



Magic Mouth

How will you tell your story?

INTRODUCTION TO SANCTUARY & MAGIC MOUTH

GREETINGS! MY NAME IS ASHLEY DYER AND I AM delighted to share with you my creation “Sanctuary”, a fantastical and magical world from which many of the modules in this Patreon will originate. Sanctuary is a world of over 40 years in the making, with each module brimming with living, breathing history & lore that will endlessly capture your imagination.

Over the years I have continuously designed my own unique settings, creatures, characters and more, all with the intention of creating a thriving world to ensure a memorable experience for any player, brand new or grizzled veteran. Along the way, I have been supported by a whole cast of seasoned players whose adventures have only continued to inspire the creations I wish to share with you, thanks to the help of the creative team at *Heidrun Designs Studios*.

In the coming months I hope to share with you not only four decades’ worth of worldbuilding, but also the ability to create your own stories using Sanctuary as your source of inspiration. As my friends at *Heidrun Designs* often ask, *how will you tell your story?*

Without further gilding of the lily, please allow me to introduce the first of the modules of Sanctuary: “Magic Mouth”. This module provides a fun adventure for all ages, not focussed on merely engaging players with intense combat mechanics, but rather encouraging players to think before acting and to enjoy all aspects of the storytelling journey, beginning to end.

CREDITS:

Lead Designer: Mitchell Taylor

Designer: Miguel Patricio

Creative Consultant: Ashley Dyer

Editor: Naomi Alleston

Illustrator: Ollie Mulkerrins

Project Managers: Miguel Patricio and Mitchell Taylor

RELEASE SCHEDULE

WEEK 0: 28TH SEPTEMBER

- Introduction to Magic Mouth, its setup and lore.
- Setting materials for Star Island, briefly outlining its history, stories and more.
- Torn page of Arodir’s Beastiary for custom creatures which can appear in the Magic Mouth.

WEEK 1: 5TH OCTOBER

- Potential Ally character sheet: Bwian!
- Full module map preview with layout notes.
- A sheet with all the different riddles linked to the annotation with solution.

WEEK 2: 12TH OCTOBER

- 4 fully detailed maps for the Magic Mouth Garden with night time variants.
- Description of each map for the DM, including any creatures which can be found in each map and additional mechanics.
- Overview of encounters which can be found in each map including description of the Imp.

WEEK 3: 19TH OCTOBER

- 4 fully detailed maps for the Magic Mouth Garden with night time variants.
- Description of each map for the DM, including any creatures which can be found in each map and additional mechanics.
- Overview of encounters which can be found in each map including brief lore of the gardener and Feykin.

WEEK 4: 26TH OCTOBER

- Release of Emily Copperpot, her lore, and how she fits into the story of Magic Mouth
- Peer through the *window* of future witchy content in preparation for a special Halloween release.