



THE OBSIDIAN LEDGER

THE LAST OFFERING

A warm welcome. A terrible tradition.

FREE SPOILER-FREE PREVIEW / FIFTH EDITION

One village. Two days. One impossible departure.



Every year, Bellwether sends one villager to serve its saint at the monastery above the valley. Nobody who has gone has returned.

This year, the chosen villager is Mara Venn, the apothecary. She has hired your party to escort her up the mountain. Her departure is two days away.

THE ADVENTURE AT A GLANCE

PLAYERS	4-8
PARTY LEVEL	Choose one level within 4-10; adapted by the game master
RULES	2024 fifth edition
STYLE	Village investigation, branching clues, and gothic fantasy

This is a taste of the setting, not a complete playable adventure. The following pages include the original player-safe opening and one clean map. The mystery and DM revelations stay in the full book.

The road to Bellwether

PLAYER-SAFE OPENING / READ ALOUD

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.

The White Hart



Ground floor. A clean player map from the complete bundle, without DM encounter keys or hidden-item markers.

YOUR NEXT CHAPTER

Open the complete ledger.

The Last Offering - Complete Digital Campaign Bundle

THE CAMPAIGN

313-page V44 Living Graves DM Edition PDF and a plain-text companion.

MAPS FOR BOTH SIDES OF THE SCREEN

30 clean player maps and 30 keyed DM sheets, each in PDF and PNG.

AN ILLUSTRATED WORLD

59 portraits, 57 scene and cover artworks, and 7 item illustrations.

HANDOUTS AND SOUND

Player handouts, the original opening narration MP3, and scripts and indexes for 48 additional read-aloud clips.

Additional clips are scripts, not finished recordings. Homebrew encounter profiles remain untested and require game master preparation and adjustment.

\$15

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Independent tabletop adventure. Not affiliated with Wizards of the Coast. Artwork and opening excerpt are drawn from the current campaign bundle. Visit The Obsidian Ledger for the collection.