

CRYSTAL CLEAR?

White Moth Opera House • Crystalia • Wistful Dark

◆ Mysterious

▷ Rescue

◆ Crystal Fields

ADVENTURE DESCRIPTION

A Helical benefactor has vanished after sneaking off on an ill-advised expedition to tour Crystalia's White Moth Opera House. Contracted to track him down, the party arrives to discover ominous signs that this is no ordinary rescue.

STARTING THE ADVENTURE

"Odd sea encounters and arcane disturbances have plagued the journey, but at last Crystalia's shores emerge from the mist. The White Moth Opera House looms in the distance - this is where the stubborn Shard Patrician, and your Helical Benefactor, Halowen Sool was last seen. A landing hub sits nestled against the frozen cliffs ahead, but something feels wrong. There's no movement, and no flicker of a fire. Only icy silence."

Halowen is a powerful Shard Patrician who has helped fund the Helical Research Archive for the better part of his long Elven life. Enthralled with "the daring unknown", he's lived vicariously through the Archive until an opportunity was presented by a local Adventuring Guild to give him a tour of The White Moth Opera House in Crystalia...for a hefty, hefty price. Despite protest by both the Archive and his cabinet, he quietly slipped away with the Guild. The Helical Archive has contracted the party, a few days later, to ensure his safety.

A few days ago, Doppelgangers killed and replaced his hired guides. They are now leading him to their nest as food for their children. Require Grit Checks (or appropriate Gear) per Day against the Cold or characters take levels of Fatigue. To add tension, add a strict time limit to this adventure, forcing the party to Rush instead of Camping if they get Lost.

IMPORTANT CHARACTERS

Halowen Sool — Elf, Male, 134 (Basic Folk)

This wealthy diplomat wishes to tour Crystalia despite all protest.

"Fine Shard clothing hangs rumpled on his tall frame - the expedition has clearly taken its toll on this usually immaculate diplomat."

Lookout Beello — Gruun, Female, 34 (Doppelganger)

Wearing Lookout's face, this Doppelganger leverages her reputation as lead guide to keep Halowen compliant.

"Heavy expedition gear bulks out Lookout's silhouette, her face shadowed beneath a deep hood. She moves with the practiced ease of someone who knows these lands."

Sap Hire — Dwarf, Male, 26 (Doppelganger)

Disguised as the younger and eager guide, this Doppelganger tries to follow all of Lookout and Halowen's requests.

"Belts around this stocky dwarf's body hold satchels, climbing tools and coils of rope."



SUGGESTED STORY

Set the scene of Crystalia and the landing hub, then continue:

Bloody Trail

- Nearby, the party finds a bloody trail leading off behind some frosted trees. Lookout's body has been scavenged by 3 Crystalline Dregs, who will attack.

Following the Path

- Footprints lead through the Prismatic Wasteland instead of to the Opera House.
- Sap's half-eaten body can be found inside a hollowed crystal.

Unmasked

- Halowen and the Doppelgangers can be found in a relaxed conversation at the *Opera Overlook* campsite.
- Bringing up the bodies or expressing concern for Halowen puts the Doppelgangers on edge. Push too hard and they'll strike first - catching everyone off guard.
- Once the threat is dealt with, the party can escort Halowen back to safety - assuming he made it through.

SOURCES & ADVERSARIES

Storybeats & layout inspired from **Frozen Asset** by One-Shot Wonders.

Crystalline Dreg: by ichiCharmed ([Homebrew](#))

Doppelganger: Changinc by Luui ([Homebrew](#))

Synthisters: by ichiCharmed ([Homebrew](#))

Betrayal Demon: by Wretched Jarrah ([Homebrew](#))

KEY LOCATIONS



LANDING HUB

"Just off the icy shore, a relatively sheltered site with some makeshift huts sits at the base of a cliff, right next to a shimmering tunnel."

Lookout was ambushed while gathering supplies - a Doppelganger took her place. Bloody claw marks trail off into the frost. Recent footprints in the crystal dust lead inwards on a dedicated path through crystalline tunnels.

PRISMATIC CAMPsite

"The trail leads off the obvious route into a dense crystal wasteland instead, eventually ending with another campsite in a broken crystal alcove."

Sap met his end here in the dark. A second Doppelganger, mate of the first, now wears his face.

Displaced crystals suggest the group went up the ridge around the Opera House.

OPERA OVERLOOK

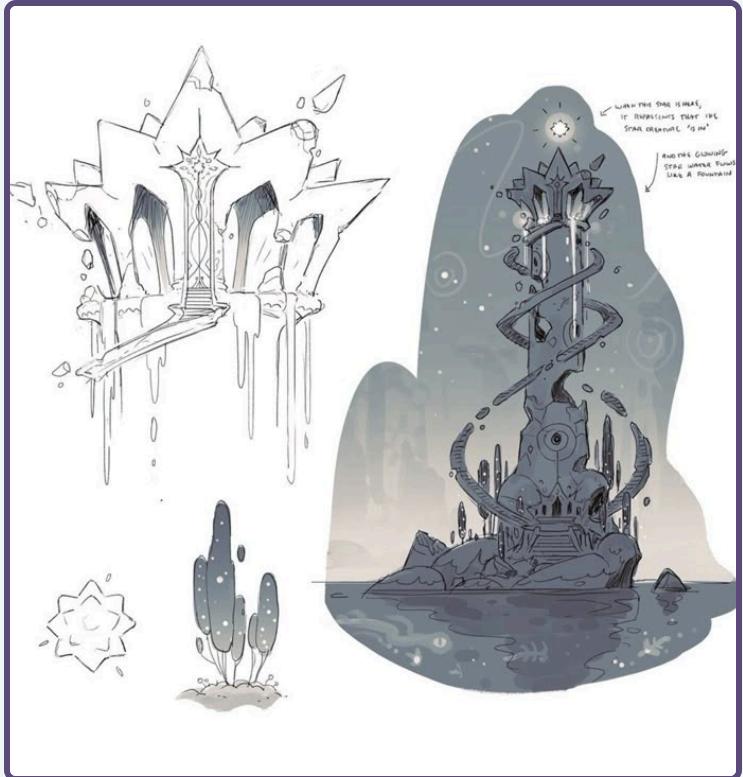
"Along the ridge's edge, a stunning view of the Opera House unfolds. Occasionally the haunting interior can be seen through holes in its walls."

The atmosphere is oddly cheerful. Halowen seems pleased with his 'guides', unaware of their true nature.

If possible, the Doppelgangers will try to sway the party to leave.

SECRETS & CLUES

1. The Adventuring Guild scouted these lands but never discovered the Doppelgangers lurking here.
2. A nest of young Doppelgangers waits hungrily in a hidden grotto beyond the ridge, about a Day's Travel away.
3. Since meeting Halowen, the Doppelgangers have been fattening him up with generous meals.
4. Humanoid-sized bites can be found on Lookout's body that don't quite match the larger Dreg bites.
5. It is difficult to discern identifying features on the bodies, due to their conditions and frost damage.
6. The Doppelgangers convinced Halowen to take a path to the back entrance instead due to an Urarani sighting on the main walkway.
7. A journal in Sap's satchel refers to a change in Lookout's attitude after leaving the base campsite.
8. Halowen's group stayed at the landing hub for a few days to acclimate to the mana flux here, and avoid Arcane Contamination Syndrome farther in.



QUEST RESOLUTION

◆ Rewards

Upon Halowen's safe return to Shard, he will reward the party with **400C**, **Arcane Contamination Treatment**, and a **Social Bond with the House of Sool**, should favors be needed later.

★ Loot

A **Crystalian Blade** can be found on the Doppelgangers' bodies. In addition, Adventuring Gear [Source, pg. 179] in the form of a **Grappling Hook** and **Pitons** can be retrieved.

Crystral Blade [Magical Quick Weapon]

Swords made of Crystal often believed to have come from Crystalia...somehow.

No one could actually verify this claim until now.

Made of Gossamer Ice, and deals Frost Damage.

This blade can unleash mesmerizing light once per Day. Targets within the same Area that see the light must make an Aura Check or become Disoriented.

1 Slot • 2 Gems

RANK 5-6 ADVENTURE

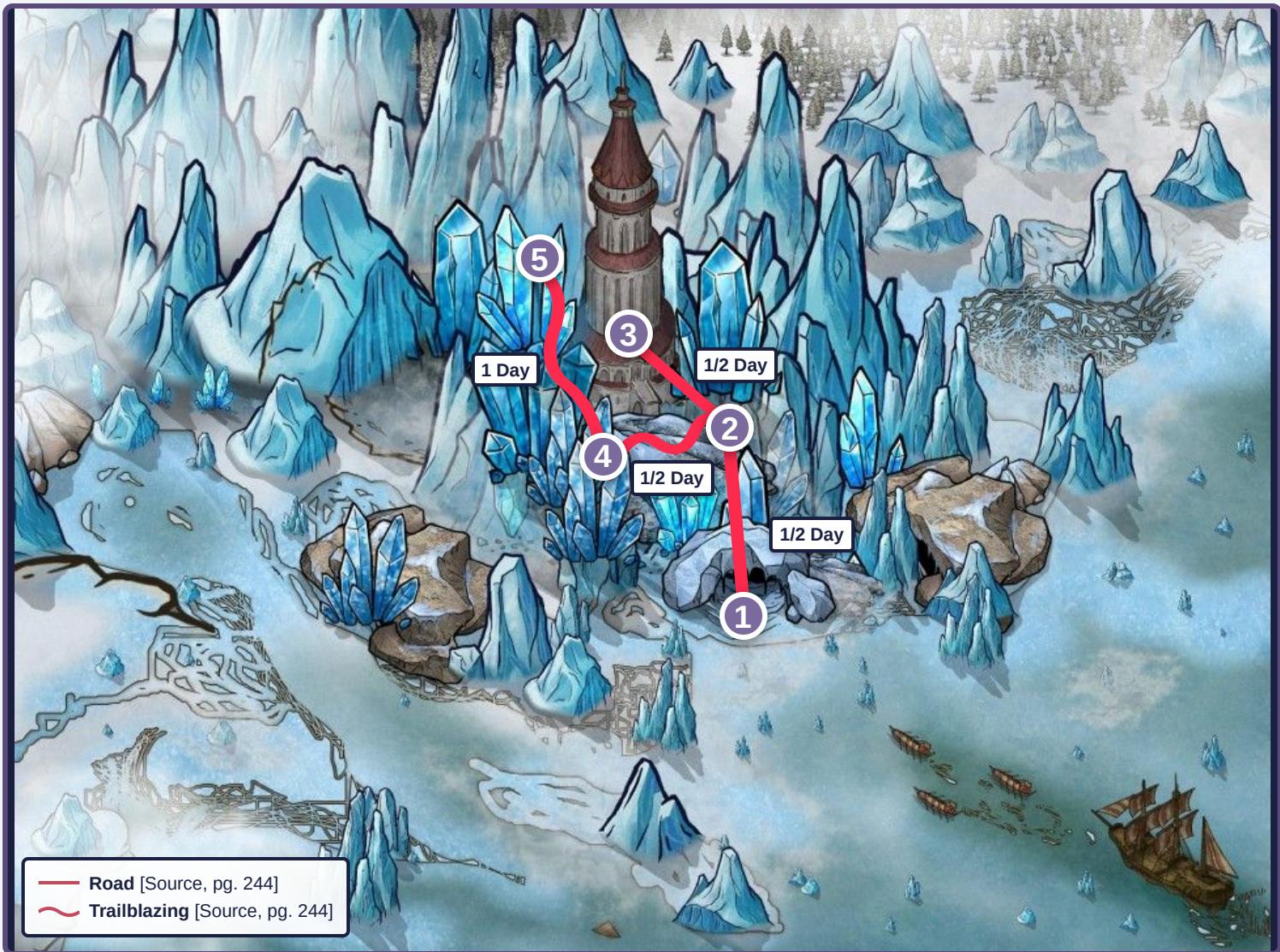
Lower Rank: Consider swapping the Doppelgangers for Synthisters.

Higher Rank: Consider swapping the Doppelgangers for Betrayal Demons.

PC Starting Coin: 600C

WHITE MOTH FIELDS

[ADVENTURE MAP]



LOCATION KEY

1 Expedition Landing Hub

A cluster of weathered huts marks where the Adventurer's Guild acclimates to Crystalia's mana flux before venturing deeper.

- A trail of footsteps leads into the crystalline tunnel nearby.
- Lookout's body can be found a short distance away, being scavenged by 3 Crystalline Dregs who attack on sight.

3 Opera House Entrance GUARDIAN ENCOUNTER

Along this cracked reflective walkway, ancient statues of elegant performers strike dramatic poses. Blocking the path, an **Urarani** rampages in destructive frustration and turns its sights on the party.

5 Opera Overlook

Halfway up the ridge, this cliff-side overlook offers a stunning view of the Opera House - its haunting interior exposed by wall cracks.

- Halowen and his guides have set up camp with three tents, chatting happily as something strange roasts on a spit.
- The Doppelgangers will try to sway the party to leave.

2 Crystal Tunnel's Exit

Exiting the tunnel, the party sees a beautiful gossamer walkway leading to a gleaming ivory tower suspended in a crumbling state.

- Despite the theatre being Halowen's target, the party distinctly sees the trail go off-course into a Prismatic Wasteland nearby.
- The party can choose to follow the walkway to the Opera House (3) or continue on the trail to the Prismatic Wasteland (4).

4 Prismatic Wasteland HARMFUL TERRAIN LOOT

This sloped jungle of jagged crystals was warped long ago by a powerful ritual, its lingering energies transforming the terrain into a Prismatic Wasteland. At its exit, another campsite is found.

- Anti-Hazard Suits are required to prevent Arcane Contamination Syndrome as the party hasn't had time to acclimate yet.
- Sap was killed during their rest here and similarly replaced.
- His half-eaten body can be found in a hollow crystal nearby.

ART VIBEBOARD



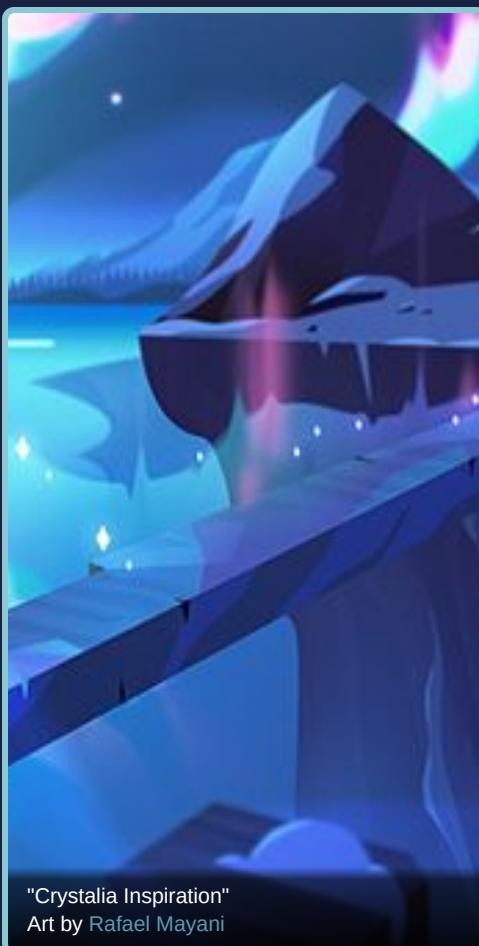
"Crystalian Tunnels Inspiration"
Art by [Andrey Egorov](#)



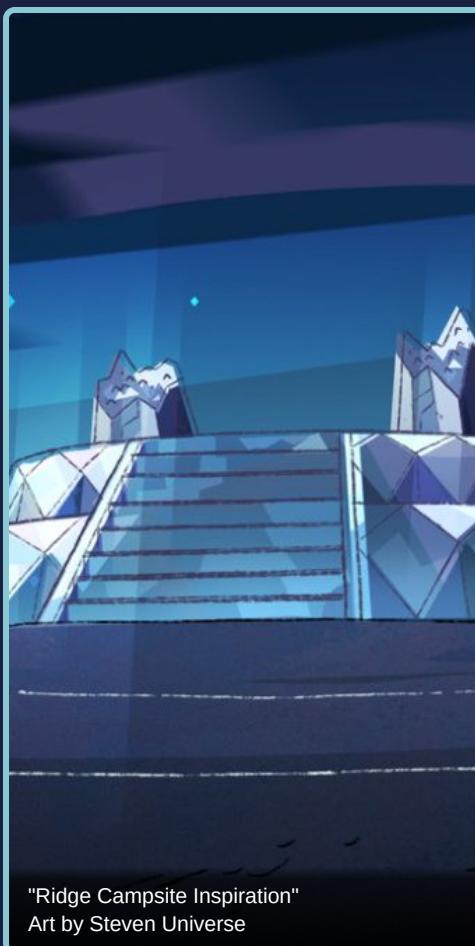
"White Moth Opera House Inspiration"
Art by [mcrockefeller](#)



"Landing Hub Inspiration"
Art by [Ori The Cartographer](#)



"Crystalia Inspiration"
Art by [Rafael Mayani](#)



"Ridge Campsite Inspiration"
Art by [Steven Universe](#)



"White Moth Fields Map"
Art by [Inkarnate](#)