

Corners of the Realm
THE TVARI





CORNERS OF THE REALM

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

Corners of the Realm: The Tvari

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DUNGEONS and DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt
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The Tvari

The Tvari

RACIAL TRAITS

Average Height: 3'2" - 4'5"

Average Weight: 65 - 75 lb.

Ability Scores: +2 Constitution, +2 Intelligence

Size: Small

Speed: 6 Squares

Vision: Normal

Languages: Common, choice of one other

Skill Bonuses: +2 Arcana, +2 Dungeoneering

Strong Will: You gain a +1 racial bonus to your will defense.

Mushroom Origins: When you pick your race make the choice of Sefka, Culperca, or Houba. This choice will reflect a variety of your characters powers as outlined below.

Sefka: You gain *blinding spores* as a racial power.

You gain a +1 racial bonus to saving throws.

Culperca: You gain *poison spores* as a racial power.

You gain a +5 racial bonus to saving throws against poison effects.

Houba: You gain *hallucination spores* as a racial power.

You gain a +5 racial bonus to saving throws against charm effects.

Blinding Spores

Tvari Racial Power

"You release an array of miniscule spores, causing your foes to reel back and cover their eyes."

Encounter ◆ **Spores**

Minor Action Close burst 1

Target: All creatures within burst

Attack: Dexterity + 2 vs. Fortitude

Increase to +4 bonus at 11th level and +6 bonus at 21st level

Hit: The target is blinded until the end of your next turn.

Poison Spores

Tvari Racial Power

"You release an array of poisoned molecules for your foes to breathe in"

Encounter ◆ **Spores**

Minor Action Close burst 1

Target: All creatures within burst

Attack: Dexterity + 2 vs. Fortitude

Increase to +4 bonus at 11th level and +6 bonus at 21st level

Hit: The target deals 1d6 + constitution modifier poison damage. Increase damage to 2d6 at 11th level and to 3d6 at 21st level.

Hallucination Spores

Tvari Racial Power

"You release an array of colored spores into the air causing your foes to move as if they were made of jelly"

Encounter ◆ **Spores**

Minor Action Close burst 1

Target: All creatures within burst

Attack: Dexterity + 2 vs. Fortitude

Increase to +4 bonus at 11th level and +6 bonus at 21st level

Hit: The target is weakened until the end of your next turn.

Overview

The Tvari are a race of humanoid mushroom folk that live in the dark, muddy corners of the world's swamps. They are a curious folk and have a love of learning, magic and adventure. They are capable of releasing different types of airborne spores to defend themselves on dangerous dungeon delves. Each Tvari wants to go out into the world and accumulate more treasure, fame and knowledge than his brood mates, so that he can impress his elder when he gets back. The Tvari that impresses his elder the most gets to learn the secret spell that allows the Tvari to reproduce.

Roleplaying Tips

The most important thing to remember when you're creating your Tvari character is that they tend to be competitive. It is ingrained into them from an early age because they are always competing with their brothers and sisters to become more powerful members of Tvari society.

Tvari don't admire those who are not arcane casters, but it is possible to find Tvari who have other callings. Try to think about how this affected your character and whether your character left home willingly or just never returned from his adventures. If your character is an arcane caster, on the other hand, it is important to decide in what point of their life they currently are. Is your Tvari still questing to prove themselves or have they already failed to receive the favor of their elder? If you are starting at a high enough level your character might even know the Tvari birthing ritual!

Since Tvari do not have any real gender roles you should also decide which sex your character prefers to identify with. They will probably attempt to mimic their preferred gender in dress and behavior. If your Tvari has recently joined non-Tvari society it is possible that they are still learning how to blend in to

the role they have chosen or even that they have not yet chosen a role.

There are many options, just remember to have fun with whatever you decide to create. The sections in this book are guides and you can always discuss with your DM if you want to tweak something here or there to fit your character and the world at large.

History/Origin

The Tvari were created accidentally by a human wizard who went into the swamp to perfect a spell. While practicing, something went awry and he ended up granting sentience to a group of wild mushrooms. While the wizard was initially shocked, he grew to appreciate his new creations and stayed with them until his death, teaching them everything he knew of magic. He also gave them their name which, based off a mushroom dish he had enjoyed as a child. Upon completing their magic tutelage the wizard sought to further enrich his progeny. He told them about the world outside and how they should go out and learn the ways of the world in order to increase the knowledge of their people.

The wizard had a favorite pupil who was known as Predek. Before the wizard died, he taught Predek the spell that he had



used to accidentally create the Tvari. He instructed him to guard the secret carefully, for there are many mushrooms in the swamp and not all should be brought to life. The Tvari cannot reproduce conventionally, so this spell is the only way for them to make more of themselves. After the death of the mage, Predek went out into the woods and awakened the first new brood of Tvari. After teaching them everything he knew, he sent them off into the world to see what they could discover. When they came back, he decided to pass on the secret to one other Tvari, and thus the tradition was born.

Physical Description

The Tvari are basically humanoid in shape and covered in rubbery, grayish to brownish skin. In place of hair, they have the vestigial remains of a mushroom cap that cuts away from the face and falls down over the back of their necks. While their skin is dull, their caps can have a wide variety of patterns depending on what type of mushroom they were created from. Red caps and spots are common. The Tvari have no visible ears, and the sides of their heads are connected to their caps by “gills” or “lamellae” much like the tissue on the underside of a mushroom cap. Their eyes are round, black, and glossy. Their noses are wide and flat. At around mid-calf, the Tvari have a flap of skin that extends down over their feet like a boot. This is their “cup,” which was found at the bottom of their stalk when they were still a mushroom. Because of this, they do not need to wear shoes and do not have toes. Where their bellybuttons should be, the Tvari have a ruffle of skin that is the remains of the annulus they had as a mushroom. Since the Tvari don’t reproduce naturally, they lack separate genders, causing them to be androgynous. Which gender pronoun (he/she) ought to be used to refer to a Tvari is up to the individual Tvari. They will usually choose a preferred gender pronoun

rather than being referred to as “it.” As far as size and shape, the Tvari come in a number of different types with different abilities. There are as many types of Tvari as there are types of mushrooms.

The Tvari were introduced to clothing by their creator, so in their youth their clothes mimic wizard’s robes that cut off around the knees and are made from various plant fibers found in the swamps. Once they go traveling they adopt whatever clothes are common to the area where they have ventured. Their jewelry is made from squares of wood carved with runes or arcane symbols and held together by a type of string made from plant fibers similar to hemp. This is the only type of jewelry that the Tvari make themselves and each Tvari has at least one necklace they have made themselves, regardless of whatever other riches they may come across in their travels. They may also wear artifacts or treasure items they found while traveling around their neck—even if those items were not originally intended to be worn as a necklace. Larger items are put on a cord and worn at the waist. Traditional Tvari clothing is also androgynous, though when adventuring they may elect to wear clothing customary to their preferred gender.

When in combat, the Tvari can utilize a natural weapon in addition to their spells. The Tvari can release spores from under their mushroom caps. These spores cloud up the targeted square and effect enemies in different ways, depending on the type of Tvari releasing them. We’ll list the three most common types of Tvari here with their corresponding spore attack.

One type of Tvari is called the Sefka. Their mushroom caps are typically have a blueish tint. When spores are released by the Sefka, they temporarily blind nearby foes.

Another type of Tvari is the Culperca. Their mushroom caps are typically bright red in color and can release a cloud of poisonous spores that damage opponents when inhaled.

The third most common Tvari is the Houba. Their mushroom caps tend to have a greenish tint. Their spore attack causes anyone who breathes in the cloud to suffer bizarre hallucinations.

Early Childhood

The Tvari are created with the forms they have as adults. There are no Tvari children. But while the newly awakened Tvari may be physically mature, they still have a great deal to learn before they can be accepted as mages in their society. These immature Tvari are referred to as Buttons. Buttons are usually awakened in groups of five at a time.

From the day they are awakened, Buttons are taught about magic. Those who don't enjoy learning about magic tend to drift away and leave the group as that is practically all they learn about. The Tvari are highly competitive and the Buttons are constantly trying to outdo each other to impress their elder. The elder teaches them all the knowledge passed down to him by his elder as well as any knowledge he gained during his journeys in the outside world. Then he sends the Buttons off into the world themselves to learn what they can and return with a tale to impress him—and an artifact as proof. While he awaits their return, he lives in the grotto and becomes part of its governing body, the Tvari-Elid.

Naming

The newly awakened Buttons are given a first name by the elder that cast their awakening spell. The elders often choose names for their children that reflect the experiences they had out in the world. Because of this, the Tvari have a wide variety of names from many different places. A Tvari might name a youth after a companion on his journey, place he remembered fondly or even a dragon he fought. Most elders take the responsibility of naming very seriously, but

occasionally an elder will name their Buttons after physical characteristics out of expedience, laziness or a lack of creativity, so names like “redcap” and “tall stalk” show up once in a while.

Tvari are given a first name and take the name of their elder for their last name. Because of this, a Tvari's first and last names can be from completely different cultures.

Culture

The Tvari revere magic. After all, it created them. Most of the Tvari are mages. Due to their emphasis on learning, the Tvari may initially seem complacent or even emotionless to outsiders but this is not truly the case. The Tvari tend to avoid rash behavior, seeking to analyze a situation before they act in order to determine the best course to take.

Their culture revolves around adventuring. Every Button's final test is a journey out into the world to bring back artifacts, magic items and stories to its elder in order to impress him. The elder then chooses whichever Button has most impressed him with their learning or success and grants them the secret magic of Tvari creation. In rare cases two of the same brood have been given the secret, however their elder may lose favor with the Elid for doing so. There is a fierce competition amongst the Buttons as each wants to be the best and learn the secret.

The Tvari that is chosen to reproduce goes out and sequesters himself in the woods in order to awaken a new group of Buttons and raise them. Some of those who are not chosen are overcome with disappointment and wander off into the swamp, where their lack of will to live overcomes the spell that gave them life, changing them back into mushrooms. Many of the unselected, however, join the grotto and live out the rest of their lives there. Others leave the swamp forever and live a life of adventure in the outside world. Some live in the grotto for a while and go on adventures

with other Tvari, always returning with new tales to tell and new treasures to show off. Regardless of what they decide to do with their days, the Tvari live for about 200 years before the spell wears off naturally and they turn back into mushrooms.

A Grotto is a Tvari community in their swamp homeland. It is an oligarchy led by up of all the elders of the community. This council is known as the Tvari-Elid, or just the “Elid.” Since only favored Buttons are taught the spell of reproduction, the council is supposed to consist of only the best mages. They rule over those without the secret knowledge of the spell, who are known as the “Tvari-Rada”. Naturally this hierarchy does not sit well with Tvari-Rada, as the Tvari are very competitive folk and the Elid tends to grant itself special privileges it thinks it deserves for being the best. Many among the Rada resent that the spell for their reproduction must be kept secret and believe that the Elid is just composed of the best brownnosers of the bunch and not the best mages. The Rada are treated as second class citizens by the Elid because they were not chosen by their elders. The Elid see the current situation as the natural order of things, since it is obvious to them that not everybody could know the secret or the sheer number of Tvari would be overwhelming.

Theoretically, one of the Tvari-Rada could be admitted into the Elid if they are able to prove that they are a better mage than one of their peers or their elders, but to do so would be difficult. What constitutes “better” is subjective because a Tvari is judged not only by his ability to command magic, but also by overall success. In addition to magical mastery, factors like wealth gained, influence cultivated, danger faced, variety of experiences encountered, what goals they used their magic to aid and whether or not they achieved the objective of their quest are all factors considered when an elder determines who to

grant the secret to. Even how long it takes the Button to return to the Grotto can affect the choice. If the Tvari takes 10 years to return, the Elder may assume he is not returning and award the secret to one of the others. Some Elders may be willing to share the secret with two of their brood, but most are not. The Elder can under no circumstances grant the secret to his entire brood, even if all of the stories are compelling; he must choose which are better than the rest. A member of the Tvari-Rada would have to do something enormously compelling to get the Elid to even consider allowing him to join. Even once he’s admitted he may never be allowed to know the secret of the other Elid; it is entirely at their discretion.

The Grotto

The Grotto is where all of the Tvari live after they’ve completed their learning. It is a haven deep in the swamp where they can rest from their adventures and store their treasure. The Tvari live in small, lumpy houses burrowed into the roots and sides of Lugalah trees. Lugalah are giant trees in the same family as Cyprus trees. They have big, knobby roots known as prop roots that stick up above the swamp waters. They usually grow to be 25-30 feet wide and 150-250 feet tall. Some specimens have been known to be as large as 50 feet wide and over 300 feet tall. The prop roots of a Lugalah can be seven feet wide and ten feet high, so there’s plenty of space inside for a Tvari home. Tvari also burrow into the tree itself starting at the base, but never going much higher than 30 feet up.

The buildings in the grotto seem to glow with a greenish light. The light is from a spell cast on the homes to make it easier for Tvari to see in the darkness of the swamp. There are usually several levels of homes, connected by ladders or by stairs carved into the tree. The stairs can be carved on the inside or outside the tree. Homes on ground level usually have an annex on the front of the tree made of

Tvari Extras



hardened mud and woven fibers. These homes are usually painted in greens, reds or occasionally blues that stand out from the swamp. On the front of the homes built in the upper levels of the tree trunk, there are semi-circular balconies. These balconies are disks on the side of the tree trunk that resemble shelf fungi. There is one balcony for each exit from the home, and the balconies appear to ascend the trunk at irregular intervals.

Heroic Tier Feats

BIOLUMINESCENCE

Prerequisites: Tvari

Benefit: You emit a strange glow that can be turned on or off as a free action. The glow provides light similar to that of a lantern.

SPONGY BODY

Prerequisites: Tvari

Benefit: Gain resist 5 force damage and resist 5 lightning damage.

SPORE BURST

Prerequisite: Tvari

Benefit: The burst radius for your spore attack increases from one to two.

Paragon Tier Feats

SPORE SHROUD

Prerequisite: Tvari

Benefit: After you use your spore attack you gain a +2 bonus to your AC until the end of your next turn.

SWAMPY ORIGINS

Prerequisite: Tvari

Benefit: You may use the power *undaunted stride* (Ranger 10) as a daily power.

Tvari Birth Ritual

“You prepare an arcane circle around a small group of mushrooms. After a bit of meditating the mushrooms spring to life with an inquisitive nature.”

Level: 15 **Component Cost:** 500 gp

Category: Creation **Market Price:** N/A

Time: 1 Hour **Key Skill:** Arcana

Duration: Until the death of the Tvari

The Tvari were created from a magical accident a long time ago. Since the first set of buttons were created the ritual has been refined. This ritual is extremely rare and it is typical that only a few Tvari know this ritual at any given time. DM's are encouraged to use discretion when letting players pick this ritual.

Arcana Check Result	Buttons (Max)
9 or lower	One Button
10-19	Two Buttons
20-29	Three Buttons
30-39	Four Buttons
40 or higher	Five Buttons

Tvari NPC's

The Tvari

Tvari Swordsman Level 5 Soldier Small Natural Humanoid XP 200

Initiative +6 **Senses Perception** +4
HP 63; **Bloodied** 31
AC 21; **Fortitude** 15, **Reflex** 16, **Will** 17
Saving Throws +1 to all saving throws
Speed 6

⊕ **Longsword** (Standard;at-will)◆Weapon
+12 vs AC; 1d8 + 3 damage

↵ **Blinding Spores** (Minor;encounter)
Close burst 1; +12 vs Fortitude; the target is blinded until the end of the Tvari's next turn.

Hit and Run(Immediate Reaction;encounter)
As soon as a Tvari swordsman becomes bloodied he may make a melee basic against an adjacent opponent; if this attack is successful he can shift two squares.

Alignment Any
Languages Common
Skills Endurance +8, Athletics +5
Str 14 (+4) **Dex** 14 (+4) **Wis** 14 (+4)
Con 10 (+2) **Int** 12 (+3) **Cha** 12 (+3)

Equipment longsword, chainmail

TVARI SWORDSMAN TACTICS

Tvari Swordsmen have simple tactics that fall in line with their skills. They will fight using their basic melee attack until they become bloodied. Once a swordsman is bloodied it will attempt to flee using *hit and run* as well as their spore attack. If a Tvari swordsman lives in the grotto he is probably backed up by several wizards.

Tvari Lore

DC 15: Tvari are competitive creatures seeking to learn more about the arcane world. It is typically common to see Tvari mages, but it is extremely rare to see Tvari fighters.

DC 20: While many secrets surround the creation of the Tvari it seems clear that their

origins are magical in nature. Some even say it is possible to create Tvari with enough magical know how.

Tvari Wizard Level 7 Controller Small Natural Humanoid XP 300

Initiative +6 **Senses Perception** +6
HP 80; **Bloodied** 40
AC 21; **Fortitude** 16, **Reflex** 20, **Will** 19
Speed 6

⊕ **Dagger** (Standard;at-will)◆Weapon
+9 vs AC; 1d4 + 4 damage

✂ **Fungal Growth**
(Standard;recharge ☼☼☼☼)
Ranged 10; +11 vs. Fortitude; 2d6 + 4 damage and the target is slowed (save ends) as mushrooms begin to sprout on their body.

↵ **Hallucination Spores** (Minor;encounter)
Close burst 2; +14 vs Fortitude; the target is weakened until the end of the Tvari's next turn.

✂ **Entangling Roots** (Standard;encounter)
Area burst 2 within 10; plant roots burst out from the ground in the area. Any creature hit by the attack is immobilized (save ends).

Alignment Any
Languages Common
Skills Arcana +12
Str 10 (+3) **Dex** 12 (+4) **Wis** 16 (+6)
Con 10 (+3) **Int** 18 (+7) **Cha** 14 (+5)
Equipment dagger, orb (arcane implement)

TVARI WIZARD TACTICS

Tvari Wizards are extremely prevalent in Tvari society, but they are also extremely arrogant. A Tvari wizard will never back down from a challenge. It will attempt to keep opponents at bay with *entangling roots* and *fungal growth* as much as possible. If an opponent gets into melee range the Tvari will use its spore attack. A Tvari wizard will always attempt to stay at range, but it will never flee

from combat.

Tvari-Elid	Level 15 Elite Artillery
Small Natural Humanoid	XP 2,400
Initiative +10	Senses Perception +10
HP 220; Bloodied 110	
AC 25; Fortitude 28, Reflex 23, Will 23	
Saving Throws +5 to saving throws against poison, +2 to all others	
Speed 6	
Action Points 1	
⬇ Short Sword (Standard;at-will)	
+18 vs AC; 1d6 + 6 damage	
↘ Magic Bolt (Standard;at-will)	
Ranged 10; +20 vs. AC;2d8 + 6 damage	
⬇ Dominating Strike (Standard;recharged when first bloodied)	
+20 vs. Will; the target is dominated until the end of the Tvari's next turn.	
↩ Poison Spores (Minor;encounter)	
Close burst 2; +19 vs. Fortitude; 2d6 + 8 poison damage	
Bog Summoning (Standard;encounter)	
The Tvari elder conjures a bog walker in a square next to him. He joins initiative at the end of the round and will dissipate upon the defeat of the Tvari elder.	
Alignment Any	
Languages Common, Elven	
Skills Arcana +17, Diplomacy +15, History +17	
Str 12 (+8) Dex 14 (+9) Wis 18 (+11)	
Con 14 (+9) Int 20 (+12) Cha 16 (+10)	
Equipment orb, wizard's robes	

TVARI-ELID TACTICS

Members of the Tvari-Elid are extremely powerful wizards. Similar to a normal Tvari wizard they will attempt to stay away from combatants and they will not flee from combat. If opponents get too close, the Tvari will summon a Bog Walker to protect it. Any enemies still in the area will then be met with the Tvari's *dominating strike*.

Bog Walker	Level 13 Brute
Large Natural Magical Beast	XP 800
Initiative +10	Senses Perception +10
HP 159; Bloodied 79	
AC 25; Fortitude 28, Reflex 23, Will 23	
Vulnerable fire	
Saving Throws +5 to saving throws against poison	
Speed 6	
⬇ Claw (Standard; at-will)	
Reach 2; +17 vs AC; 1d10 + 6 damage	
↘ Swamp Spit (Standard;recharge ☹)	
Ranged 5; +15 vs. AC; 3d10 + 6, and 5 ongoing poison (save ends)	
Alignment Any	
Languages None	
Skills Athletics +19, Stealth +10	
Str 26 (+14) Dex 15 (+8) Wis 14 (+8)	
Con 20 (+11) Int 3 (+2) Cha 8 (+5)	

Description

It's hard to tell what a Bog Walker actually looks like because their body is completely covered with mud and other grime from the swamp. It stands on two legs at about 10 feet tall, with large yellow teeth and wide red eyes.

Bog Walker Lore

DC 15: Bog Walkers are dangerous denizens of the swamp. They are hungry poisonous carnivores with an insatiable appetite, but have a vulnerability to having their mucky outsides set aflame.

BOG WALKER TACTICS

Bog Walkers aren't particularly intelligent, but they do have a few good survival instincts. They will typically try to surprise adventurers by hiding in the swamp. The beasts will usually attack in pairs to help poison multiple adventurers at once before resorting to their claw attacks.

Artifacts

The Tvari

The Wand of Predek

Wand of the Predek

Paragon Tier

"This magic wand curves about a small glass globe filled with the burnt remains of the Tvari ancestors."

The wand of the Predek is a +3 *magic rod* with the following properties and powers.

Enhancement: Attack rolls and damage rolls

Property: You gain a +2 item bonus to arcane skill checks

Power (Encounter): Standard Action. You can use *Lightning Bolt* (Wizard 7)

Power (Encounter): Move Action. You can use *Dimension Door* (Wizard 6)

GOALS OF THE WAND

◆ Gain notoriety as a powerful magical item.

◆ To be close to and learn secrets from other arcane items.

◆ Be used as an implement for extremely powerful magic.

ROLEPLAYING THE WAND OF PREDEK

The desires of the wand of Predek are simple to understand. It wishes to hoard magical items along with its owner and study them. The strong desire for magic that is inborn within the Tvari is present in the remaining Predek dust settled inside the wand.

At first glance the wand appears to be similar to any other magical item. It does not grant the owner any strange thoughts, premonitions, or ideas. An owner will be able to notice an increased ability to recall tidbits of arcane knowledge but the wand will keep to itself until it is in the presence of another magical item. When this happens the wand will begin to speak.

While near the wand or while wielding it, the wand will speak telepathically to its owner. There are several different voices that will speak, but they all share the same common desire to learning more about the arcane and

keep the secrets to themselves.

If the Wand becomes unsatisfied with its owner it will become silent and begin to plot against him. The wand shows no sympathy for a disobedient owner and will even go as far as helping their enemies.

CONCORDANCE

Starting Score	5
Owners gains a level	+1d10
Owner is an arcane caster	+2
Owner doesn't tell allies about a magical item he found	+1
Owner shares a magic item	-1
Owner willingly shares the fame for completing a difficult task	-2

PLEASED (16-20)

"The wands strength has increased through our travels"

If the owner continues in this direction the wand will continue to grant them its power.

Property: The Wand's item bonus to Arcana checks is increased to +5.

SATISFIED (12-15)

"I must find more things for us to study"

The wand is satisfied with its owner, but its thirst for power and knowledge is unquenchable.

Property: The Wand's item bonus to Arcana checks is increased to +3.

NORMAL (5-11)

"I think it wants me to keep this...for myself"

The wand is unsure about its owner, but it is still willing to communicate its desires.

UNSATISFIED (1-4)

"My ambition is too small, the wand refuses to speak with me"

The wand is horrified by the fact that it was placed into the hands of someone so incompetent and unambitious.

Lost Property: The owner no longer gains a +2 item bonus to skill checks.

Special: Once per day, the wand lets loose a bright flash of light. The wand makes an attack against your Fortitude defense, rolling 1d10 + your level. If the attack hits, you are blinded (save ends). Until you make a saving throw, you cannot use the wand to attack. This bright flash can also alert nearby creatures to your presence.

ANGERED (0 OR LOWER)

“By the Gods, where did the ogre go!?”

The final straw has dropped. The wand is simply out for revenge, seeking to destroy the one who has been wasting its time.

Special: Once per encounter, the wand lets loose a bright flash of light. The wand makes an attack against your Fortitude defense, rolling 1d10 + your level. If the attack hits, you are blinded (save ends). Until you make a saving throw, you cannot use the wand to attack. This bright flash can also alert nearby creatures to your presence.

Special: Once per day, the Wand casts *invisibility* (Wizard 6) on a nearby opponent.

MOVING ON

“The wand is off to bigger and greater things”

The wand has gained a sufficient amount of information from its owner. Greedy as it is the wand does not actually leave anything behind for the owner except for a small memento to remember it by. Whether the wand is satisfied or not the only thing it leaves behind is a small bag of ground up mushroom dust.

If the wand was satisfied when it left the owner will receive a permanent +1 bonus to arcana checks. If the Wand moves on because it is unsatisfied, the owner receives a permanent -1 penalty to arcana checks. In addition, the owner will find that one of his magic items has lost all of its powers.

The Sword of Samun

THE STORY OF SAMUN

Despite their origins and upbringing, not all Tvari become wizards. It could be a

lack of talent or a lack of desire but the fact is that some Tvari are just not suited to be casters. These Tvari usually leave the brood early when they realize that their education will consist solely of magical subjects. Tvari who lack magical skill still have the same competitiveness and drive as other Tvari. They still seek renown and acknowledgement of their achievements from their elder or the world.

One such Tvari was named Samun. Samun left his brood and became a heroic warrior. He faced down many dangers and saved many lives. So good was he with his sword, it was rumored that there was no man or beast that Samun could not slay. His crowning achievement was to bring down an evil lich and his undead dragon servant. After defeating the lich, he returned to the grotto to visit his elder. Though he was not a mage, he argued his achievements surely made him the greatest in his brood. After all, the whole kingdom knew his name.

His elder did not agree. Only a mage could know the Tvari secret and only a mage could be the best. Without that prerequisite other achievements were irrelevant. Samun was furious with this injustice. His elder was wrong. He was the best. He deserved to know. In a fit of rage, Samun killed his elder and the rest of his brood. He then slew many of the other Tvari in his Grotto and wounded many more. So skilled was Samun with his blade that none could stand against it. After all, none of the Tvari were as powerful as the lich he had slayed.

After decimating his grotto, he went back to the outside world. They had no knowledge of his actions in the swamp and he was greeted as a returning hero. But Samun was no longer the Tvari they remembered. He only desired was to kill mages regardless of race or creed. He killed royal mages and mages in small backwater towns. He killed the mage who had accompanied him on many of his travels. He

wreaked vengeance upon whole academies of mages. The kingdom was horrified and struck back.

Samun was forced to live out his final days at war with the world he once protected. Finally, a small group of terrified mages found a way to reverse the spell that gave him life. Though his remains were found, the sword that he used to spill so much mage blood never was. It is said that his sword continues his quest to rid the world of mages even today.

Sword of Samun Paragon Tier

"This magic wand curves about a small glass globe filled with the burnt remains of the Tvari ancestors."

The Sword of Samun is a +3 *vicious* longsword.

Enhancement: Attack rolls and damage rolls

Property: When you drop an enemy that can cast at least one arcane spell to zero or fewer hit points you gain 5 temporary hit points.

Property: You gain a +1 to attack and damage rolls if your enemy can cast at least one arcane spell.

Property: Anything within 10 squares of the Sword of Samun cannot be scryed upon.

Power (Daily): Standard Action. You can use *hail of steel* (Warlord 17)

GOALS OF THE SWORD

- ◆ Rid the world of mages and sorcerers
- ◆ Overthrow the Tvari-Elid
- ◆ Become the bane of all magic users

ROLEPLAYING THE SWORD OF SAMUN

The Sword of Samun has a vendetta against arcane casters. It tolerates other magic users as long as they are willing to work towards its goals, but it will seek to kill all arcane casters regardless of their relationship to its wielder.

It would also like to do so sooner rather than later. The wielder hears the voice of the sword as a whisper in the back of their mind until the sword becomes unsatisfied or angered. At this point it becomes louder, more insistent

and somewhat insulting.

CONCORDANCE

Starting Score	5
Owners gains a level	+1d10
Owner is a member of a martial class	+2
Owner kills an arcane caster (Maximum: 1/day)	+1
Owner aids an arcane caster (Maximum: 1/encounter)	-1
Owner fails to thwart the plans of an arcane caster	-1
Owner is a member of an arcane class	-5

PLEASED (16-20)

"None can stand against my blade."

The sword is pleased that it is well on its way to ridding this land of magic.

Property: The sword now grants 10 temporary hit points for dropping an enemy with at least one arcane spell.

SATISFIED (12-15)

"If magic can not be wielded justly, we'll see that it's not wielded at all!"

The Sword's bloodthirsty quest is slowly being fulfilled, but it requires more to please its unquenchable desires.

Property: The sword's bonus to attack and damage rolls against enemies who can cast arcane spells increased to +3

NORMAL (5-11)

"The sword wishes to rid the world of magic users."

The sword is prepared to test its wielder out and it will make sure that its goals are clear.

UNSATISFIED (1-4)

"My incompetence hinders the quest of the sword."

The lack of arcane blood on the sword is a constant reminder that its wielder is either incompetent or unworthy.

Special: You take a -2 attack roll penalty to all attacks made against opponents that cannot cast arcane spells.

ANGERED (0 OR LOWER)

"If I am not with the sword, I am against it...and it is against me."

The sword believes its wielder is working against it. If that is the case then it will show its owner the error of their ways.

Lost Property: You can no longer use *hail of steel* (Warlord 17) willingly.

Special: You take a -5 attack roll penalty to all attacks made against opponents that cannot cast arcane

Special: Once per day, the sword forces you to spend your turn attacking an ally with the power *hail of steel*. Your enemies may make the corresponding melee attacks.

MOVING ON

"I have made the sword proud."

The sword has rid the area of arcane infection and is ready to move to a different location where it can continue its work. If the sword is at least satisfied it will disappear to another part of the world, leaving a +3 lifedrinker longsword in its stead.

If the sword is unsatisfied or angered with its owner then it will simply disappear. The sword will reappear within reach of an enemy of its former owner. It's primary mission after such a change is to eliminate its former wielder.

Adding the Tvari to your game

If you're already in the middle of a campaign, it's easy to incorporate the Tvari. Their explorations could have been limited to one kingdom, or it could be very early in their history. For the first couple generations there were hardly any Tvari at all and almost no one knew that they existed. The Tvari your PC's may encounter may be one of the original 20, or only one or two broods removed from Predek himself. Due to the nature of their creation, the Tvari may originate during your campaign. Your PC's may encounter the wizard sometime during his lifetime either before or after the Tvari are created. The Tvari could have even been created inadvertently by

one of your PCs with a spell gone wrong!

If the swamp location is problematic, then the Tvari can inhabit or be created in any location that supports mushrooms. Substitute habitats for the Tvari include forests, caves or even dungeons!

Alternatively, if you're starting from scratch, Tvari can be a vibrant part of your world and may inhabit any number of positions in society as part of their quest for wealth and glory. There may even be communities of Tvari that have forsaken their Grottos and choose to live in cities with other races.

Adventure Hooks

If you are not 100% sure on how to include the Tvari in your game, here are some adventure hooks to help you on your way:

Treasure Hunters: The PCs have heard legends of the treasure holed up in a Tvari grotto. A greedy NPC commissions them to find it and bring him back the treasure.

The Evil Lich: A lich has discovered the strange relationship the Tvari have with magic and is kidnapping them to use for his spells.

Accidental Magic: A wizard in a city asks the adventurers to go on a quest to find his friend who has gone missing in the swamp some time ago. His friend turns out to be the progenitor of the Tvari.

Protection Money: While traveling through the swamp the PC's stumble upon a Tvari who asks them to help protect his grotto against a troll attack in exchange for treasure.

Tvari at War: A power hungry Tvari (or Arcane spell caster from another race) has learned the secret spell and gone rogue. He's using it to create an army of Tvari to attack various settlements.