

DEPARTED AND FORSAKEN



A ROLEPLAYING ADVENTURE BY



DEPARTED AND FORSAKEN

BY



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TABLE OF CONTENTS

A Place Between Places	4
PART 1: INTRODUCTION	5
Quick Adventure Info	5
Running the Adventure	5
Special Thanks	5
PART 2: THE ADVENTURE	6
Adventure Hooks	6
The Map	6
Background	6
Prologue	7
How to Get Out	7
The Rules of Memory Loss	7
The Lost Souls	7
Arrival	8
THE CHARACTERS	8
Milly	8
Feldor	9
Yasora	9
Zirl'duk	10
Lethia	10
PART 3: AFTERWORD	11

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A PLACE BETWEEN PLACES

The land of the living and the land of the dead are just two places a soul can be at. That is what most people would tell you, but most people do not know of the place between the two; limbo.

The truth is that the souls that travel from the material plane to the plane of souls always go through limbo first.

It is easy to think that a fancy word like "limbo" would explain everything. Not all souls go through this limbo state though, only the ones that are forgotten.

Those who have left the material plane are forever lost in this place between places, lingering there until someone remembers them. Some manage to find their way out on their own, while others slowly drift away, completely forgetting who they once were.

While there is a way to visit this place without being one of the lost souls, it can be quite dangerous as one risks their own sanity and memory while they are there.

A soul lost and without a name. Will you rescue them, adventurer?



INTRODUCTION

Kelfecil's Tales is all about strong and deep narrative. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

QUICK ADVENTURE INFO

Departed of the Forsaken is one of the many short adventures I release on a weekly basis for free. Some quick information about it:

- **Recommended Party Experience:** Any
- **General Theme:** Investigation, Mystery
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 session, 2 hours

RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a **One-Shot** or as an **added adventure in your campaign**.

Unlike our other adventures, **Departed and Forsaken** follows a more non-linear structure just because a lot of freedom is given to the players as to how they want to approach the situation.

SPECIAL THANKS

I would like to extend my gratitude to a few people that really helped this module come to life.

- **My caring partner, Anna**, who has continuously supported me, every step of the way.
- **My good friend and co-writer, Philip**, who is always there to give feedback and help me out with anything.
- **Ori the Cartographer**, who has been an absolutely fantastic person to work with for all sorts of adventures and other things. Her maps have inspired me a lot with making all sorts of stories.
- **All my patreon supporters** who continue to give me feedback and all their love and support.

PATREON SUPPORT

If you wish to support Kelfecil's Tales with writing more RPG modules in the future, you are more than welcome to do so through our [Patreon page](#).

Patreon supporters get **TONS of weekly exclusives**, such as adventures, side quests, dungeon tales, gamebooks, mini-setting supplements and so much more!



ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **A lost soul.** A certain individual that the players are looking for has been found dead and since that individual was very secretive about their identity, their soul ended up getting stuck in Limbo. A necromancer or some other spiritual spellcaster will offer to help the adventurers venture into the place of lost souls, so that they may find who they are looking for.
- **Lost Friend.** A mistake has been made and a soul has been stuck in limbo instead of moving on to the plane of souls. This can happen sometimes due to the fact that some souls tend to get carried away and get off their ride to the afterlife. The adventurers find a way to venture into limbo to rescue their lost friend and safely deliver them to the other side.
- **Death.** The players (or a couple of them) are dead and now their souls are stuck in limbo. They need to find a way out.

THE MAP

The beautiful *Station to Nowhere* map is provided by [Ori the Cartographer](#) and was the main inspiration for creating this story. You can [find a larger version of this map at this link](#).

BACKGROUND

The state of limbo is known to many as the place between the planes of existence. Kalberith however, the lord of souls, calls it the *Pond of Memories*.

It has been named the Pond of Memories because this is where the souls find some of their forgotten memories before moving on to the afterlife. However, many of them, end up getting stuck in this place because their memories are forgotten or because people in the material plane have forgotten them as well.

A lot of lonely and forgotten souls have remained here and over time, their memories fade as the magic of this place slowly shatters their sanity and their last remaining memories.

A train arrives every day at the station, carrying a few souls that are making the passage to the other plane. The few who are slowly forgetting to get off the transport and start wandering around aimlessly while the rest stay on it, knowing they need to complete their journey.

There are of course also those who have stayed in this place for far too long. Those souls have now become part of this environment and have transformed into large koi fish. The choice to have the souls transform to koi fish was made by Kalberith and it is in honor of the people of Latakar who see koi fish as a symbol of their love for their passed-on relatives and friends.

Get a full-sized version of this map (gridded, gridless and other variants) from [Ori the Cartographer](#).



PROLOGUE

The way the players arrive here is up to you to decide and it can be anything since it could be for any reason. The train could be replaced with a carriage or some other form of transport that is relevant to the setting you are playing this in. The Game Master narrates something like the following to the players.

You look outside and you suddenly remember that you are here because you have chosen to be here. This place, however, is not what you expected it to be like. You were told you would find emptiness. The afterlife. A never-ending void with souls wandering, lost, and out of control. But this... this is different. It is peaceful and calm.

Calm and clear waters all around you. Your transport is moving at a slow enough speed for you to be able to look outside the windows and notice all of the beautiful things this place has to offer. In the distance, you see what looks to be some sort of a station, taken over by nature. As you get ever closer to it, you notice that you and your companions are the only ones on the transport.

You have now stopped moving. The door opens and you see what seems to be a station filled with people of all sorts roaming around.

HOW TO GET OUT

This adventure is all about the players interacting with the various NPCs that are at the station and figuring out a way to get out of this limbo state. The way the players can escape this place is through any of the following ways:

- The players have talked to all the NPCs and have discovered the secrets of this place, allowing them to navigate the Pond of Memories however they wish. This also means they are granted the ability to exit the Pond of Memories if they wish to with the next trip the transport makes.
- The players have remembered or discovered how they were sent here and are therefore allowed to board the transport which will take them out of the Pond of Memories next time it leaves.
- The players have managed to save at least 3 out of the 5 NPCs that are at the station, by helping them remember who they once were and how they died.

THE RULES OF MEMORY LOSS

The adventure plays with a certain kind of countdown; the adventurers losing their memories. These are the main principles of this countdown:

- The adventure takes place in real-time and it is advised that you keep track of time so that you can keep up with countdown mechanics.
- The longer someone stays at the station, the more they forget and the more they lose themselves.
- Losing your memories brings you closer to becoming another lost soul that will forever remain there.
- Every 20 minutes of real-time, the transport will ring a bell, signaling the fact that it is about to take off. Whoever gets on it, is able to retain their memories and is not affected by the magic of the station.
- After 5 minutes, the transport will be back at the station.
- Every time an adventurer misses the transport, they lose a small part of their memories.

1 Missed Trip: The adventurer feels a light tingle as they forget what happened in the last minute or so. If a player's character was busy doing something when the transport left and they missed it, then you need to tell them that they seem to have forgotten what they were doing for the last minute or so.

2 Missed Trip: The adventurer begins to forget a few small things and mostly things that happened recently. If they talked to someone recently, you need to tell the player that they do not remember who that person is.

3 Missed Trips: The adventurer begins to forget where they are and what they were doing just a few minutes ago. If another player talks to them, you need to tell the player that they do not remember having been on the transport ever before.

4 Missed Trips: The adventurer is starting to forget a lot of important things. They do not recognize their companions as well as they once did. You need to tell the player that their companions only "remind them of some people" the player might have seen before.

6 Missed Trips: The adventurer has forgotten their name and is finding it difficult to remember what their purpose is. You need to tell the player that they are close to forgetting everything.

THE LOST SOULS

At the station, the players will find four lost souls that have remained there for a certain amount of time, meaning that they have already lost quite a few of their memories and they are only losing more as more time passes. A fifth lost soul will also arrive after 50 minutes.

The lost souls are:

- Milly: A young girl who recently arrived at the station and is looking for her parents. The reason why she is there is because her parents are not aware she is missing yet and it may be too late when they find out she is.
- Feldor: A veteran marksman who spent years trying to complete a secret mission. He was eventually discovered and another archer killed him during an intense fight in the woods. His colleagues, his friends, and his family remember him, but are not aware of what has happened, meaning that they all think he is still safe.
- Yasora: A tiefling hunter who died only a few hours after Feldor. He is the archer that killed Feldor. Feldor does not know of this but he was able to fatally wound Yasora, leaving him to bleed to death with his last shot. Feldor and Yasora have never seen each other up close and therefore will not be able to recognize one another.
- Zirl'duk: An old kobold who passed away a few days ago but has been taking the transport in order to retain his memories. He understood what is going on at the station but unfortunately, he was too late to discover as he started losing his memories just as he began to understand.
- Lethia: A catfolk who was slain in a battle that is still going on. Unlike most of the people she fought alongside, she had nobody back home to think of her and has therefore been stuck here. She remembers a few things, but not enough to be able to leave this place.

ARRIVAL

When the players arrive, feel free to explain to your players how the NPCs look like. Remember that originally, only four of them are at the station with the fifth one arriving later. You could, however, play this out however you want with all of them being at the station from the start or a few arriving later.

THE CHARACTERS

Each one of the characters has:

- A backstory, explaining who they are and what their story up till their death is.
- Things they know, which are more or less everything they have not forgotten yet ever since their death.
- Things they can remember, which are the things that the players can help them recall in order to save them.

If any of the characters remember at least 3 different things, then they have reached their *Salvation point* which means they can safely board the transport and leave the Pond of Memories.



MILLY

BACKSTORY

Milly is a young human girl who was visiting a big parade with her parents for the day. She has been at the station for about two trip rides now and is starting to forget things. Her parents are not fully aware she is missing as the last time they saw her was when they left her at a kids' area at the festival. For all her parents know, she is having fun with a few other kids.

Milly's cause of death can be determined by the GM and has been on purpose left out since some groups may react differently to children being involved in the game. What is important is that she feels lost and is looking for her parents.

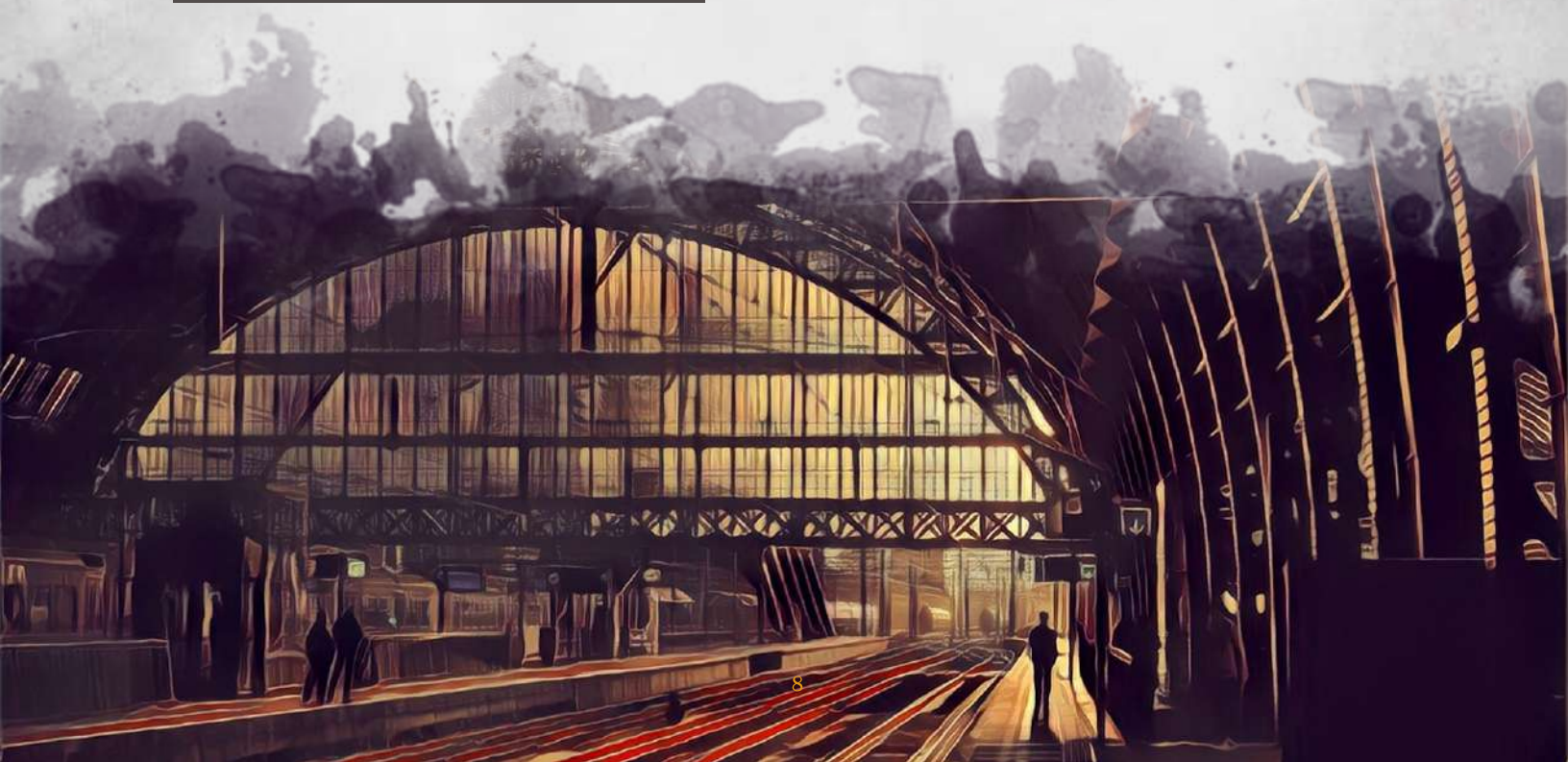
THINGS SHE KNOWS

Milly knows that she is in some kind of danger since everything around her is different and not like the festival she was at earlier. She is quite scared and is hoping her parents will come to pick her up soon. She knows the festival was about dragons or something like that, but she is not entirely sure. She remembers being in a city of some sort and there were a lot of people dressed in green for some reason.

THINGS SHE CAN REMEMBER

Milly can remember the following things:

- The festival was about green dragons.
- Her parents' names; Marek and Olia.
- The pendant her mother gave her for good luck which is a small amethyst crystal.
- The fact she loves dragons and the whole reason why she was at the festival with her family was because she really wanted to see the dragon parade.
- Something about how she died (up to GM's discretion).



FELDOR

BACKSTORY

Feldor was always known as one of the best archers in the area. The city guard discovered him quite early in his life and recruited him to be a secret agent who would work in the service of the king. Feldor gladly took on this duty as he saw it as a huge honor. After many years of successful operations, he was one day given a solo mission. This mission was all about stealth and subterfuge as he would have to hide in the mountains for a very long time before he can eliminate his target.

Feldor spent two years on the mountains and away from civilization with his only friend being his bow and arrows. He survival skills served him well and the day would soon come when he would finally have the opportunity to complete his mission. When he finally saw his target, the target's bodyguard discovered Feldor in the woods and saved the target. He would then have to fight against the bodyguard in very intense ranged combat.

Eventually, Feldor was struck by an arrow and he slowly accepted defeat as he died in the snow around him.

THINGS HE KNOWS

Feldor knows that he was on a very important mission. He does not remember who his target was but he is sure that his mission was of great importance. He remembers being a great archer. He is not sure how he got where he is now although he is beginning to suspect that he might be dead.

THINGS HE CAN REMEMBER

Feldor can remember the following things:

- The attire of the target; a dark blue fur cloak with white linings and a green leather torso.
- The bodyguard's face; Yasora's face basically and most importantly the fact that he was a tiefling.
- The name of the city from where he came from; Angel City, the Jewel of the North.
- How many years he was on his mission; 2 years.
- Something more specific about the way he died.



YASORA

BACKSTORY

Yasora has been in the king's employ for 2 years now as a bodyguard. Ever since the king found out that one of the kingdom's best marksmen was sent on a secret mission, he has been afraid that people might be plotting against him. The truth is that the king's counsel was indeed plotting to assassinate him. They actually sent Feldor on a mission that he was not fully aware of what it was exactly about. They gave him the description of his target which was actually a specific way that they would be dressing the king in a few years from then. The plotters were sure that the king's face would have changed enough and in the cold of winter with a certain attire, Feldor would not be able to fully recognize him.

Yasora however, was ready for the attack and was able to save the king from being killed.

THINGS HE KNOWS

Yasora knows that he was protecting the king before he died. He remembers having killed the assassin that made an attempt on the king's life. He has just arrived here so he remembers most of the things that happened before.

THINGS HE CAN REMEMBER

Yasora can remember the following things:

- The attire of the king; a dark blue fur cloak with white linings and a green leather torso.
- His last battle with the assassin and how the assassin looked like (like Feldor).
- Where he was shot, which is on his lower chest and that is why he feels strange when moving around so freely now.
- The rumor about a man sent on a secret mission years ago and how the king feared it might be an assassin sent by people plotting against him.
- How he died, which is by bleeding out from the fatal wound that the assassin left him with.



ZIRL'DUK

BACKSTORY

Zirl'duk is an old kobold that died alone on the mountains. He went there to live the life of a hermit and most people thought he was gone many years before his actual passing. The truth is that Zirl'duk's friends and family were wiped out during a battle that happened near their village. The fires of war reached their front doors and they were eventually caught up in the mayhem, which brought their demise. The catfolk people of the east and the humans of the west were the ones fighting.

THINGS HE KNOWS

Unlike the other people at the station, Zirl'duk has been there for a while already and is starting to forget everything he knows. He is at the point where he is starting to forget his name as well. The only other thing he remembers is that he loved the caves and he can only imagine how much fun his friends must be having still living back at his village. He was actually taking the transport all the time since he was beginning to realize what is going on in this place but just before he could discover the full meaning of it, he started losing his memories.

THINGS HE CAN REMEMBER

Zirl'duk can remember the following things:

- His village at the center of the swamplands. Many caves spanning all the way underground where the kobolds lived.
- Having seen catfolk scouts roam around the mountain.
- Having seen humans fight with catfolk a few times.
- Anything about the mountain, it does not matter.
- Something about how he died, which is from old age.



LETHIA

BACKSTORY

Lethia is a catfolk soldier in service of her kingdom. She died fighting for her people in a huge war against the humans of the west who had been trying to expand their territory by invading catfolk land. She was more than happy to be fighting for her people but at the same time, all the catfolk knew how dangerous this war could be for all of the settlements around the area of where the battle would take place. She knew that there would be casualties but she could not do much about it.

THINGS SHE KNOWS

Lethia has just arrived at the station, so she remembers everything except for the fact that she died. The last thing she remembers is that she was heading into combat with her sword and bow. She is the one that arrives the station after the adventurers are already there and talking to other people. Feel free to improvise whatever she may know from the battle, such as things about the catfolk, the humans, or the burning villages around the area of battle.

THINGS SHE CAN REMEMBER

Lethia can remember the following things:

- The greed of the humans and how they kept invading various territories.
- How many kobolds she managed to save from the nearby burning village before she lost her memories. Can be any number.
- What her cloak means, which is the signature cloak of the catfolks' finest archers.
- What she was fighting for.
- Something about how she died (up to GM's discretion).



Afterword

Thank you for taking the time to download, read and maybe even play this module. Every story I write, every character I create, every comment you leave on my posts, every piece of feedback I receive, everything is motivating me to write more. I am loving every moment I put into this and I have all of you to thank for this. Thank you for your support.

I would like to thank [Ori the Cartographer](#) for the abundant source of inspiration she continues to be with all of her fantastic artwork. I have been a fan of her art since the day I stumbled upon her maps and I continue to be wowed with every new release she makes.

If you would like to support Kelfecil's Tales with all of the adventure writing, we have set up a [Patreon](#). Patrons get access to various exclusives!

The release schedule:

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+ x1 Exclusive Dungeon Tale
- **Thursday** - Free Adventure
+ Free Gamebook
+ Exclusive Variant
- **Sunday** - Exclusive Adventure
- **Monthly** - Art-venture
+ Free Supplement Update

And so much more to be added!

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