

# YOU'RE HERE TO HELP. UNFORTUNATELY

- You're sent to "handle" swamp creatures using either violence or a suspiciously humane artifact
- You discover the real danger isn't the creatures, but the system managing them
- You uncover a secret deal where war intelligence is bought with innocent lives
- You bring that truth back to a city already on the brink of collapse

At some point, you will also:

- Be judged by a dragon who does not care about your excuses
- Run through an active battlefield while questioning every decision you've made
- Hold a cure that saves one life – and symbolically condemns or absolves a regime
- 



# STATE YOUR ALIGNMENT

The royal Jester suspects the Doge of doing some dark deals with the troglodytes. He pays you to investigate. They mention the Doge by name. They imply there's something valuable they already gave him, but they won't say it outright. To find out what the Doge bought from them, you need to pay – in children.

- **Refuse the sacrifice:** You protect the children – and leave without confirmation.
- **Go through with the sacrifice:** They reveal the truth: the Doge bought enemy war plans with children.
- **Steal the document:** You take the proof without paying the price.

After this revelation, you are the ones to decide: did the Doge do this to **end the war faster** – a brutal shortcut to survival? Or was he already *planning something worse*, aligning with the enemy and calling it strategy?

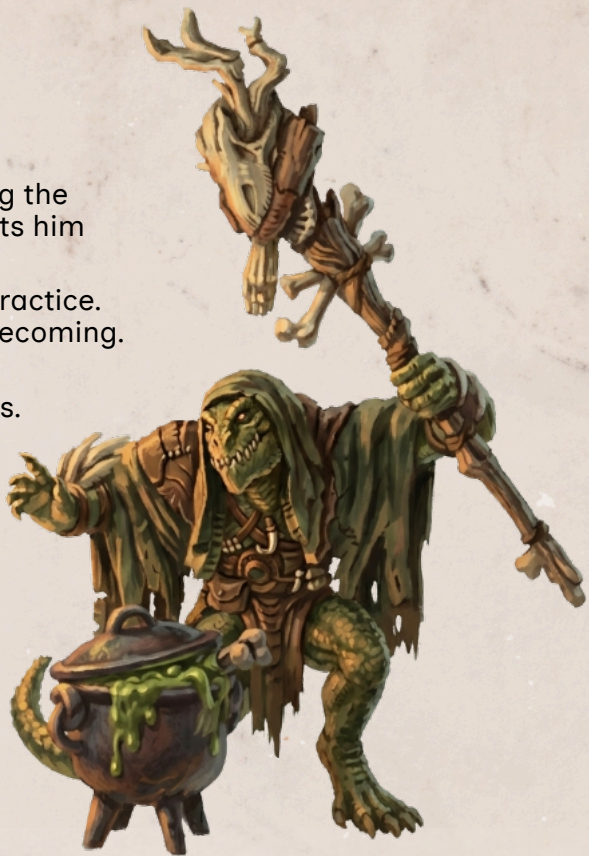
# WHY YOU'RE IN THIS MESS

Pick your trauma hook:

- **The Doge Called for Independent Blades**  
You answered a public summons. The ruler needs people who aren't soldiers. People who can make problems disappear quietly. You step forward.
- **A Petition That Never Made It**  
You found a message meant for the Senate. Missing people. Strange movements. No response. When you bring it to the palace, the Doge doesn't deny it. Instead, he asks you for a favor.
- **The Doge Knows Your Name**  
You weren't looking for work. The work found you. The Doge knows what you've done before and summons you asking for help promising a high reward.

# STARRING:

- **Lord Vincenzo, the Doge** – Charismatic. Exhausted. Running a city-state under siege with math, secrets, and denial. Says he's choosing the lesser evil. Never explains how he did the math. Has a dog who trusts him more than anyone else should.
- **Giuseppe, the Jester** – Court clown on paper. Moral conscience in practice. Notices everything. Loyal to the Doge, but not to what the Doge is becoming. Pays you when the system won't.
- **Shan, the Alchemist** – Brilliant. Calm. Deeply unconcerned with vibes. Specializes in poison, antidotes, and ethical gray zones. Knows exactly how many drops it takes to save a life – and how many to end it.
- **The Troglodyte Shaman** – Treats blood like currency and ritual like accounting. Speaks in fragments. Understands the whole picture. Does not apologize.
- **Zak, the Orc Child** – Escaped something he shouldn't have survived. Proof that this isn't theoretical.



# CROWN OF COMPROMISE

Instant Adventure for DnD.

Want the whole module?

The entire pdf includes extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

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# INTRODUCTION

You're dropped into the Domani Republic, which is having its "everything is on fire but let's be polite about it" era. Monsters are at the gates, vibes are bad, and the government solution is: hire freelancers and suppress the narrative.

*Crown of Compromise* is a D&D adventure about war crimes, narrative control, and whether "necessary evil" is just evil with better PR. You will not save everyone. You *will* get receipts. And the system will absolutely try to grind you down for asking questions. Built for players who ask: "Okay but *who* benefits from this?" and then refuse to shut up about it.

# SOME QUESTS HAVE BOSS FIGHTS. THIS ONE HAS FORMS.



You defeated monsters.  
You did not defeat the system.