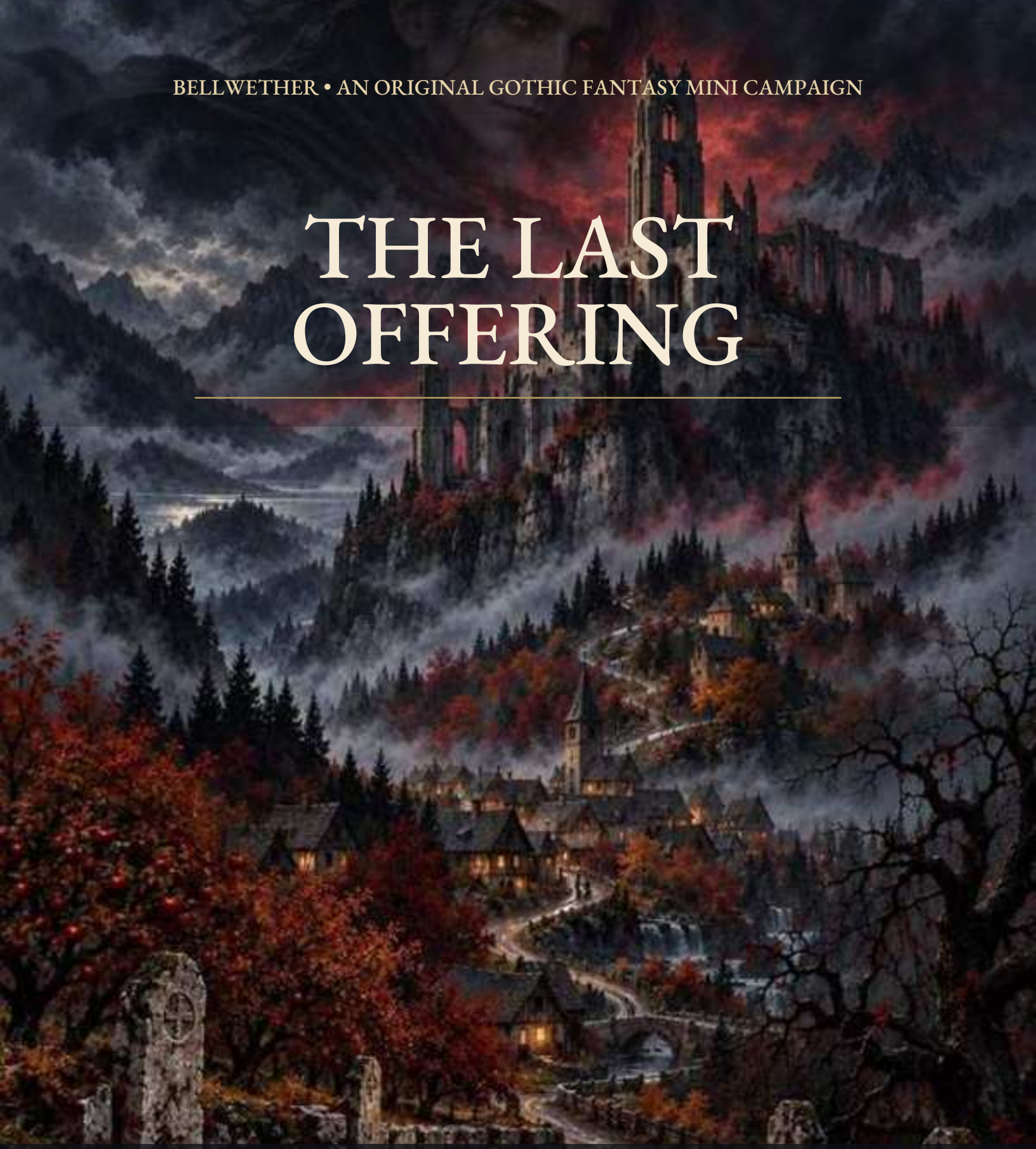
BELLWETHER • AN ORIGINAL GOTHIC FANTASY MINI CAMPAIGN

THE LAST OFFERING



Bellwether • Complete Dungeon Master's Edition

VERSION 1.1

5E COMPATIBLE

Welcome to Bellwether



A warm welcome. A plentiful harvest. One villager who will never come home.

For two hundred years, the people of Bellwether have credited Saint Silas with protecting their valley from plague, famine, and war. Every year, one villager is selected to serve him at the ruined monastery above the town. None has returned.

This year, that villager is Mara Venn, the apothecary. She has hired your party to escort her up the mountain. Her appointed departure is two days away, and her message names the White Hart as your meeting place.

Follow the road into a living village of autumn orchards, narrow lanes, and welcoming hearths. Meet its people, ask questions, and decide what your party will do when the appointed day arrives.

A gothic fantasy mini-campaign
Four to eight players. Choose one party level within levels 4–10 with your game master. Flexible pacing over multiple sessions.

The Road To Bellwether

Autumn has come to the valley beneath the mountain. Rain darkens the road, and copper leaves gather among the roots of the firs. Beyond the trees, a village settles into view: steep roofs, narrow lanes, and thin trails of woodsmoke rising into a low grey sky.

This is Bellwether.

Above its rooftops, a ruined monastery clings to the mountainside. Sections of its roof have fallen away, but a pale tower still stands above the forest. Down in the village, people are bringing in the harvest.

For two hundred years, the people of Bellwether have credited Saint Silas with keeping plague, famine, and war from their valley. They speak of the saint's care as they speak of the seasons: something their parents knew, and their grandparents before them.

Each year, one villager is selected to serve him at the monastery.

This year, that villager is Mara Venn, the apothecary. She has hired you to escort her up the mountain. Her appointed departure is two days away, and her message names the White Hart as your meeting place.

The road descends beside an orchard. On the outer slope, the trees are black and bare. A few shrivelled apples cling to the branches. Then a line of pale stones cuts across the ground, and everything changes.

Beyond those stones, red fruit weighs down the boughs. Leaves crowd the branches. Two trees stand so close that their limbs almost touch across the boundary: one heavy with apples, the other empty.

Farther ahead, the village carries on with its work. A cart rattles towards the square. The market is still open, its stalls stocked with the harvest. Voices carry between the houses, and the air smells of apples, woodsmoke, and baking bread. Open doorways offer warmth, and there are welcoming faces along the road.

From this approach, the monastery remains visible above every roof.

Ahead, a sign bearing a white stag hangs over a low doorway. The White Hart. Around it, the lanes of Bellwether lead towards the market square. Behind you, the pale stones divide the orchard.

Welcome to Bellwether.

Read the opening aloud, or listen to the short narration sample on the website.

The full opening recording is included in the complete paid bundle.

Bellwether: Town Atlas



A working village, not an empty stage.

Meet Mara at the White Hart. Visit the apothecary, follow the lanes toward the market, and look up: the monastery is visible above the roofs.

Public landmarks
1 White Hart · 2 Mara's Apothecary · 3 Village Shrine · 4 Reeve's House
5 Market Square · 6 Rookery Exchange · 7 Ward's Cooperage
8 Bellwater Washhouse · 9 Brindle's Forge · 10 Brack's Trail Goods
11 The Second Shelf

North is up. This town atlas is illustrative, not a measured tactical survey. The complete bundle includes separate player and DM map sets.

Open the Complete Adventure

The Last Offering • Version 1.1

A 308-page illustrated Dungeon Master's guide to Bellwether, its people, the roads beyond, and the ruined mountain monastery.

Maps for both sides of the screen

Separate player and DM maps for the village, local adventures, and monastery. Keep keyed references behind the screen and share the player versions at the table.

Artwork and player handouts

Scene illustrations, character and creature artwork, item illustrations, and prepared handouts support investigation, exploration, and dramatic reveals.

Narration and music

Read-aloud recordings, the original opening narration, and campaign music are supplied with the complete digital bundle. This free preview contains no paid audio attachments.

Built around your party's choices

A flexible mini-campaign for four to eight players, adapted by the game master to one chosen party level within levels 4–10. Homebrew encounter profiles remain untested.

The complete digital adventure bundle • $15 USD

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