vine.** Carried by a subtle wind, leaves carrying a message written on them float in front of the party. They ask to be followed, leading, eventually, to Isaak's home. He had used his magic to send out leaves, hoping someone would come to his aid. Those who would, he thinks, are the chosen ones.

Chapter 1. What I Once Was

In which the party meets an old, battered man.

Chapter 1.1. Tea

Read this:

'The only thing to break the silence is the low sound of running water. It seems that nothing else has even dared come this close to this place. It is almost as if this is the end of the world, reserved only for the most lost of souls. You gaze upon the fields of crop and the distant shack. The inside is lit with a dimmed glow and the grass is perfectly cut, to the point of being almost menacing. Everything is idyllic. You approach up the path and arrive in front of the home. You take in a deep breath of the clean air, asking yourself how long it had been since anyone except the owner of the house had come here. What you also can't explain is a vague sense of purpose - a pull of fate, almost - that has brought you here and is keeping you fixated on the door to the house. Then, the door opens, and you are greeted by a warm, yet tired smile.'

The party is now face-to-face with Isaak Featherlight, Warrior of the 9th Gale. He smiles at them and greet them with a bow. Bring them to map 1. They can't explore it just yet, but they should see it.

If you are playing this adventure as a one-shot, this is the perfect time for the party to introduce themselves. Have each party member describe their appearance and capabilities, then establish if they had known each other before this, or if they had been simply drawn together by fate.

If you are playing this adventure as part of an ongoing campaign, establish if the party has already met Isaak previously. He is a sagely wizard and warrior, who could have helped them in the past, or he could be an entirely new NPC.

GM NOTE:

Alternatively, if you wish, you can substitute Isaak for any other NPC the party has met earlier. They only need to be old and have a final thing to do before they die. The important thing is that the party feels some sort of connection and allow it all to slowly... end.

ISAAK FEATHERLIGHT, WARRIOR OF THE 9TH GALE

Story: For his entire life, Isaak has been a fighter. He was born into a noble family, then left home to become a wizard. He picked up the blade at a young age, combining both sword and magic, until he arrived at distant lands alongside his troupe of adventurers. There, he met Ashim, a Warrior of the 9th Gale, who gave him the blade upon completing a task for him, feeling Isaak was worthy. Many years have passed since, with Isaak fighting, but now he is tired.

Appearance: Isaak is a male human in his late 70s. His hair is long, yet scarce, his left eye is missing, and he is limping. His body is slim and malnourished, while his only eye tells a tale of endless battles. Now, when he finally feels ready to die, he requires aid, to ensure all is well. He is wearing a large kimono, way too large for him.

Demeanor: Isaak, despite being aggressive in his youth, has mellowed. Now, he is an old man with wisdom which he had not asked for. He is hard to anger and retains a nostalgic aura, forever in thought about his past.

Goal: To have his ashes carried upon the tallest mountain, while his blade is saved.

Once the party has all introduced themselves to Isaak, he'll greet them warmly and offer up tea, which is brewing inside. While still outside, any party member may make a **DC 20 Intelligence (Arcana) or Intelligence (Nature) check** to look at the farm as a whole. It looks too perfectly kept to be the work of this man, yet magical traces can be found all around. The farm is, most certainly, the work of someone well-versed in the arcane.

Once the party follows him inside, they'll find a library filled with unorganized books, magic items, painting tools, easels, painting of all sorts, tea, cigarettes and all manner of junk. They are the remnants of a lengthy life. One thing that is missing, however, is Galewind.

Over tea, Isaak will present his story to the party, while asking for theirs in response. He'll explain to them that he's lived long and well. Any **Wisdom (Insight) check** throughout his story will reveal he is telling the truth.

What is *extremely important* is that you mention the following 3 things:

- That he never made peace with his father, Thomas, for leaving him.
- That he had to murder his best friend, Kazur.
- That he never got to make peace with his mentor, Lucius.

GM NOTE:

To let the party in to the central themes you wish to explore with this last adventure, embellish Isaak's story as much as you wish. Did your campaign cover themes of love? Have Isaak tell them a story of the love he's lost and the reason why he's alone! Did your campaign tackle godhood? Have Isaak talk about how he, a human, the most ordinary of the races, feels about gods, now that he's "close to meeting them"! This discussion is all up to you.

At the end of telling his life story, Isaak will tell the party that he feels the end coming upon him. As such, he wants to ready things before his passing. Then, once all has been taken care of, he has a final request for the party. He'll ask them to help ready up the house by completing the final task, then to meet him at his small shrine.

The tasks he has for them are the following:

- To pick lemons from the lemon tree (area 1) and bring them to the water mill (area 2).
- To take food from the shack (area 3) and feed his dog, Kazur (area 4).
- To carry the 3 water buckets (area 5) inside the house (area 6).

Once all three tasks are completed, they should meet him at the shrine (area 7). The reason for all of these small, meaningless tasks? They'll discover it along the way.

Proceed to the next chapter.

Chapter 1.2. Three Tasks

The party must now complete the three tasks given to them by Isaak, hopefully figuring out that there's a puzzle to solve along the way. With the puzzle solved, they can move to the shrine (area 7). If they try to explore that area before finishing all three tasks, Isaak will tell them to go back and finish the tasks.

GM NOTE:

The adventure as a whole is centered on the teachings the party learns from these three tasks. The blessings they have been given will be usable throughout the adventure, giving them aid in their time of need. The entire 2nd chapter is about the party using the three blessings they have been given. There is, however, another gift they can gain, which is Galewind, the magical blade of the Warrior of the 9th Gale. The party can only get the blade by completing all three tasks and finding the key. If they don't find it, Isaak has enchanted it so that it will teleport to one of his childhood friends at the end of the day. It's not necessary for the party to have it. The adventure can just as easily be completed without it.

AREAS OF THE FARM

1 - LEMON TREE

One party member (or multiple) may choose to climb the Lemon tree to get lemons. In order to do this, they must make a **DC 15 Strength (Athletics) or Dexterity (Acrobatics) check** to climb the tree and get them. Once up there, however, they'll discover a small sheet of paper, affixed to the tree via a kunai dagger. The paper has the following written on it:

"From nature I have returned, yet I know not if I will return to it. I do, however, think back on the memories of water turning to ice, of fire mending the coldest of hearts, of earth encasing the back of a dear friend to aid them. Yet, I still long to listen to the wind."

Once any person reads the sheet of paper, their hand will begin to glow, and they'll be granted the *Blessing of Nature* for the rest of the adventure. They gain advantage on all **Intelligence (Nature) checks** and have resistance to all bludgeoning, piercing and slashing damage. In addition, their hand glows with a low light. They can cast the *daylight* spell without expending a spell slot.

They can now carry the lemons to area 2.

2 - WINDMILL

There, any party member with a **passive Perception above 17** will notice the wind seems a little stronger (due to the movement of the mill). Any party member can make a **DC 18 Intelligence (Nature) check** to listen to the wind. If successful, they'll feel almost guided towards a small rock, underneath which is a silver key.

3 - THE SHACK

Inside the shack, they'll have to make a **DC 15 Intelligence (Investigation) check** to find the food. There, underneath the crate of food, is another sheet of paper. It writes as follows:

"I've discovered much of myself, yet the one lasting thing is that closest: friendship. Hills and vallies of fighting together. Holding each other up. Being souls in twain. One and the other. Friends, following each other."

Once any person reads the sheet of paper, their hand will begin to glow, and they'll be granted the *Blessing of Friendship* for the rest of the adventure. They gain advantage on all **Charisma (Persuasion) checks** and can use their bonus action to teleport to an ally's location, swapping places with them. In addition, their hand glows with a low light. They can cast the *dominate monster* spell without expending a spell slot.

They can now carry the food to area 4.

4 - KAZUR, THE DOG

Here, the party will come across Kazur. Once handed the food, the dog will eat it all up, then it will try to meet a person's gaze. Whoever has met its gaze can make a **DC 18 Charisma (Persuasion) check**. If successful, the dog will begin moving away, rushing to the forest. There, if the party followed it, they'll find a second key.

5 - THE WATER BUCKETS

To lift the buckets, a party member will need to make a **DC 15 Strength (Athletics) check** and move them inside. As one of the buckets is lifted, it will drop a sheet of paper on the ground, which was attached to the bottom. It reads as follows:

MAPS BY CZEPEKU:

[Join their Patreon](#) to access to multiple variations of this map and more!

MAP 1



“Hardship made me stone. It made me wish to fight and carry the weight alone. Yet, that which I found most important was to lean on others, to be flexible, to rest. Not all water must be carried all at once. It is time to rest.”

Once any person reads the sheet of paper, their hand will begin to glow, and they'll be granted the *Blessing of Rest* for the rest of the adventure. They gain advantage on all **Wisdom (Survival) checks** and can use their bonus action to grant 25 hit points to any creature within 30 feet. In addition, their hand glows with a low light. They can cast the *greater restoration* spell without expending a spell slot.

They can now carry the water to area 6

6 - THE HOUSE

Inside the house, they can place the water wherever. The person who has the *Blessing of Rest* can make a **DC 18 Wisdom (Survival) check**. If successful, they'll notice the bed seems undisturbed, untouched, uncluttered. This is in complete opposition to the rest of the house. If they touch the bed, they'll realize there is an invisible crate on it, which will become visible the moment they touch it. The crate has 2 keyholes. If the party has found both keys, they can open it. Inside it, is **Galewind**.

GALEWIND

weapon (longsword), legendary (requires attunement)
You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

- **Speech of the 9th Gale.** You gain telepathy to a range of 500 miles.
- **The Warrior's Soul.** Occasionally, the original Warrior of the 9th Gale speaks to you through the blade. He is a wise monk, aiding here and there, yet this is very rare.
- **Movement of the Winds.** You can use the dimension door spell as a bonus action at will, without expending a spell slot.
- **Strike of the Wind.** As an action, you may choose up to 6 creatures within 120 feet of you. Each creature must be within 30 feet of another creature chosen with the ability. In a flash of wind, you teleport to each creature and make an attack roll using Dexterity or your Spellcasting Ability. On a successful hit, you deal 8d10 magical slashing damage. You can only use this ability twice per day.

Whether they found/obtained Galewind or not, once the party has completed all 3 tasks, they can go and speak with Isaak at area 7.

7 - THE SHRINE

If the party has all tasks complete, and they approach this area, read this:

‘You approach the shrine only to find Isaak kneeling in front of it, dressed in a white large Kimono. His head is bowed and he is holding in front of him what looks to be a rapier, alongside a large leather-bound tome. You can hear a subtle laughter, before he begins speaking. “A longer life than I would've expected, I must say. A good one, too! I've cherished it more than you can imagine. Yet I feel it drawing to a close. Yet, I know

my soul won't be left to pass into the other realm. I've slaughtered too many devils and demons for them to give up on my soul just yet, that much I know. That is why I've summoned aid. This shrine... It will contain my soul once I've passed, yet, forces will come to destroy it. I beg of you to not let that happen. Then, once the forces of evil are gone, do this old man a final favor. Over my life, I've grown to love the view of mountaintops. Take me to the highest peak of the realm, which is said to hide behind the Gates of Forgiveness. Take me to the peak and leave my soul there, to enjoy the height a final time. That is all I ask. Do that for an old man, will you? And never forget - Honor Above All.” Isaak finally turns his head towards you, giving you a sly smile. He closes his eyes. Before you get the chance to say anything, you feel a strong gust of wind, as strong as a tornado. You are forced to close your eyes. When you open them, he's gone. In his stead - feathers. The blade, the tome, the white robe - all of it is gone. His soul has passed into the shrine. The Warrior of the 9th Gale is gone. And there is not much time before the devils he's taken down many times before will come to reclaim him. You must prepare.'

Proceed to the next chapter.

Chapter 1.3. Defend the Shrine

The party has no more than 1 minute to prepare before the devils and fiends Isaak Featherlight has slain will open a tear into the material realm and come for him. Give them a little bit of time to prepare the area as they see fit, rest, cast spells, before beginning the encounter.

GM NOTE:

The party may be inclined to want to teleport away and avoid this encounter. While you can allow them to do this, they do not know where the Gates of Forgiveness are and, as such, they may teleport to an incorrect point. Also, the journey is part of the fun, so why would they just skip all of it? At some point, you have to count on the party to not use their near limitless power (since they're level 20) to just ignore what you've set up for them.

That being said, after 1 minute, a break in reality will open. Through it will emerge a **pit fiend**, accompanied by **5 onis**.

GM NOTE:

Though this encounter isn't too difficult mechanically, these creatures will try to reach the shrine, whether it is still on the ground or carried on a party member's back, which should provide for some extra intrigue throughout the fight. Since this is this adventure's biggest battle, feel free to add any other devilish or demonic monsters and diversify the encounter as you'd like. As per the SRD, there ain't too many diverse high CR monsters, but there's plenty out there (including in some of my homebrews) which you can swap in.

GM NOTE 2:

Also, seeing as this is the only real “encounter” of the adventure, you can change the monsters and difficulty to the levels at which you wish to end the campaign. Nothing forces you to end campaigns only at level 20. You do you!

Once all the enemies have been defeated, you may proceed to the next chapter.

Chapter 2. Journey of Three Blessings

In which the party travels to the Gates of Forgiveness.

Chapter 2.1. Path of Nature

Read this:

‘You breathe in deep after you’ve defeated all the enemies in front of you, yet now... you are confused. You’ve heard the old man speak of these Gates of Forgiveness, yet he had not said where they are. The path is in front of you, you need only take it.’

The first thing the party can do to find the path in front of them is make a **DC 18 Intelligence (History) or Intelligence (Religion) check**. If successful on either check, they’ll remember previous tales about the Gates of Forgiveness. They are said to be hidden with the gnarliest of woods, the most lost of marshes, yet no one knows exactly how to get there, let alone if getting there by foot is even possible, yet it is known that if a soul truly seeks it, then the nature itself will guide it to the Gates.

The party member who has the *Blessing of Nature* can also make **DC 16 Intelligence (Nature) check**. This check will reveal the wind seems to be moving in an unnatural direction, almost like it is making a path. All leaves falling from the trees seem to be going down the road of the farm and further downward.

GM NOTE:

The solution to this first step is simply to follow the wind and nature. This shouldn’t be too hard to discover for players who’ve played throughout an entire campaign, yet in case you are playing this adventure as a one-shot, it will serve as a fun short puzzle. Once the party begins to follow the winds, proceed.

Read this:

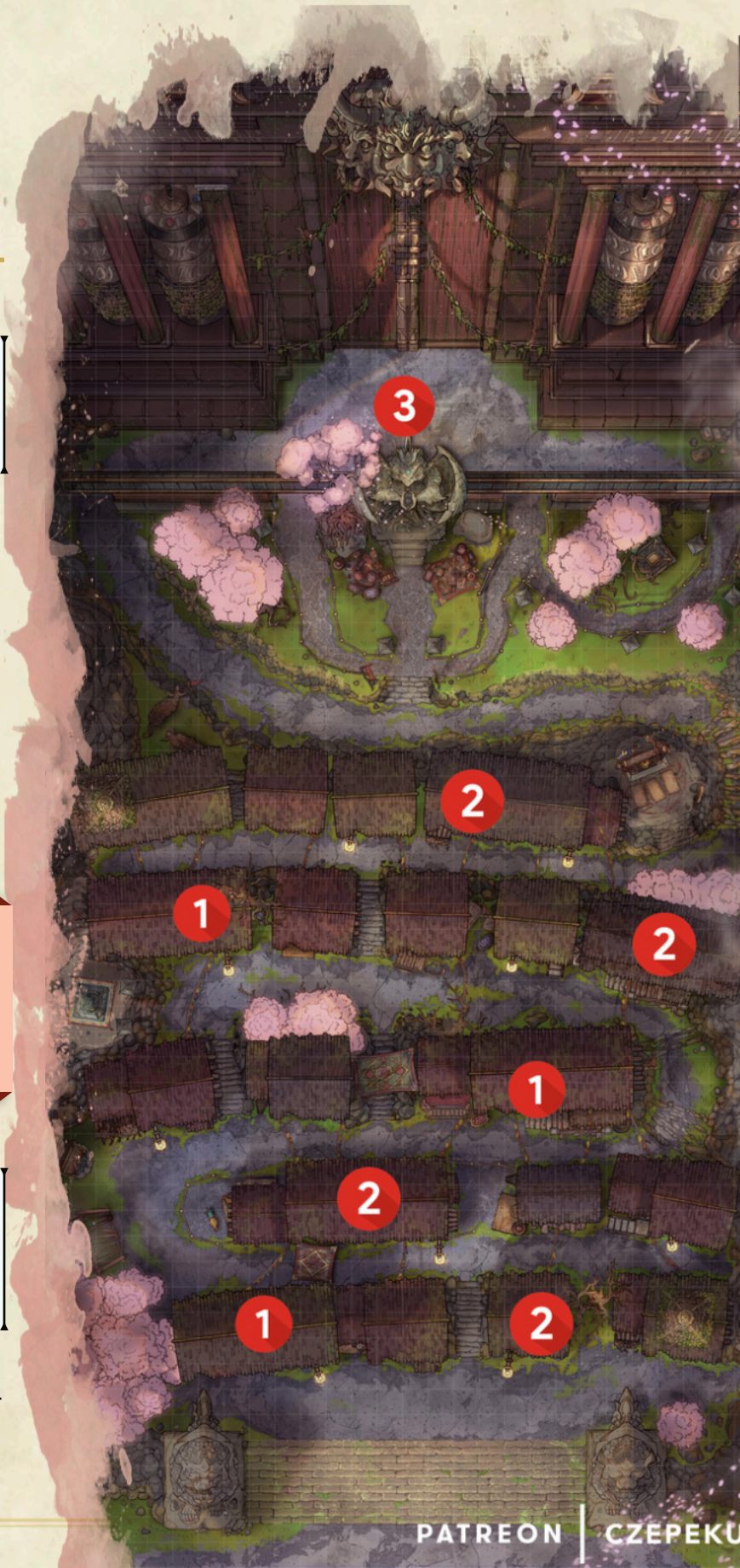
‘You follow the winds through the land, leading you for days at a time, during which you travel tirelessly, observing all that is before you. At points, it feels you travel pointless, aimlessly, moving throughout areas you’ve already been through, yet you observe the nature differently. You think back on what’s happened throughout your lives, the places you’ve observed.’

This is a perfect point to ask the party a few roleplay questions! Ask them about the places that have impressed their characters the most, the sceneries that have taken their breaths away, where they wish they could’ve gone, ect. Once the party has all answered their questions, proceed.

MAPS BY CZEPEKU:

[Join their Patreon](#) to access to multiple variations of this map and more !

MAP 2



Read this:

‘Eventually, you begin to walk into a wood you’ve never seen before, a wood you could hardly navigate. You’re unsure how you got here, and yet here you are.’

The party now reaches a magical wood. Here, the winds will stop flowing and the party will quickly feel lost, yet the trees seem to form a path. Any successful **DC 15 Intelligence (Arcana) or Intelligence (Nature) check** will reveal there seems to be something magical to the forest.

When night eventually falls, the forest will get too dark to navigate. The party can sleep through it, yet when they wake, it will still be darkness. This magical darkness cannot be dispelled and no light can light it but for the light of the *Blessing of Nature*. Once the person with the blessing casts the *daylight* spell, the path will clear up magically, showing them the path forward, guiding them on.

The party has now completed the Path of Nature.

Proceed to the next chapter.

Chapter 2.2. Path of Rest

The party can follow the light for another few days, until the darkness seems to finally go away. Unfortunately, in its stead, the air seems to turn heavy, the branches begin to fight the party. Their every move seems to become more and more difficult. Over the course of the day, each party member must make **3 DC 20 Constitution saving throws**, suffering **2** points of exhaustion on each failed save. These points cannot be removed by any means other than the *greater restoration* spell cast by the wielder of the *Blessing of Rest*.

Though the party may try to fight through the forest, fly up above it or whatever, they will always be lost, dragged back by vines, or get stuck in the canopies. The forest is *literally* fighting back against them.

GM NOTE:

You can detail this fighting back as much as you’d like to. Their spells can be countered instantly, they can have issues moving, they can feel heat, get fevers, or whatever you’d like. The trick is to convince them to rest. Not just for a short rest, not just for a long rest, but for a long rest.

Throughout this journey, any party member can make a **DC 25 Intelligence (Arcana) check or a DC 18 Wisdom (Survival) check**. Success on any will reveal to them that the forest is almost trying to force them to stop.

Once the party decides to stop, any party member with a **passive Perception above 18** will observe the forest calm down, with roots retracting, temperatures getting milder, etc. They will have to rest for a total of 3 days for the forest to fully calm down.

It is, once again, the perfect time to ask them more roleplaying questions! Ask them about their achievements, their loves, their wishes, their dreams. Where better to discuss it all than gathered around a fireplace? Once each party member has said something, they will fall asleep,

almost as if a spell has been cast on them. The party has now completed the Path of Rest.

Proceed to the next chapter.

Chapter 2.3. Path of Friendship

Read this:

‘You all wake as from a magical dream, yet the forest is unlike you left it. Where once were these gigantic, towering trees, which you could not help but be intimidated by, you find the opposite, you find small trees, clearings abound and a path as tame as can be. Rest has not only been given to you, but to the forest. Your way ahead is cleared... It is time to reach the gates. And it does not take you long. After a day or so of travel, you notice a gigantic outline in the distance, which you cannot help but feel confused by. If these gigantic gates have always been here, how come no one has seen them? If they’re magical, how come you’ve reached them? How has this all happened? Yet here you are.’

Bring the party to map 2. They now find themselves in front of the Gates of Forgiveness.

Before you go any further, it is time for some roleplaying questions! Ask the party questions about their squabbles, their issues, their enemies! Who have they not forgiven? Who do they wish they could speak one final time to? Who do they miss the most? Give them time to think of it all. Be sure to take notes throughout it all! Once they’ve figured it out, proceed.

Read this:

‘As you get quicker and quicker to the gates, you begin to observe a series of carts, all set up in a pathway up to the gates. Large as the gates are, you cannot take your gaze away from all these small carts. Their presence is simply too strong. Inside each one, you see a variety of semi-transparent vendors with what seem to be blank faces. What could these spirits possibly be?’

As the party gets closer, the spirits will begin to take form. At each area marked with 1, the party will have to face one of Isaak’s previous conflicts (mentioned in their tea talk) and find peace with them. At each area marked with 2, the spirits will take the form of their own conflicts, and they will have to make peace with them too. Then, at the end, they’ll have to arrive in front of the gates themselves (area 3).

AREAS OF THE GATES OF FORGIVENESS

1 - ISAAK'S CONFLICTS

When conversing with each of the figures (all of which are not the real people, simply spirits taking their form), the party can either discuss with them normally and convince them to make peace with Isaak with a **DC 17 Charisma (Persuasion) check** or use *dominate monster* to force them to do so. Either version works just fine.

The three conflicts they must fix are:

- The angry father who felt betrayed by his son leaving him.
- The best friend he had to fight to death in a war.
- The mentor he never got to thank for it all.

GM NOTE:

Be sure to let the party flex their roleplaying muscles to maximum.

2 - OWN CONFLICTS

Here, the sky is the limit! You may choose to have the party meet any number of their previous enemies. You may choose to give a certain character more discussions or give everyone an even number. You have complete freedom, just make sure to promote roleplay.

3 - THE GATES

Read this:

'Together, all of you arrive in front of the gates and yet... They don't seem to open. You pull on the handle and they stay closed. Then, you hear a faint whistle. To the side of the door, you see a figure. It's a spirit just like all others, yet smaller, half the size of the rest. It jumps in front of you and it is joined by a few others who appear out of nowhere. They are just as small. And each of them faces one of you directly. Then its blank white face shifts and turns and... It's you. Your younger you. A final act of friendship, of forgiveness: Yourself.'

The final task - forgiveness of one's self. The party get to say whatever they want to their younger selves, then, and only then, the gates will open. Forgiveness will be achieved.

The party has now completed the Path of Friendship.

Proceed to the next chapter.

Chapter 3. The Highest Peak

In which the party reaches the end.

Chapter 3.1. Gather At The Top

Read this:

'When the Gates of Forgiveness finally open, the path in front of you does not phase you in the slightest. You step without any ounce of fear, dread or confusion. You know exactly why you're here - and you're stronger for it. You step up the mountain without a single breath wasted. You spend no time on resting. You don't need it anymore. Day and night, you keep walking, until finally, four days later, which feel as if they passed in a minute, you reach the top. There, you are met by a scene the likes of which you'll never see again. A single cherry tree, at the side of a hot spring. You are so far above the clouds, you can't see below you, yet the sky is starry and you can feel the warmth. Nothing but peace. You squint your eyes to look at the hot spring and you see inside it seem to be a few figures. A goliath, a red-haired woman, a feline-looking woman, a human, a hobgoblin, all laughing. Then, you feel a force touch you all. You turn around and next to you is a spiritual-looking Isaak.'

MAPS BY CZEPEKU:

[Join their Patreon](#) to access to multiple variations of this map and more !

MAP 3



The party is now face to face with the soul of Isaak. He'll smile and explain that there, in the hot spring, are his friends. They told each other they'd gather at the top. They've all come, all at once. Some lived longer, others less, but now their souls are once again together, after the years they had spent apart. He'll smile and hand the party a single feather each. The feathers will glow and then turn to dust, dust which will instantly be absorbed within their skin. Isaak will smirk and explain that their souls are now bound just the same. Then, with a final wink, he'll teleport into the hot spring, laughing with his friends. Another gust of wind will force the party to close their eyes, just the same as when they started their journey. Then... the spirits aren't there anymore. The hot springs are empty.

Bring the party to map 3. They are on area 1. Area 2 is the hot spring. They must take the stone shrine there to complete their quest. Once they do, proceed to the last chapter.

Chapter 3.2. Epilogue

Read this:

'It seems that this is all there is. The shrine rests atop the mountain, then... as if by magic, it turns to dust. You find yourself staring at the stars. Small lights adorn the sky, and leaves begin to fall from the cherry tree next to you. The heat of the hot spring next to you radiates. A moment of finality, of rest, of joy the likes of which you've hardly ever felt. The soul of Isaak Featherlight has reached freedom unhindered. And that is due to you. It's done. It's taken care of. Nothing more anyone can do about it.'

This marks the party of the end's quest. As they stare at the sky, they can choose to bathe in the hot springs, fly around the mountain or discuss to their heart's content. It's a perfect moment to speak, to reminisce, to enjoy. It marks an end.

GM NOTE:

If you use this adventure as the end/epilogue of your campaign, now's a great time to ask the party what they do once this is all done with. Where do they retire? What do they do? Where do they wish to go? Once all that's talked, though it is hard, it may be time to call it a day.

The End.

THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **LOBARD**, USED WITH PERMISSION.

MAPS CREATED BY [CZEPEKU](#) ON PATREON.

AND NOW ONTO THE NEXT PROJECT...

CHEERS !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMs !

A MASSIVE THANK YOU TO ALL MY PATRONS!

