

THE DEAD HAVE BEEN ENTERED TWICE.

A coffin breaks against a Rivermont bridge. The dead rise wearing arena tokens. Somewhere in the city, someone has found a way to sell more than a gladiator’s contract.

Follow the records from the river quay through public trials, abandoned temples, and a wounded investigator’s disappearance. Beyond Rivermont, celestial officials and infernal clerks dispute the price of a soul. The party must decide whom to trust, whom to rescue, and how to bring them home.

Inside the campaign

- Two connected adventures, from level 5 through level 11
- 20 core scenes and five optional regional encounters
- Investigation, arena challenges, negotiation, and an astral escape
- A DM introduction, custom opponents, and choices with consequences
- Ten illustrations and map assets, fourteen pictured NPCs, and eight separate player handouts

Approximately 53–57 hours of play

Original campaign by bandolek · Prepared with Familiar

RIVERMONT

Drama and Beyond

A city conspiracy. An infernal reckoning.



An adventure for four characters, levels 5–11

Compatible with the 2014 fifth-edition rules

bandolek