



CROSSOVER PRESENTS

LAST HOPE OF FENHILL

FIFTH EDITION

Save the people of Galarnay in this folk-horror adventure
for the world's greatest roleplaying game

CROSSOVER PRESENTS

LAST HOPE OF FENHILL



Dedicated to our amazing children who aren't allowed to read this yet!

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Disclaimer: We don't think all people out there are as nasty as the people in this book. For one thing, we know you can be very lovely. You can really put on the charm when you want to. We bet you even help little old ladies cross the street and you never turn in your library books late. You're nice to your mother and are always very polite. You smile at people and say, "thank you". We are right, aren't we? We are?! We knew it! Urgh, that's awful! Yet, another one of you "kind people". It's enough to make you sick!

FOREWORD

Every Saturday in the late '90s I would go to the old parsonage of the St. Jacob's church in my hometown. The building was being used as a community center and on Saturdays it opened its doors to the local games club. In that room full of smelly teenagers, my friends and I played DUNGEONS & DRAGONS and built wonderful stories together.

Those days during my teenage years were long and carefree. I believed things would never change and that we would play games together forever. But they did. College came and went, as did office jobs with long hours and many boring spreadsheets. I played less and less, and I never imagined I would relive those magical days telling stories with the people I loved.

Luckily for me, however, life took a different turn. I met my amazing husband who got me back into roleplaying games and reignited my passion for the hobby. It didn't take long for me to take the plunge and leave the spreadsheets behind. I wanted to tell stories again! Since then I have been blessed to have worked on many amazing projects, with some incredibly talented creators. And now I get to present you *Last Hope of Fenhill*. This was a labor of love for Michal and me and we are happy to share it with you now. Thanks for coming along on the ride!

—Marieke Cross, Spring 2024



ON THE COVER

The Scourge of Galarnay was born in green flame over four centuries ago, in this amazing painting by Nikolay Akatov.

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INTRODUCTION

Beyond All Hope

THE PEOPLE OF GALARNAY HAVE NO HEROES. No adventurers that make their fortunes fighting the good fight, no daring warriors battling some formidable foe. There's no evil wizard plotting to take over the duchy. Not even a good, old-fashioned cult trying to summon some ancient evil to punish the unbelievers. Galarnayans aren't special, none of them are particularly powerful, and none of them ever leave to set out on adventures. Life is mundane and oppressive. The populace has learned not to hope for a better life.

In the meagre light of day, the people of Galarnay go about their business. They till fields, tend bar, bake bread, and raise their children; they keep themselves to themselves. They go to church and dutifully pray to Ilmater before every meal. The two things every Galarnayan prays for are food on the table and the absence of hardship. In their bleak lives there's too little of the former and too much of the latter. Their private lives are far from simple and too often any short-lived moments of happiness are shattered by tragedy and suffering.

This suffering isn't glorious and grand. It's nothing like what you read in story books where people live under the yoke of some evil despot and bravely soldier on. A despot can be vanquished. In story books there's hope for a better future and a happy ending. There is none of that here. Galarnay's infinite suffering stems from countless personal losses and private indignities caused by loved ones and trusted confidants. Petty jealousies fester and people are full of bitterness, envy, and distrust. Anyone who appears to be thriving is pulled back down into the mud by the people who aren't. Small people hurt each other in a big way, and they have no one to blame but themselves. Or do they?

All this resentment and animosity is indeed part of a grand evil plan. There is a vile and insidious evil at work here. It's an evil hiding just out of sight, cleverly pulling on emotional strings. It's a depraved monster that hides behind a kind and trusted face, that uses people's natural capacity for wickedness to do its bidding. It twists minds and turns loved ones into bitter enemies. This evil feeds people's inner demons and smothers their inner angels. It never wears its own face, but it can be anyone, anywhere, looking at you through different eyes each time. This evil doesn't want to take over the world, it just wants you to suffer for its amusement. It's patient and personal. Every single time. This evil has a name ...

Agatha.

ABOUT THIS BOOK

Last Hope of Fenhill is a DUNGEONS & DRAGONS folk horror adventure for a party of four to six characters of levels 3–6. This is a story-driven adventure that explores the big and small horrors the Duchy of Galarnay has to offer. There are monsters to be slain and the baddies don't hold their punches. But fighting is not all there is to offer—there's a whole world for you to discover. There are many disappearances, a murder to solve, and mysteries that don't lend themselves to an easy answer. The people of Galarnay and their secrets—both trivial and substantial—are there for the characters to uncover.

ADVENTURE SUMMARY

The following is a short summary of each chapter in the adventure.

CHAPTER 1 SUMMARY

The characters travel to the town of Ashbrook in the Duchy of Galarnay to attend the wedding of their friend, Harry Holmes. Once they enter Galarnay, a dense mist begins to form around them. Unbeknownst to them, this mist has trapped them inside the duchy. No one who enters here, is allowed to leave, except for the Vistani.

On their journey, some of the characters run into a wounded stag. If they help the stag it comes to their aid later in the adventure. After this encounter, the characters meet three members of the local Vistani clan, the Karobal. Hakim Karobal is a ferryman that brings some of the characters to Galarnay. He hasn't been paid yet, and he won't forget if the characters stiff him. Victor Karobal is a carriage

CONTENT WARNING

This is a horror adventure that contains themes such as cannibalism, mind control, innocents and children in peril, death, gore, human sacrifice, self-harm, torture, and abuse, which some readers may find disturbing. Before playing *Last Hope of Fenhill* with your friends, make sure everyone is on board with the scares and uncomfortable places we are going to take you. Discuss limits and be prepared to tone down or remove any offending descriptions to accommodate your players if needed. Playing DUNGEONS & DRAGONS is supposed to be fun, enriching, and thought-provoking and we believe that horror stories can be just that. Just don't force anyone onto this roller-coaster if they have a fear of heights.

driver who transports the characters the last leg of their journey. Finally, they meet Pasha Karobal—an illusionist children's entertainer—on the carriage. He seemingly wants to tell them something important. However, whatever he wants to say is cut short by a rather disturbing episode before he flees from the carriage into the woods.

At the end of chapter 1, the characters arrive in Ashbrook late at night and are dropped off at the Merry Herald inn where they are welcomed by its owner, "Handsome" Henry Smee.

CHAPTER 2 SUMMARY

The next day, the characters have some free time on their hands before they attend a rehearsal dinner that evening. As luck would have it, it's market day in Ashbrook where they can meet some of the townsfolk and several vendors that have traveled from Fenhill, the capital of Galarnay. There they meet Albert, a blacksmith, and his awful nephew who works for him. Albert asks the characters for a favor: convince his nephew to find employment elsewhere. They also meet Thorn, a traveling tradesman who sells magic items for very reasonable prices. However, all the items are cursed—a fact unknown to Thorn.

The characters come across several children. One is Sylvester Oxley, a spoiled little brat constantly

demanding sweets whilst another, Lionel Measham, steals the coin purse of one of the characters. Pursuing the pickpocket leads them to the local orphanage where they learn that the matron, Mrs. Fielding, has gone missing, leaving the children to fend for themselves. The characters are asked to find her.

When the characters arrive back at the inn, Peter Jonesby, Harry's future father-in-law, is waiting for them there. He brings bad news: Harry has been murdered! He invites the characters to come by the house the next day to meet his daughter Kate.

CHAPTER 3 SUMMARY

The characters are asked by Kate Jonesby, Harry's fiancée, to find his killer. The mayor of Ashbrook, Jeremy Musgrave, is only all too happy to have the characters take over the investigation as he is ill-equipped to do so himself. He had asked Lord Rubin, the duke of Galarnay, for help. However, his request was denied.

At a wake held to honor Harry, the characters have the opportunity to question some of Harry and Kate's friends and family. They also meet the parents of Sylvester Oxley, who inform the characters their bratty son has gone missing.

Back at the Merry Herald, Henry the innkeeper is being questioned by a Fenhill guard. If asked about