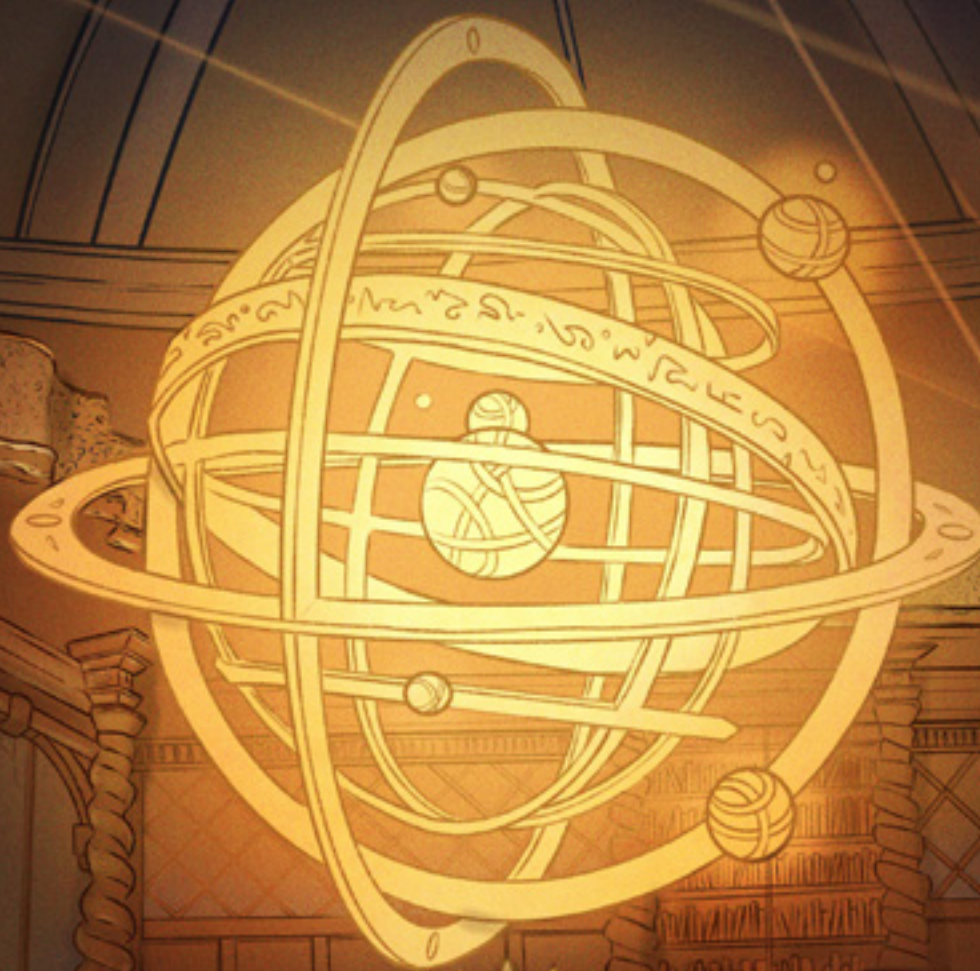


STARGAZER'S GUIDE TO
ARORIA

A campaign guide for starborn heroes



STARGAZER'S GUIDE TO
ARORIA



INK & LYRE

CREDITS

Lead Designer: Daniel Hodges

Writers: CJ Gahagan, Brandon Hatcher, Daniel Hodges, Lauren Hodges, Luc Sterling, Jake Huebsch, Deanna Smit

Editors: Daniel Hodges, Jake Huebsch

Technical Director: Christian Hatcher

Kickstarter Management: Jake Huebsch

Art Director: Lauren Hodges

Cover Art: Lauren Hodges

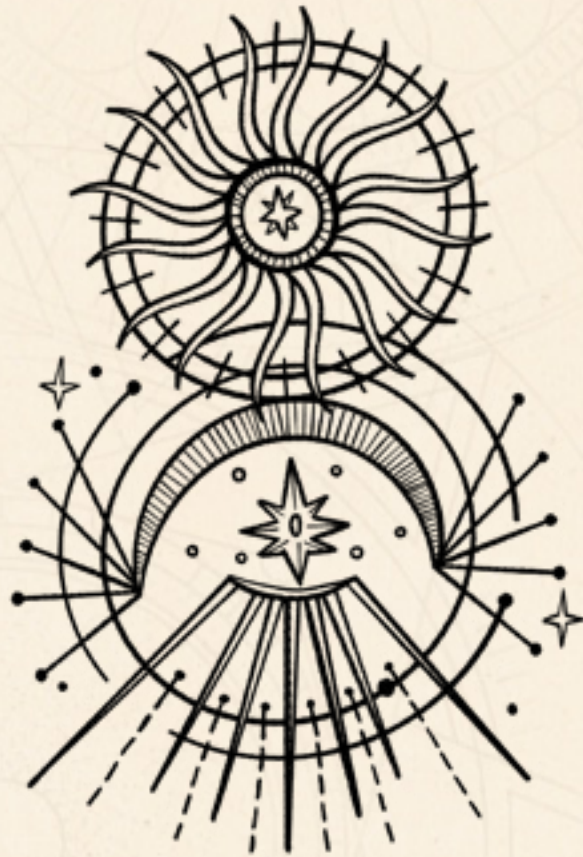
Graphic and Layout Design: Lauren Hodges

Interior Illustrators: Ridell Apellanes, Mabel Barreto, Dom Critelli, Leila DeMarchi, Anton Domin, Lauren Hodges, Nidhi Naroth, Stephen Nickel, Alex Pepper, Deanna Smit, Katherine Souza, Zhu Jian Zhong, Liu Zishan, BelusUAB, Hatalskaya, Marsh0d, NextMarsMedia, T Studio, Iobard

Social Media Manager: Dani Dewar

Playtesting: Dani Dewar, Zack Dewar, CJ Gahagan, Trevor Graham, Jaden Hammer, Brandon Hatcher, Christian Hatcher, Brent Hegwood, Lauren Hodges, Jake Huebsch, Rayna McGuire, Max Morin, James Morgan, Deanna Smit, Dillon Whitt, Jesse Wolfe, Tessa Dyson

Maps: Digbrand made in Inkarnate, Saltstone and the Blood Phoenix illustrated by Lauren Hodges. Aroria Map by Nidhi Naroth



This cover illustration by Lauren Hodges features the Orrery in Niveau Maximum in the city of La Cambria.

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TRITON'S SPEAR

DRAGON'S ROAD

MT. VERA

DEATH'S DOOR

LA CAMBRIA

KRYGOS LAKE

SABLE

IRONBOROUGH

THRIGE

SHEPPARD'S PASS

BADLANDS

DIGBRAND

SALTSTONE

THE ASHEN OBELISK

ARORIA

ELDERGUARD

ARCTIC DESERT

MAP BY NIDHI NAROTH

WELCOME TO ARORIA

Aroria is a fantasy world where arcane masters, primordial powers, and destiny define the lives of adventures. The original setting was created for use in Ink and Lyre's Flagship show, Fate's End and is one continent among many. The stars above and long forgotten divine wars have left a surplus of malleable magic on the continent. The Weave has sunk deep roots into the world, manifesting in Meridium veins of Vera, lingering in the blood of ancient families, and replenishing constantly with help from the celestial bodies above.

Aroria is for gamemasters who want to bring variety, uncover ancient power, and weave advanced arcane knowledge into their storytelling. The continent is divided into two distinct regions: Aroria Mainland and Aroria North. Aroria Mainland is a peaceful land that values excellence in all forms. Great artists flourish, dedicated researchers find answers, and legendary adventurers inspire generations with their feats. The North is a hard land where might rules. Three Dragonborn cities skirmish for power along the fingers and fiendish factions strive to ensure chaos rules. Entire campaigns can be run in either region exclusively, or parties may find good cause to adventure across the entire continent.

Aroria is for players who want to play truly unique Adventurers with nuance and destiny. Every Adventurer in Aroria is born under a unique set of circumstances which are ruled by the celestial bodies of the universe. No matter who you are, the sub-class you play, or the backstory you choose, destiny defines you. Exclusive sub-classes and races in Aroria provide never before seen characters with intriguing possibilities. This combination inevitably results in a wholly unique Adventurer for your next campaign that is impossible to replicate.

DESTINY IN THE STARS

Every citizen of Aroria is connected to the natural and magical world around them. The gravitational aura of stars, moons, portals, forests, oceans, and people pushes and pulls the Weave, influencing all. Whether you are native to Aroria, or your character traveled here from another world, the time and place you first saw the Arorian sun defines your destiny.

The Arorian calendar has twelve months and stargazers have named each month for the Sign that presides over it. Naturally, the month Adventurers are born declares their Sign, influences their personality, and guides their fate. Your Sign only tells half the story though.

The Weave suffices the universe and the eight schools of magic that comprise it claim Rulership over Adventures at the moment of their birth. This Rulership grants a magical affinity for certain schools of magic and these Adventures boast unique abilities and detriments because of their innate power. Most adventurers closely identify with their ruler, but others identify with other strands of fate and consider a different school as their Heir.

Information for choosing your Sign, Ruler, and Heir can be found in **Chapter 3: The Stars**.

LA CAMBRIA, THE MAINLAND & ARORIA NORTH

La Cambria is a sovereign pinnacle of civilization which has maintained peace throughout Aroria for thousands of years. The stability the Council of La Cambria brings to the Mainland has allowed for trade and research in the region to flourish. The island city is just off the west coast of the Mainland and is connected to the continent by the marvel of engineering that is Andrin's Bridge. Gamemasters can use this hub of commerce and culture to invite political intrigue and urban adventuring into their game.

Additional information on La Cambria can be found in **Chapter 4: Cities**.

The Mainland Aroria comprises about two thirds of the continent and includes everything south of Krygos Lake. The land is classic adventuring territory. Bandits roam the roads, innkeepers speak of enchanted or haunted forests, and fantastic creatures occupy the many ruins and caves of the rolling landscape. The Sparrowhawks of La Cambria have the greatest impact on this land and it seems each town with more than ten villagers has a representative from the faction. While Elderguard, Digbrand, and the Sparrowhawks claim ownership of the Mainland, everyone knows it's the Thieves' Town of Thrice that really runs things. The Mainland is a place for low level adventurers to make a name for themselves or for villains to garner their power.

Additional information on Thrice, Elderguard, and Digbrand can be found in **Chapter 4: Cities**.

Additional information on the Sparrowhawk faction can be found in **Chapter 2: Leaders and Factions**.

If you follow the Triton Road north for a full cycle of the moon, you will eventually stumble upon Krygos' territory, which marks the southern edge of Aroria North. Don't let the cold and complacency of Krygos Lake fool you, this is a tropical climate and is crawling with danger. Three Dragonborn cities, Agubonne, Sunspell, and New Reach wage war in this region. This region is dangerous, and recommended for experienced adventurers who aren't afraid to make enemies. Might makes right here, and Pirate Lords of the Bay will make sure you feel them.

Additional information on Agubonne, Sunspell, and New Reach can be found in **Chapter 4: Cities**.

PANTHEON OF ARORIA

The gods of Aroria are on a wheel of power that is constantly turning. These gods are divided into three pillars of power and account for the entirety of the divine magic in the Weave: The Lost Gods, Masters of the Weave, and The Departed. As written, this setting features the Masters of the Weave in control of the souls of Aroria. The Lost Gods are waning in power; only Vera still manifests in a meaningful way on the material plane. The Departed are nearly nonexistent. Each of these pantheons can interact with Aroria in unique ways and you as the gamemaster may turn the wheel to suit your purpose.

MASTERS OF THE WEAVE

The Masters of the Weave is a pantheon of humanoid wizards who have ascended to godhood. Long before anyone alive remembers, Aroria had no concept of magic or how to control it. Magic was reserved for the gods. The first wizards of Niveau Maximum developed cantrips at first, then 1st level spells, and so on. Ambition and greed drove the wizards to pursue power and they soon discovered that control was nice but source magic was the ultimate goal. One by one, the Masters of the Weave began to hunt the avatars of what would become known as the Lost Gods. Each time one was slain, ancient magic was divided, dispersed, and used to power the ascension of a Master. Residual magic spread into the land, creating enchanted forests, bolstering ancient entities, and coalescing on magical artifacts. After the eight ascended, Niveau spent a thousand years searching for them, attempting to call the debt of knowledge they were owed, but the Masters of the Weave were gone.

An unavoidable truth was discovered in their pursuit of knowledge. Something more than analytical logic was required to wield the power they now possessed. Even at their strongest, with the memories of deities who were born with the world written in their journal, they still could not understand magic. It is unknowable to all. Faith was required to wield these magics and it didn't seem to matter if that was in yourself or something else. There was magic in believing without understanding.

Humanity and the Masters of the Weave enjoy a unique relationship. As former members of the mortal world, the Weavemasters retain empathy and compassion for the human condition. It is not uncommon for devout acolytes of Lavie, Tromperie, or any of the other Weavemasters to speak directly to their god. Most places of worship of legitimate size have had at least one visit from their respective god, and the largest could be graced on a yearly basis. While this pantheon is active in Aroria it would be impossible to deny their existence some citizens quibble over the validity of their godhood.

As with all things in Aroria, the stars impact the gods as well, though it's hard to tell whether the world or the gods have more influence on adventures. Characters who are ruled by the school of magic associated with one of the Weavemasters may feel drawn to that god.

Players that perform actions which are particularly beneficial or admired by a Weavemaster associated with their Ruler may receive a boon or earn an introduction to that god. On rare occasions, Weavemasters may pull characters who have proven themselves devout followers into their magical jurisdiction, twisting the stars and changing their Ruler or Heirship.

The Masters of the Weave rose from humanity and retained many of their human traits, including the ability to change. Adjust anything you see below regarding the Weavemasters to suit your purpose.

BOUCLIER ABJURATION | LAWFUL GOOD

"Family, Honor, Glory to the Strong"

God of Protection, Bouclier is a stout dwarven man who is often depicted with a refined meridium shield. He is the chosen god of most dwarves and soldiers, especially veterans, and is said to show favor in battle to warriors who have loved ones waiting at home. Bouclier is widely considered the second most influential Weavemaster and his temples can be found all over the continent. Followers of Bouclier are resolute in their faith and steadfast in their morals. They are uncompromising, unyielding, and inexorable.

SAVION DIVINATION | LAWFUL GOOD

"Light the Way"

God of Knowledge, Savion is human. Savion is associated with light, ambition, truth and goodness. She is the most common god in Aroria and the patron of La Cambria. She is a savant with language. Her spell book contains every spell ever written and she was known to hold concentration on two spells at once with ease before her ascension. The Great Delegator, Savion sits at the head of the Masters of the Weave and presides over the squabbles of the others. The most devout of Savion will claim that not only does Savion know everything that ever has been but knows everything that ever could happen. Savion's watchful eye is omniscient, and nothing happens in Aroria without her knowledge. The two largest structures in the world are in La Cambria and dedicated to Savion: Savion's Sunrise, the flagship temple to Savion, and Niveau Maximum, which Savion built with her own hands. The pious and agnostic worship her in both places.



LAVIE
CONJURATION | NEUTRAL GOOD

"Masquerade No More"

God of Creation, Lavie is an elf, and celebrates beauty and life in all its forms. They are most commonly worshiped by elves and they share many of the same ideals. Lavie loves a good story and encourages their followers to pursue passions that would change the narrative of their lives. They love secrets. Discovering, sharing, and keeping them for followers is something they revel in. Secrets are the currency of intimacy and Lavie is said to own one of Tromperie's three secrets. Lavie isn't openly worshiped outside of Elderguard but manages to have quite the congregation anyway. Anyone who is choosing their own path, following their heart, or hiding a deep secret may find themselves crossing paths with Lavie.

LAVIE BY
DEANNA  MIT

PØID ENCHANTMENT | LAWFUL EVIL

"Rivers Run with the Land"

God of Influence, Poid is a half-tiefling, half-elf. The dual nature of Poid leaves him on the outside looking in more often than not. Among the gods, he's not clever enough to be considered dangerous, but not regal enough to command respect. The other Weavemasters sleep on Poid. He values power, not chaos. He respects those who wield their strength and skill to garner influence within a system. He plays the long game, and aids those who share his values. Poid is worshiped by the schemers. He wages war with the pen rather than the sword. He is a favorite among the extremely devout and often attracts cult followings in areas where the establishment cannot be trusted.

TERRER EVOCATION | TRUE NEUTRAL

"Burn the Phoenix"

God of Destruction, Terror is a gnome. The flame before Remblace, Terror presides over the destructive forces of nature and the violent nature of the world. It would be easy to associate Terror with volcanic eruptions, hurricanes, or earthquakes, but this would be inaccurate. Terror is in the wildfire that reduces an old forest to ash. They are the virus that eradicates 20% of the population. Terror is the flooding river that washes away farmlands. Terror is the destructive, but necessary, harbinger of life. Followers of Terror appease them by rooting out old growth. Existing infrastructure means nothing to them, and the abolishment of tradition is necessary for new regimes to rise. Complacency is rejected here and while devotees of Terror are few and far between, they are willing to go further for their god than typical followers of the other Weavemasters.

TRØMPERIE ILLUSION | CHAOTIC NEUTRAL

"Love Your Mask"

God of Trickery, Tromperie is a feyfolk. The embodiment of passion, Tromperie is a favorite among musicians, storytellers, painters, and artisans of all kinds. When adrenaline and passion drive a creature into the deepest depths of their own whim, Tromperie is there to preside over the debauchery. She loves a good lie, the more intricate the better. Misdirection is the most valuable skill a servant of Tromperie can possess. Before she ascended, Tromperie was said to have three secrets that she kept from the rest of the Weavemasters, some lost knowledge of great power. Only her lover, Lavie, is said to have uncovered one of these. Lavie guards that rare currency with every fabric of their being. No official temples to Tromperie exist, but every bar, brothel, amphitheatre and campfire is a place to worship Tromperie. As such, very few become lifelong followers of Tromperie but nearly all worship her for at least a season of life.

REMBLACE TRANSMUTATION | TRUE NEUTRAL

"Nothing is Ever Lost"

God of Change, Remblace is human. The shadow after Terror, Remblace is the new growth that comes after death. Death comes for all in the end and Remblace is the ferryman that helps guide a soul from life into death. Remblace is a mysterious god and is the least sociable among the Weavemasters and she is rarely seen outside of her few temples. Remblace and her followers know one fact above all else: all things eventually come to an end. The servants of Remblace are as devoted and ritualistic as any that follow a Weavemaster and superstitious Arorians call upon Remblace when all seems lost. Like spring, Remblace is a lighthouse to guide souls from the storms of their life, but when the seas calm and the harvests of summer and fall come, Remblace is forgotten until she is needed again.

TURIE NECROMANCY | CHAOTIC EVIL

"Let it Burn"

God of Chaos, Turie is dragonborn. Turie has a level of power he can tap into that the other Weavemaster don't and he is widely considered the most powerful Master of the Weave. He is the only Weavemaster to slay a Lost God in one-on-one combat. Occasionally, destruction comes for the pillars of mankind so something better can take its place and Turie is the vehicle of this destruction. He delights in the annihilation of society and the expulsion of humanity. Savion alone has his ear and her wisdom sets the boundaries for inevitable destruction. However, when Turie sets his mind to an outcome, there is no power among gods or men that can stop him. There are very few acolytes to Turie and he despises those who do. The worshipers of Turie are often undead vampires and even revenants who have seen the cruelty of death. Adventurers and priests to Turie worship by engaging in acts of havoc, attempting to impress him by increasing their scope of carnage each time a prayer falls on deaf ears.



THE LOST GODS

When the world was new and the ancestors of humanity's first souls still slept in the waters, Ardeur, Brise, Vera, and Vol ruled over Aroria and the dragons who laid claim to it. The Lost Gods are older than the world and originated as an observational pantheon. As the first believers witnessed mountains rise, seas rage, and wind tear their lands apart, it is unclear which came first—faith or the gods it was placed in. Recognition of the divine on this plane gave power to The Lost Gods and from the start of the world to the Masters of the Weave magic belonged to the gods and the gods alone.

The Lost Gods are shells of their former glory now. Fragments of their power have been sequestered to the ancient corridors of nature. They wait in forest fortresses, deep in oceans and inside mountains for destiny to drive Adventurers to their tombs. If it weren't for the idioms surrounding the old faith, one could spend their entire life in Aroria and never see evidence of The Lost Gods. Their isolation doesn't imply apathy toward humanity. The Lost Gods are hidden—seek and you shall find.

If you choose to tell your story with The Lost Gods in power or should the party seek one of The Lost Gods for ancient knowledge, use the following information to help inform your story. Each of The Lost Gods is associated with an Element of the Weave: Vibe, Natural, Divine, and Arcane. Adventurers in a world with The Lost God in power may feel drawn to the god associated with their Sign's element. The extent of this attraction and the scope of The Lost God's influence on Aroria is left to the game master's discretion.

ARDEUR VIBE

Ardeur is fire and light. They are the warmth of a sun-kissed meadow, the humid air that precedes a storm, and the destruction of a volcano. They associate positively with Brise and provide the heat required to generate warm fronts in the weather, creating rainstorms that replenish the land. Ardeur is in the magma of the world and violently opposes Vol. Only Vera separates the two, but even she cannot keep the two apart indefinitely. Occasionally, Ardeur will pierce the ocean with fire, creating new islands and continents in Aroria. In return, Vol uses tides and waves to reclaim the coast and erase islands. The result is an eternal and fruitless war.

VERA NATURAL

Vera is earth and life. She is the guardian of the woods, the creatures of the forest, and the steadfast mountain against the horizon. She has the largest influence on Aroria today and she is the only member of The Lost Gods who still has an active following in the world. Many of the citizens of Aroria and the Druids of the mountain still hold Vera in high esteem and actively worship her. During the rise of the Masters of the Weave, it was Vera and their followers who most opposed the ascension and it is said they even marshalled an assault on Niveau Maximum before Vera fell.

BRISE ARCANE

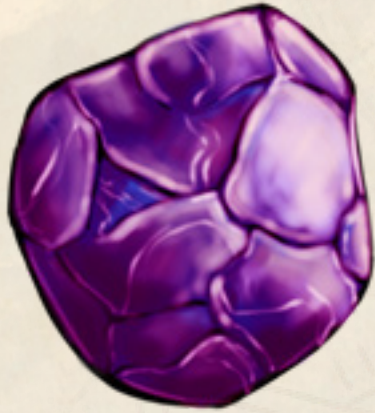
Brise is air and music. She is the breeze that blows in from the ocean, the catalyst that lights the campfire, and the tornado tearing across the land. While they associate positively with Ardeur, she also hates them. Brise loves cold, darkness and silence; the things Ardeur drives out with their very presence. Legend says that Brise loves Vol and their divine souls are eternally bound to one another. Brise is the current in the ocean and Vol is the lightning in the thunderstorm. The Lost Gods are all around us at all times but Brise is known to be the most elusive of the four and is said to enjoy isolation more than the other gods.

VOL DIVINE

Vol is water and passion. He is the open sea on a calm day, the river that runs from port to port and the lightning igniting the wildfire. Vol and Vera take a parental approach to the creatures of Aroria and cover the entirety of the world with their protection. There isn't a sailor worth their weight in salt that would openly disrespect Vol while at sea. The seas surrounding Aroria are vast and deep. Even the Masters of the Weave don't claim to know the depths of the sea and Vol maintains sovereignty there even now.

THE DEPARTED

Gods and men have and always will be separated. While The Masters of the Weave and The Lost Gods of Aroria are active entities in the world, the existence of other deities is far from unfathomable. Players and NPCs proficient with Religion will recognize deities from pantheons outside of these as members of The Departed. The inclusion of Departed gods in your game is optional, but encouraged.



MERIDIUM
BY LAUREN
HODGES

MERIDIUM

Magic vibrates here. Thin violet veins of Meridium weave like rivers through the rock walls of this mine. They banish the darkness here in favor of a mysterious jester glow. Emerald starlight travels the Meridium rivers like energy moving through a fiber optic cable. It's warm. A broken box near the exit of the chamber has several raw chunks of the material. Upon closer inspection, you discover the rock is soft to the touch. It feels as if it could stretch like rubber, but it stiffens and turns hard as you grip to pull it. Suddenly, the meridium transmutes into silver. It matches the ring on your finger.

Meridium is an innately magical ore which naturally occurs in Aroria. The druids of Aroria would say the ore was the lifeblood of Vera and the few mines that exist in Aroria mark the locations the Lost Gods fought with mankind. Niveau Maximum would tell you that magic cannot be created or destroyed and Meridium was created as a byproduct of the ascension of the Masters of the Weave. Goldspire would tell you that it's the most valuable substance on the planet.

No matter where it came from, Meridium turns one substance into another and that makes life easier for the citizens of Aroria. Artisans transmute glass to clay and mold it to their purpose before letting the glass take impossible shapes. Blacksmiths forge steel as bronze to lighten the load on their arm. Explorers might turn their bedroll into a wooden rowboat to traverse a river in a pinch. Arcanist turn diamonds into sand to easily sprinkle them into magic items with intricate enchantments.

There are two forms Meridium takes in Aroria: raw and refined. Raw Meridium can be found throughout the world in small quantities but only Saltstone and Digbrand boast commercial Meridium mines. Outside of Niveau Maximum, these two are the only known locations where refined Meridium can be made. The use of raw Meridium can be dangerous. Adventurers should use caution when interacting with the substance. Refined Meridium is expensive and dangerous to make but nearly limitless in power. Use the following rules and tables to resolve interactions with the substance.

RAW MERIDIUM

When raw Meridium touches a solid non-living material (stone, iron, gem, fallen tree, etc) it takes on all physical and magical properties of the material. The raw Meridium is considered charged in this way. While charged, touching the raw Meridium to a different solid material causes the new material to transmute into the previous material. The new material maintains these properties for the duration before returning to its original form. The raw Meridium becomes stone for the duration before returning to its original form.

Raw Meridium has no effect on adamantium, magical items, or objects a part of a larger piece, such as a brick that is a part of a wall. Raw Meridium cannot affect objects outside their size limitation. Heterogeneous mixtures, like sand, are magically held together by the raw Meridium while charged, but relax once transmuted.

REFINED MERIDIUM

All of the rules for using raw Meridium apply to using refined Meridium with the following exceptions.

- ✦ Requires a command word to charge and transmute.
- ✦ Can take on the properties of liquids.
- ✦ Can transmute adamantium, magic items, and objects even if they are a part of a larger piece (if they are within the larger size limitation.)
- ✦ No Huge pieces of refined Meridium exist. Small pieces are Very Rare, Medium are Legendary, and one piece of Large refined Meridium is on display in Digbrand.
- ✦ Attempting to transmute a solid object outside the refined Meridium's size limitation causes a portion of the object to transmute as a cube (max length on each side).

Size	Duration	Size Limitation	Rarity
Small (<1 lb)	1 hour	No larger than 1ft. on any side	Uncommon
Medium (1 - 5lbs)	8 hours	No larger than 6 sq ft. on any side	Rare
Large (5 - 25lbs)	24 hours	No larger than 20 ft. on any side	Very Rare
Huge (>25lbs)	7 days	No larger than 1 ft. on any side per pound	Legendary

WHAT'S IN THIS BOOK

Welcome to Aroria describes the regions of Aroria and the major political players on the continent and provides context for what an Adventurer's Sign is. Then, it describes the Masters of the Weave and The Lost Gods pantheons and the magical ore, Meridium.

Chapter 1 is for players looking for new character creation options unique to Aroria. It offers three unique races and a new subclass for each of the cannon classes.

Chapter 2 frames the major factions and families who influence the political infrastructure and economy of Aroria. This chapter is particularly helpful for gamemasters looking for the pieces necessary to build a campaign and for players placing their characters' history and background.

Chapter 3, the most important chapter in this book, is a step by step mechanic for adding a Sign, Ruler, and Heir to characters in Aroria. Players should look to this chapter for inspiration on tying their character to the world of Aroria and building a one-of-kind Adventurer. Gamemaster should become intimately familiar with the Signs and how their manifestations can affect the crucial moments of the impending campaign.

Chapter 4 is an overview for each of the major cities in Aroria.

Chapter 5 showcases points of interests that could be interesting for players to explore and for gamemasters to paint their story upon.

Appendix A is a list of unique magic items for Aroria.

Appendix B is the bestiary. You can find references and stat blocks for creatures mentioned elsewhere in the book.



FEYFOLK
BY LAUREN HODGES

CHARACTER OPTIONS



RACES

The following sections explore some of the races that are native to Aroria.

FEYFOLK

Born as the offspring of fey and humans, the Feyfolk display more distinct traits of their Fey ancestry than even the Elves. Simultaneously existing in both worlds, they are both mysterious and revered on the material plane. In the Feywild they are considered outcasts who are unworthy of their lineage. Naturally curious and eager for adventure, the Feyfolk seem to leave their mark wherever they go.

Feyfolk maintain a wide range of cultural influence in the world and often mirror the perceptions of their race. An Archfey might exclusively reside in the highest of societies while the Saytrson may prefer the wild and avoid such frivolities as if their lives depend on it.

Like many inhabitants of the Feywild, the Feyfolk are naturally curious about those on the material plane. They will often vacation in the culture of the race they are most often around by picking up small pieces of their influence here and there. Races on the material plane find them equally as interesting and will make them the center of any social encounter.

TRAITS

Ability Score increase

Choose any one of your ability scores and increase it by 1.

Age

Feyfolk mature quickly, reaching adulthood in as few as ten years and can live for many centuries beyond that. Feyfolk do not age while in the Feywild.

Alignment

Feyfolk can have any moral alignment, but often have a chaotic nature.

Size

Feyfolk are taller than average humans, between 6 and 7 ft. Your size is Medium.

Speed

Your base walking speed is 30 ft.

Darkvision

Thanks to your Fey blood, you can see in dim light as if it were bright and in darkness you can see up to 60 ft. in shades of grey.

Fey Ancestry

You have advantage on saving throws against being charmed and cannot be put to sleep by magical means.

Languages

Feyfolk can speak Common and Sylvan.

SAYTRSON

Ability Score Increase

Your Charisma Score increases by 2.

Powerful Hindquarters

Saytrsons benefit from enhanced muscle around their quads and calves. Your base movement speed is 40ft and you jump twice as far as normal.

Silver Tongue

Saytrson naturally know how to lie and have an ear for deception. You gain advantage on Insight and Deception checks.

Fey Influence

You gain proficiency in the Performance Skill.

HAGBORN

Ability Score Increase

Your Intelligence Score Increases by 2.

Hidden Form

Hagborn are notoriously hideous but can maintain any form they choose. At dawn each day, you may choose the exact form you take, provided it is humanoid in nature. When not in this form, you have advantage on Constitution Saving Throws.

Innate Spellcasting

You can cast Invisibility once per day without the need for material components and know the Minor Illusion cantrip (Pg. 260 Basic Rules).

Hag Influence

You gain proficiency in the Sleight of Hand skill.

ARCHFEY

Ability Score Increase

Your Wisdom Score increases by 2.

Beauty Beyond Measure

Archfey are blessed with a rare beauty that entrances those around them. When you force a creature to make a Saving Throw against a spell or feature that would cause the creature to be Charmed, you may choose to have the creature roll with Disadvantage. You may use this feature a number of times equal to your proficiency modifier per Long Rest.

Fey Flight

You have a pair of dragonfly-like wings that wrap around your body when not in use. Provided you're not wearing armor you can reveal them and have a Fly speed equal to half your movement.

Fey Influence

You gain proficiency in the Nature skill.

CELESTISEPT

Whether you were born on a solstice, the clearest night of your month or just when the stars were brightest in the sky, the Zodiac and its manifestations have blessed you. Celestisept are usually born in sets of twelve. Frostwane may bless twelve births on the same night in a single city—granting the children strength and power to face a future threat. Alternatively, a Celestisept may be born on the first of each month for a full year—intertwining the destinies across the continent. The purpose of a Celestisept is shrouded in mystery and speculation but one thing is certain: destiny looms on their horizon and the only path they walk is toward it.

Celestisept have the same general appearance as their genetic race but may take on fantastic or unique features dependent on their Sign. Generally, this manifests as an unusual skin tone like gold, fuschia or emerald, illuminated stars sparkling where freckles or birthmarks should be, or a tattoo with prophetic meaning. Other more unique features may reveal themselves at your discretion.

Arorians find destiny and fate wherever they look but especially so after recognizing a Celestisept. Commoners and travelers on the road will curiously inquire about the circumstances of your birth and may offer you aid if your story is compelling enough. Adventurers you meet on your journey will often stick around longer than they should hoping to witness your journey first hand.

TRAITS

Ability Score increase

Your Charisma score increases by 2.

Age

Celestisept age at the same rate as their genetic race.

Alignment

Celestisept can have any alignment but tend toward neutral morality.

Size

Celestisept can be small or medium with respect to their genetic race.

Speed

Celestisept have the same speed as their genetic race.

Genetic Race

Celestisept always have a genetic race, such as Human, Elf, or any race that exists in your campaign. Celestisept have the same number of limbs and same physical traits but replace all features with the traits below.

Languages

Celestisept speak Common and Celestial.

Destiny Steps

Celestisept are magically connected to other Celestisept. When you are within 30 ft. of another Celestisept, you gain +1 to your AC and gain a +1 to Attack and Damage rolls with melee or ranged weapons.

Zodiac Mind

You immediately recognize any Zodiac manifestation you see and may communicate with it telepathically.

Sign Affinity

Celestisept have a particular affinity for the Zodiac and the Rulers. Your Sign defines the journey you undertake and destiny guides your fate in Aroria—this is especially true for Celestisept. Work with your gamemaster to ensure your Sign is relevant to the story taking place. You gain the following feature with respect to your Sign.

Fleurtide

Strength score increases by 1 and you are immune to Fear.

Wisterius

Your Constitution score increases by 1 and you know the sleep spell and may cast it once per day without expending a spell slot. When you do so, double the number of dice you roll.

Sunbask

Your Dexterity score increases by 1 and as an action, you may touch a reflective surface and enter the object. While concealed in this way, creatures who view the object see your face instead of their own, you may not speak and cannot breathe. You may spend an Action to shunt yourself from the object into an unoccupied space within 5 ft. of the object. If the object is destroyed while you are within it, you are shunted within 5 ft. of the object and take 5d8 force damage.

Aurous

Your Wisdom score increases by 1 and you can see in magical darkness as if it were dim light and in darkness as if it were day.

Pyrium

Your Strength score increases by 1 and you gain proficiency in three instruments of your choice.

Soulstice

Your Intelligence score increases by 1 and when you target a creature with a healing spell, you may target one additional target within 30 ft.

Rustium

Your Wisdom score increases by 1 and you may cast the spell Zone of Truth (Pg. 289 Basic Rules) once per day without expending a spell slot.

Duskworn

Your Constitution score increases by 1 and you learn the spell Hellish Rebuke (Pg. 250 Basic Rules). Your spellcasting modifier for this spell is Charisma and you may cast it once per short or long rest.

Lamentium

Your Dexterity score increases by 1 and you may not become lost by non-magical means.

Waking

Your Constitution score increases by 1 and you gain proficiency with three tools of your choice.

Rimewomb

Your Dexterity score increases by one and you may operate ranged weapons at their maximum range without suffering from disadvantage.

Frostwane

Your Intelligence score increases by 1 and you feel as though you can see six seconds into the future. You cannot be surprised and gain advantage on Dexterity Saving Throws triggered by non-magical effects.

SUBCLASSES

The following sections explore some of the subclasses options unique to Aroria.

BARTENDER ROGUE

As a Bartender Rogue, you serve cocktails just as quickly as you do death. This Charisma based archetype focuses on supporting the party as well as influencing the people within your living world.

Starting at 3rd level

You learn to mix magical effects and benefits into the beverages you make. Each beverage takes one minute to mix and creatures must consume in its entirety to be beneficial. You may mix a number of drinks equal to your Charisma Modifier per day and must have access to the primary ingredient. All benefits last for 8 hours. While you are under the influence of one of your beverages, you may add your Charisma Modifier to your Armor Class.

MIXOLOGIST

SPECIALTY DRINKS

Drink	Effects
Ale (Beer)	<i>The creature gains advantage on Saving Throws to resist Fear.</i>
Sangria (Wine)	<i>Roll a 1d20, at any point during the duration when the creature makes an Ability Check, Attack Roll, or Saving Throw, they may replace that roll with this result. They may do so after the roll, but before a ruling is made.</i>
Hotty Toddy (Tea)	<i>For the duration, when the creature makes an unarmed strike, their damage becomes 1d4+ their Strength modifier.</i>
Screwdriver (Vodka)	<i>If the creature is about to become exhausted for any reason, they may postpone that Exhaustion for the duration.</i>
Mai Tai (Rum)	<i>The creature's alignment becomes Chaotic.</i>
Old Fashioned (Whiskey)	<i>The creature gains 1d10 temporary hit points.</i>

Bonus Cantrip

Starting at 3rd level

You learn the cantrip Acid Splash (Pg. 211, Basic Rules)

Public Speaker

Starting at 9th level

You gain Expertise on either Persuasion or Deception checks (your choice). When you address a crowd of three or more, or a creature has consumed a beverage you prepared for them, you gain advantage on Persuasion and Deception Checks.



Backstabber

Starting at 13th level

Betrayal is your greatest weapon and you benefit when enemies don't see you coming. You may add your Charisma Modifier to the damage roll of your Sneak Attack. The first attack you make against a creature who is friendly to you is a critical hit.

Overwhelming Personality

Starting at 17th level

Once per day, you may cast Dominate Monster (Pg. 235, Basic Rules) without the need for spell components. Your spellcasting modifier for this spell is Charisma.

BACKGROUND OPTION

The Whetstone Inn has been in your family for 6 generations, until the fateful day it was burnt to the ground by a mage with a black tattoo spiralling outward from their left eye. You'll never forget that day.

As the lone survivor, you decided to take up adventuring. Rising from the ashes you swore to avenge your lost loved ones and hopefully rebuild one day.

OATH OF SOVEREIGNTY PALADIN

Champion the weak. Protect the innocent. Trust wholly in oneself. The Oath of Sovereignty is a lonely path where your judgement reigns supreme. You forge your own way, and even the Gods cannot protect the wicked from the consequences of their actions. The Oath of Sovereignty is committed to the preservation of rights and privileges of all. Often called Grey Knights, Paladins of Sovereignty see complexity in all matters. Perspective and context is a necessity for them to pass judgement. Grey Knights very rarely swear fealty to Queens or Lords, opting instead to serve a group of people or geographical area. A Grey Knight cannot stand idly by while injustice is served and will wage war against any foe in the name of the helpless.

TENETS OF SOVEREIGNTY

Shades of Gray

Nothing is black and white. Seek to find truth at the center of chaos.

Supremacy of Self

I alone know what is best for me. Extend and preserve that same autonomy to others.

Independence of Thought

Faith and trust are tools to manipulate the weak willed and foolish. Deny and expose false prophets who seek to control the helpless.

Denial of Self-Sacrifice

There is no honor in death. No cause is worthy of your life.

SOVEREIGNTY OATH SPELLS

Spell Levels	Spells
3rd	<i>Hellish Rebuke</i> (Pg. 250, Basic Rules)
5th	<i>Detect Thoughts</i> (Pg. 231, Basic Rules)
9th	<i>Remove Curse</i> (Pg. 271, Basic Rules)
13th	<i>Fire Shield</i> (Pg. 242, Basic Rules)
17th	<i>Hallow</i> (Pg. 249, Basic Rules)

Channel Divinity

Starting at 3rd level, you gain two Channel Divinity options.

Preserving Health

When you heal an unconscious target, you may use your Channel Divinity to double the healing the target receives. Creatures healed in this way make a Wisdom Saving Throw. On failure, the creature is frightened and may only take the Dash and Disengage actions to escape danger. Frightened creatures may remake this Saving Throw at the end of each of their turns.

Shackles of Leithlis

You summon iron bonds to bind a creature of Large size or smaller who is incapacitated, paralyzed or restrained. The creature becomes incapacitated and must make a Charisma Saving Throw. On failure, the creature falls asleep until the sleeper takes damage or someone uses an action to shake or slap the sleeper awake and remains this way for 24 hours. While bound by the Shackles of Leithlis, the creature



weighs 5 lbs, does not need to eat or breathe, and cannot not suffer exhaustion. The Shackles last until you choose to release the creature or 24 hours have passed. If 24 hours pass, you may expend another Channel Divinity to maintain the Shackles and the creature may repeat the Wisdom Saving Throw.

At level 10, you may expend two Channel Divinities to bind any creature regardless of size.

Aura of Sovereignty

Starting at 7th level

While you are conscious, all friendly creatures within 10 ft. of you are under the effect of the Freedom of Movement spell.

At 18th level, the range of this aura increases to 30 ft..

Ascendant Liberation

Starting at 15th level

You ascend to a state of mind beyond morality and gain the power of liberation. You gain resistance to Psychic damage and cannot be Charmed. Once per day, you use your Action to magically end the Restrained, Grappled, Paralyzed, or Petrified condition on a creature you can see within 30ft, cast the Knock spell without the need for components, or magically force a creature to regurgitate all swallowed creatures.

Justicemaker

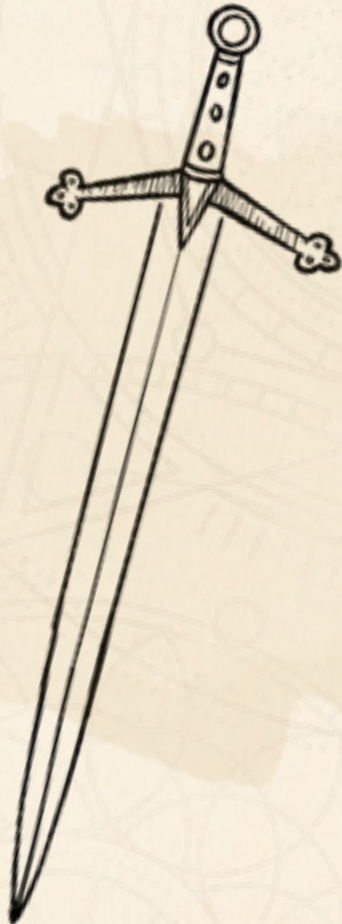
At 20th level

Judgement comes for the wicked. You speak the name of a creature you are familiar with and declare that creature *Condemned*. You may only have one *Condemned* creature at a time, and the effects last until you or the *Condemned* dies. While *Condemned*, the following effects and conditions apply.

- ✦ The *Condemned* has disadvantage on Saving Throws against your spells.
- ✦ You have Advantage on Attack Rolls against the *Condemned*.
- ✦ You score a critical hit on a 19 or 20 against the *Condemned*.
- ✦ You always know the direction and distance of the *Condemned* when you are on the same plane of existence. If they are on a different plane of existence from you, you know which.

After a *Condemned* is slain, you immediately take 3 levels of Exhaustion and fall unconscious.

Once you use this feature, you may not *Condemn* a new target until you are no longer affected by the exhausted condition.



DARK PRACTITIONER WIZARD

Not all knowledge is meant to be known; not all secrets meant for the light of day. Dark Practitioners make it their life's goal to tap into forgotten and forbidden practices, empowering themselves no matter the cost. Rupturing reality and bending what is known has always been a Wizard's business.

Dark Magic

Starting at 2nd level

You have gained knowledge of forbidden practices and lost knowledge, but at the cost of your sanity. Choose a number of spells equal to your proficiency bonus to designate as Dark Magic. Each time you finish a Long Rest, you may remove one spell from your Dark Magic list and replace it with another.

Whenever you cast a Dark Magic spell, you gain 1 point of Dark Madness to add one the following enhancements to your spell.

- ✦ **Your Spell Attacks gain Advantage.**
- ✦ **You may treat that spell as if it were being cast with a slot one level higher (Maximum of 9th) than the spell slot you expended.**
- ✦ **Your Spell Save DC by is increased by 1.**
- ✦ **You gain advantage on Constitution Saving Throws to maintain concentration on this spell.**
- ✦ **You may change the type of damage (Fire, Lightning, Force, Etc) to any other type of magical damage.**

If you reach a number of Dark Magic points equal to your Proficiency Bonus plus 1, roll on the Manifest Madness table and resolve the effect immediately and your Dark Madness points are reduced to zero. Each time you complete a Long Rest, your accumulated Dark Magic point total is reduced by 1d4.

Resilience of the Mad

Starting at 6th level

The aberrant delirium that plagues your mind helps distract from your physical ailments. Whenever you gain a Dark Madness point, you gain 1d6 temporary hit points.

Dark Nature

Starting at 10th level

Dark Magic Spells do not count against the number of Spells you can prepare.

Madness Mastery

Starting at 14th level

You have gained a modicum of comfort in the confines of your growing insanity. Whenever you roll on the Manifest Madness table, you may roll twice and use either number.



MANIFEST MADNESS TABLE

d100	Effects
01-05	<i>Your visage warps and twists horrifically for the next 1d4 days or until Remove Curse (Pg. 271, Basic Rules) or similar magic is cast on you.</i>
06-10	<i>You forget all known languages except Deep Speech for the next 1d4 hours. This does not prevent you from providing the Verbal components of spells. You are able to understand all spoken and written language for the same amount of time.</i>
11-15	<i>You spontaneously grow an extra limb. The gamemaster decides where and which limb this is. The limb harmlessly falls off after 1d10 days.</i>
16-20	<i>An Aberration of CR 5 or higher is invited into the material plane and appears randomly in the world as determined by the gamemaster.</i>
21-25	<i>Your mind is put into contact with an extraplanar being of immense power. The being has accurate knowledge about your future and may choose to explicitly disclose this knowledge to you or speak in vague riddles. Each time you trigger this feature, the same being appears with new information.</i>
26-30	<i>You forget the spell you have most recently cast of 1st-level or higher. You no longer have access to that spell. You remember all spells that were forgotten in this way after completing a long rest.</i>
31-35	<i>Your mind shatters. You are incapacitated for 1 minute or until a creature uses their Action to wake you.</i>
36-40	<i>Hallucinations entangle your mind. You are Frightened for 1 minute. While Frightened in this way, all creatures appear as mindless, mutated beasts to you. You cannot understand spoken language while Frightened in this way.</i>
41-45	<i>Your body spontaneously bursts into magical flames. At the start of each of your turns, you take 1d6 Fire Damage. You may use a Action to end this condition.</i>
46-50	<i>A magical eye appears on your forehead for 1 minute. While the eye is there, you have advantage on all Intelligence, Wisdom, and Charisma Saving throws.</i>
51-55	<i>Magical energy dissipates from you into the ether. You expend your highest unused spell slot.</i>
56-60	<i>You scream for the next 1d4 minutes or until Lesser Restoration (Pg. 255, Basic Rules) or similar magic is cast upon you. While under this effect, you cannot cast spells that have a verbal component, you are incapacitated, and your screams can be heard from up to 300 ft away.</i>
61-65	<i>You forget a significant person, place, or thing in your life and all associated memories with the subject. This effect ends when you see the subject or you are the target of a Greater Restoration (Pg. 246, Basic Rules).</i>
66-70	<i>Vitality saps your body. You age 1d4 years.</i>
71-75	<i>For the next 1d4 hours, your flesh becomes gelatinous, malleable, and translucent. Your speed is halved and able to squeeze through openings as small as 1 inch in diameter.</i>
76-80	<i>Your steps leave an imprint on reality itself. For 1d4 days, you leave inky footprints that stink with a foul odor. The prints cannot be cleaned or removed by any means whatsoever. The footprints disappear with this effect.</i>
81-85	<i>You turn into a CR 4 or lower Aberration of the Gamemaster's choice for 1 minute. If you drop to zero hit points while in this form, you revert to your original form with zero hit points.</i>
86-90	<i>Darkness and hallucinations surround you. You cannot see more than 10 ft. in front of you for 1d4 hours.</i>
91-95	<i>Ravenous nightmares and visions haunt your mind. The next time you complete a long rest, you do not gain the benefits of a long rest.</i>
96-100	<i>You regain all of your expended spell slots.</i>

CIRCLE OF MICROLOGY DRUID

The natural world is inhabited by an infinite number of creatures, plants, and organisms. Members of the Circle of Micrology seek to cherish each and every unique specimen. They value the differences in nature and believe the loss of any species of creature or plant is an unforgivable tragedy.

Micrology Druids are hermits or outlanders. The civilized world is too destructive for their taste and while they understand the need for humanity to prosper, Micrology Druids often find themselves at odds with conquering nations. Microorganisms and bacteria live around and within us at all times. Our relationship isn't parasitic, but mutualistic. Without us, they could not survive. Without them, the most malicious of diseases would wipe us from existence. Circle of Micrology Druids champion this mindset and connect with microorganisms in a symbiotic way. They utilize this impossibly diverse skillset to make the world prosper, and divine their primal memories for secrets that were lost long ago.

Harmonize

Starting at 2nd level

You reveal the unique microbiological fingerprint of the world around you. Every life form has a Micrology Aura that surrounds it at all times. While a creature is alive, its Micrology Aura leaves a mark or trail on anything it touches for 24 hours. The aura cannot be dispelled or removed by any means outside of Wish but creatures may suppress their Aura for 24 hours by submerging themselves in acid.

As an Action, you harmonize with the life around you to visualize these Micrology Auras for 10 minutes. Each aura is revealed as a unique color surrounding every lifeform. If you're familiar with the creature, you recognize their aura. You can see the Micrology Aura of every lifeform within 10 ft. times your druid level, and you know the condition status or magical effect a creature is under. You may use this feature a number of times equal to your Wisdom modifier per Long Rest.

Adaptation

Starting at 6th level

You manipulate your Micrology Aura to better blend in with the world around you. You always look like you belong and may add your Wisdom Modifier to Stealth and Persuasion Checks, and creatures have disadvantage on Insight Checks against you. You learn the spell Meld Into Stone (Pg. 259, Basic Rules) and may cast it once per day without expending a spell slot. When you cast Meld Into Stone using this feature, you may meld into any natural substance, such as earth or water. This spell does not count against the number of Druid spells you have prepared.

Primal Secrets

Starting at 14th level

Micrology Auras reveal dormant secrets within their primal memories to you. You learn the spell Legend Lore (Pg. 254, Basic Rules), and may cast it once per day without expending a spell slot or the need for material components. You learn the spell Commune (Pg. 223, Basic Rules), this counts as a Druid spell for you. While harmonizing with the Auras of Micrology around you, you may make an insight check (DC 14) against any one Aura within range to identify its owner even if you are unfamiliar with them. You learn the associated creatures race, alignment, and gain a brief description of their appearance.



Enhanced Wildshape

Starting at 10th level

You learn to channel the microbiology of the world around you to magically enhance your Wildshape. When you Wildshape, you draw energy from an elemental source within 300 ft. and consult the Elemental Enhancement Table below to determine your new abilities. When you use the feature, the elemental power you draw from is negatively affected in a noticeable, but temporary, way.

Earth

Earth and rock cakes your Wildshape. You gain resistance Bludgeoning, Piercing, Slashing damage, and add a +1 bonus to Attack and Damage rolls.

Air

Gusts of wind are always at your back. Your movement speed doubles, and you do not provoke opportunity attacks from creatures when you leave melee range.

Fire

Flame bursts from your appendages. When you hit with a Melee Attack, you may add an additional 1d6 fire damage to the total, and your Wildshape's Constitution Score increases by 1.

Water

A pool of water magically floats around you as a companion, your AC increases by 2, and attack rolls cannot have advantage against you.

COLLEGE OF GOSPEL BARD

Master storytellers, Gospel Bards use parables and songs to enthrall their audience. They are crusaders who spread news of great deeds and share their pious message to anyone who will listen. They often enchant their audience and take advantage of teachable moments to spread their divine message.

Known as prophets, priests, or disciples, members of the Gospel College can be found in any tavern throughout the land with like minded clerics and paladins. Their role is to preserve the great deeds of these adventures and record their efforts to inspire others. In battle, the Crusader is a fierce fighter who uses a combination of might and magic to overwhelm foes. Outside of combat, they are encouraging and uplifting, cultivating the spirit of the adventuring party with positivity against a dark world.

Crusader

Starting at 3rd level

When you join the College of Gospel, you gain proficiency with Medium Armor and Shields. You also learn the Cleric spell Guiding Bolt (Pg. 248 Basic Rules). This counts as a Bard spell for you, but does not count against the number of Bard spells you know.

Steel Resolve

Starting at 3rd level

The relentless tides of battle weigh heavily upon even the most determined Gospel Bards, but you always find the right words to inspire others. When you are out of Bardic Inspiration dice, you may spend 1 minute centering your thoughts, remembering your purpose, or otherwise preparing yourself against overwhelming odds to regain one Bardic Inspiration die. After you have used the feature, you may not do so again until you finish a Long Rest. The number of dice you recover in this way increases to two at level 9 and three at level 17.

Extra Attack

Starting at 6th level

You can attack twice, instead of once, when you take the Attack action on your turn.

Invigorated Healer

Starting at 6th level

You learn to use your Bardic Inspiration to be a more effective healer. When you cast a spell to heal yourself or an ally, you may expend a Bardic Inspiration die to double the number of dice you roll to determine the number of hit points restored.

Divine Inspiration

Starting at 14th level

Your inspiration keeps your allies alive when they are on the brink of death. When a creature who is inspired by you drops to zero hit points, they roll their inspiration die and gain a number of hit points equal to the roll plus your Charisma modifier.

IRONCLAW BARBARIAN PATH OF PROTECTION

Not all barbarians desire destruction. Some find power through protection. Drawing on their raw power, Path of Protection barbarians stand out from divine paladins and skilled fighters by throwing caution to the wind and inserting themselves into a fight. They often seek to keep the enemy distracted and will ignore even the plans of their allies when faced with danger.

Double Down

Starting at 3rd level

When protecting others, being overwhelmed simply isn't an option. You gain a +1 bonus to your AC for every enemy creature within your melee range.

Immovable Force

Starting at 6th level

Your ability to adapt and endure has reached new heights. As an Action, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 minute. Once you have used this feature, you may not do so again until you finish a long rest.

Better Together

Starting at 6th level

You can attack twice, instead of once, when you take the Attack action on your turn.

Invigorated Healer

Starting at 10th level

Though you want to stand between others and harm, you realize it occasionally takes the entire team to combat a threat. When you enter a Rage, you may choose a number of creatures up to your proficiency bonus within 30 ft. of you to gain 1d12 + your Constitution Modifier Temporary Hit Points.

Beacon of Protection

Starting at 14th level

Where others may fail to protect those in need, you've become a beacon of security. When an ally you can see is targeted by an enemy Weapon Attack, you may use your Reaction to take the Dash Action. If you end your movement within range of the attack, you become the target of the attack instead. This attack has Advantage against you and allies within 5 ft. of you gain Temporary Hit Points equal to the damage you take from this attack. You may use this feature a number of times equal to your proficiency modifier per long rest.

MARSHAL RANGER

Bounty Hunter, Constable, Detective, Spy. All of these titles are interchangeable labels for the Marshal. Built to root out corruption in your land, the Marshal is always backed by a larger organization that aids them in their adventures. Marshals are masters of uncovering intricate plots, hunting down impossible prey, and discovering trinkets lost by time. They are deft conversationalists and a boon for any organization they deem worthy of their service. There is very little that a Marshal Ranger can't accomplish and only you can decide if their hat is white or black.

Starting at 3rd level

You learn an additional spell when you reach certain levels in this class, as shown in the Marshal Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

MARSHAL SPELLS

Spell Levels	Spells
3rd	<i>Detect Magic</i> (Pg. 231, Basic Rules)
5th	<i>Locate Object</i> (Pg. 256, Basic Rules)
9th	<i>Tongues</i> (Pg. 283, Basic Rules)
13th	<i>Arcane Eye</i> (Pg. 214, Basic Rules)
17th	<i>Scrying</i> (Pg. 273, Basic Rules)

ORGANIZATION

Starting at 3rd level

You gain expertise in one of the following skills: Perception, Investigation, Survival, Arcana, Stealth, Religion, History and you choose to join one of the following organizations:

Sparrowhawks

The Sparrowhawks have hideouts all over the world. You know their location and have access. Each hideout is stocked with 2 greater healing potions, 3-6 martial weapons, a map of the surrounding area, and basic provisions to support 3 humanoid for one week. Hideouts are magically hidden, come in all shapes and sizes, multiple hideouts may exist in a large cities, or there may only be a single hideout within 100 miles in rural areas. You are expected to leave hideouts in the same condition you found them or make the Sparrowhawks aware if you are unable.

You gain proficiency with one of the following: Forgery Kit, Disguise Kit, Thieves Tools

Peacekeepers

Built to find and stop crime, Peacekeepers are fierce warriors and deadly bounty hunters. Wherever you go you can always find like-minded individuals to help you in a fight. You can deputize up to 3 individuals at any given time. These can be commoners, veteran guards, spellcasters, priests, or anyone who is willing to take up your cause. You must pay deputies 10GP per day each (or more for particularly dangerous missions). While deputized, deputies will follow your commands to the best of their ability. How far they are willing to go for you is dependent upon their alignment and the cause you have conscripted them to. With accurate records,



the Peacekeepers will reimburse members in good standing.

You gain proficiency with firearms.

Scarlet Sanctuary

The Scarlet Sanctuary is known far and wide for their deductive prowess and knowledge. You match this profile perfectly. You gain access to unique lore and history of a region. You know of a secret location where all known history has been recorded, and you have access to it. You have one sending stone that connects directly to the Sanctuary and may make one research request at a time. The return time with an answer could be hours or weeks, depending on the complexity and rarity of the information. There are many Sanctums you could have access to around the world, but you must prove your worth to access those in other regions of the world.

You gain half-proficiency in all Marshal Traits.

DEFENDER

Starting at 7th level

You gain expertise in a 2nd Marshal Trait.

Marshal Defense

Choose one of the three defensive tactics:

✦ Cover Expert

You gain an additional +2 to your AC when in $\frac{3}{4}$ or $\frac{1}{2}$ cover.

✦ Disarm

When a creature, large size or smaller, misses a weapon attack against you, you may use your reaction to attempt to disarm the target with a contested Strength check.

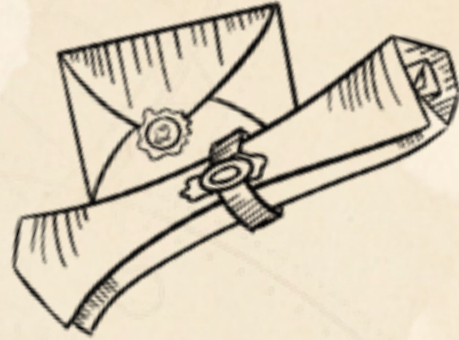
✦ Huckleberry

If a creature is of a CR equal to or under your player level, you may use your action to intimidate them into surrender. The creature makes a Charisma saving throw vs your intimidation check. On fail, the creature flees. Additionally, if the creature is alone and can communicate, you have the option to force it into an interrogation. Once you have used this feature you cannot use it again until you finish a short or long rest.

CONTACTS AND CONFIDANTS

Starting at 11th level

You can utilize friends, organizations, or contractors to learn information about specific creatures or places. You choose a target or location you are familiar with and spend 72 hours using a combination of geographical deduction, magical divination, and conversations with contacts to learn key pieces of information. Make a survival check and consult the following tables on the next page. If hidden by magical means, make this check with disadvantage.



Creatures	
10	Learn their exact location and how long they have been there.
15	Your contact will follow and alert you if they leave and they have a working theory of the targets intentions.
20	You learn 3 rumors about the creature, two of which are likely to be true. You also learn of defenses the target has surrounded themselves with (Guards, Traps, Environmental Hazards) if they are on another plane of existence, you learn which.
Magically Hidden Creatures	
10	You find nothing.
15	You learn their location within a 6 mile radius.
20	You learn how the creature is choosing to hide from you and their location within 1 mile. If they are on another plane of existence you learn which.
Locations	
10	You learn the quickest path to that location and any dangers that layou in your way.
15	You learn 3 rumors about the area, two of which are likely to be true.
20	You learn a single piece of deep lore about the area. This could be a legendary artifact, a prominent family and their history, or the entrance to ancient ruins.
Magically Hidden Locations	
10	You find nothing.
15	You learn the names of 3 people who MAY be hiding in the location, one of which is true.
20	You learn of a path to the location.

Earp's Mark

Starting at 15th level

You learn the spell Hunter's Mark (Pg. 251, Basic Rules), if you don't already know it, and can cast it as a first level spell at will. While concentrating on the spell, you know the exact location of your quarry within 1000ft. They can be revealed by primeval awareness and you gain an additional 1d6 damage on hit.

You also gain expertise in a 3rd Marshal Trait.

THE FRØZEN WARLØCK

The Frozen is a powerful entity who resides in the most secluded regions of the multiverse. They prefer the solitude of a hermit life and they thrive on the void. Examples include: Ancient White Dragons, an Elder Tempest, or an Archdruid. Often your patron needs you to be the instrument of their will on the Material Plane. This could include protecting their sanctuary, discovering mythical artifacts, or destroying all known records of their existence.

Expanded Spell List

The Frozen allows you to choose from an expanded spell list when you learn a Warlock spell. The following spells are added to your spell list for you.

THE FROZEN SPELLS

Spell Levels	Spells
1st	<i>Alarm</i> (Pg. 211, Basic Rules), <i>Speak with With Animals</i> (Pg. 277, Basic Rules)
2nd	<i>Barkskin</i> (Pg. 217, Basic Rules), <i>Pass without Trace</i> (Pg. 264, Basic Rules)
3rd	<i>Conjure Animals</i> (Pg. 264, Basic Rules), <i>Water Breathing</i> (Pg. 287, Basic Rules)
4th	<i>Conjure Minor Elementals</i> (Pg. 226, Basic Rules), <i>Freedom of Movement</i> (Pg. 244, Basic Rules)
5th	<i>Planar Binding</i> (Pg. 265, Basic Rules), <i>Geas</i> (Pg. 244 Basic Rules)

Frozen Skin

Starting at 1st level

Your resting body temperature becomes 52 degrees and your skin becomes ice cold to the touch. You gain resistance from Cold damage and are not subjected to magical or environmental effects related to temperature.

Bonus Cantrip

You learn the cantrip *Druidcraft* (Pg 236, Basic Rules). This counts as a Warlock cantrip for you but does not count against your number of Warlock cantrips known.

Touched by Ice

Beginning at 6th level |

When you step on the surface of water it freezes allowing you to walk on it. This ice forms as a 5 ft cube, lasts for a minute, and can support the weight of two medium sized creatures.

You learn to channel the eldritch energy of your patron into your attacks. When you hit with a weapon attack, you may add an additional 2d10 necrotic damage to the roll. You may use this feature a number of times equal to your Charisma modifier (minimum of once) per long rest. You gain an additional damage die as you gain levels in this class (3d10 at level 10 and 4d10 at level 14).

Chilled Golem

Starting at 10th level

You summon a copy of yourself made of ice. It has your statistics with the following exceptions: It may not cast spells, may only make one attack, has half your hit points, and cannot speak. The summoned creature is a construct, follows your commands to the best of its ability, and disappears after one minute, is targeted by the *Dispel Magic* (Pg. 234, Basic Rules) spell, or if it is reduced to zero hit points. Once you have used this feature it cannot be used again until the next dawn.



Antarctic Aura

Starting at 14th level

All creatures of your choice within 30ft of you take 2d6 cold damage at the start of their turn. If a creature is grappled by you, you may use your action to attempt to freeze the creature solid. The creature makes a Constitution Saving Throw against your spellcasting DC. On a failed save, the creature takes 10d6 cold damage and is affected by the *Slow* (Pg. 277, Basic Rules) spell. On a successful save, the creature takes half damage and is not affected by the *Slow* spell. Creatures reduced to zero hit points in this way freeze solid and are Petrified. After you have used this feature, you cannot use it again until after your next short rest.

TØUCHED BY ICE

*Whose woods these are I think I know.
His house is in the village though;
He will not see me stopping here
To watch his woods fill up with snow.*

*My little horse must think it queer
To stop without a farmhouse near
Between the woods and frozen lake
The darkest evening of the year.*

*He gives his harness bells a shake
To ask if there is some mistake.
The only other sound's the sweep
Of easy wind and downy flake.*

*The woods are lovely, dark and deep,
But I have promises to keep,
And miles to go before I sleep,
And miles to go before I sleep.*

-Robert Frost

ORACLE SØRCERER

As a mouthpiece of the Gods, the Oracle is a formidable talent to have in any adventuring party. Predicting and countering your enemy's next move is important and no one does that better than the Oracle.

Oracles can occur anywhere in the world and are chosen by Frostwane to influence a future event. Adventurers who reach 3rd level receive a prophetic vision of the future about a cataclysmic, world changing, or a personally significant event. Your GM is in charge of what this event is and interpreting your actions to affect the outcome. You gain new information at certain levels in this class and previously revealed visions are corrected to their new most probable outcome.

PROPHETIC VISIONS

Levels	Effect
3rd	<i>You learn what happens</i>
5th	<i>You learn why it happens</i>
7th	<i>You learn who is there</i>
9th	<i>You learn where the event will happen</i>
11th	<i>You learn the key to stopping it</i>

Expanded Spell List

Starting at 1st level, you learn an additional spell when you reach certain levels in this class, as shown in the Oracle Spells table. The spell counts as a Sorcerer spell for you, but it doesn't count against the number of Sorcerer spells you know.

ORACLE SPELLS

Spell Levels	Spells
1st	<i>Alarm (Pg. 211, Basic Rules)</i>
3rd	<i>Detect Thoughts (Pg. 231, Basic Rules), Bestow Curse (Pg. 218, Basic Rules)</i>
5th	<i>Commune (Pg. 223, Basic Rules)</i>
7th	<i>Death Ward (Pg. 230 Basic Rules)</i>
9th	<i>Scrying (Pg. 273, Basic Rules)</i>

Sixth Sense

Starting at 1st level

Your connection to The Weave and social expertise gives you a strong read on the world around you. You gain advantage on Insight checks and can cast the spell Augury (Pg. 215, Basic Rules) once per day without the need for components.

Premonition

Starting at 6th level

As a Bonus Action, you peer into the near future and learn the most probable action that will be taken by any creature of your choice. You choose a creature you can see within 120 ft and the GM provides the most likely action that creature will take on their next turn from the following options: Attack, Dash, Dodge, Help, Disengage, Cast, or Hide. If the creature is casting a spell, you know which. The GM can provide more specific information at their discretion. You can use this feature a number of times equal to your Charisma Modifier per long rest.



Clairvoyant

Starting at 14th level

You learn to channel your sorcery points to be more successful in and out of combat. Whenever you make an Ability Check, Saving Throw, or Attack Roll you can expend 1 or more sorcery points to add 1d4 to the result for every point spent (1 point= 1d4, 4 points= 4d4). You may expend sorcery points in the same way to reduce the total of Saving Throws made by creatures targeted by your spells. You must choose to use this feature before dice are rolled to resolve the action.

Scrying Savant

Starting at 18th level

When you scry, you can expend 4 sorcery points to gain the following benefits: You may Scry without the need for material components, the target has disadvantage on their saving throw to block the spell, you may scry on a different plane of existence, and your scry cannot be blocked by magical means.

PLANAR DOMAIN CLERIC

The inner and outer planes that encompass the material are vast, uncharted, and mysterious. The Hells, Feywild, and other planes of existence present wondrous and unfathomable treasure and danger. Planar Domain Clerics focus on the exploration of these planes and seek to understand them. Most Gods have their devout followers seek knowledge to protect the material plane and often charge their acolytes with a particular plane to become a subject matter expert. Sometimes, the Gods will command their followers to make a new plane their home and give their Priests and Priestesses the power required to make that existence their native land.

Lawful society has a high regard for the Planar Cleric. Often, you can find powerful devotees in the courts of kings and serving on councils. Their broad perspective on the nature of the planes is invaluable, both from a protection standpoint and resource acquisition. Many Planar Clerics finance their pilgrimage through the planes by seeking rare materials and selling them to artificers or wizarding schools. Young acolytes of the planes are drawn to these politically important figures and devote their lives to the King and Country. Others are drawn more naturally to the thin veils that separate worlds, finding faith through the awe-inspiring majesty of a new existence.

PLANAR DOMAIN SPELLS

Spell Levels	Spells
1st	<i>Command</i> (Pg. 223, Basic Rules), <i>Protection from Evil and Good</i> (Pg. 270, Basic Rules)
3rd	<i>Locate Object</i> (Pg. 256, Basic Rules), <i>Pass Without Trace</i> (Pg. 264, Basic Rules)
5th	<i>Fly</i> (Pg. 243, Basic Rules), <i>Water Breathing</i> (Pg. 287, Basic Rules)
7th	<i>Banishment</i> (Pg. 217, Basic Rules), <i>Locate Creature</i> (Pg. 256, Basic Rules)
9th	<i>Conjure Elemental</i> (Pg. 225, Basic Rules), <i>Contact other Plane</i> (Pg. 226, Basic Rules)

Divine Traveler

Starting at 1st level

When you hit a creature that is not native to your current plane of existence with a Spell or Weapon attack, you deal an additional 1d8 Force Damage on hit. This damage increases as you reach higher levels in this domain. You deal 2d8 at level 5, 3d8 at level 11, and 4d8 at level 17.

Channel Divinity: Planar Guardian

Starting at 2nd level

You beseech a single creature within 60 ft. of you to recognize your sovereignty on this plane of existence. The creature then makes a Charisma Saving Throw. On failure, the creature recognizes you as a Divine Traveler. The creature is under no obligation to aid you, but may do so depending on how you treat it. It will not cause intentional harm to you or your allies. If you or an ally harms the creature, you take 8d6 psychic damage.

Starting at 14th level, you may target any number of creatures within 60 ft. of you when you use this Channel Divinity.



Portal Warden

Starting at 6th level

If you come within 10 miles of a planar portal, your mind is flooded with divine knowledge from your God. You know where the portal leads, how to open or close the portal, and when the portal was most recently used. You also learn the creature type of the last entity to pass through the portal, if this changes, you know immediately.

Constable of the Planes

Starting at 8th level

No creature can escape punishment within your jurisdiction. When you cast Banishment, you may force the creature to make an Intelligence, Wisdom, or Charisma saving throw, your choice. While you are concentrating on the Banishment spell, you gain advantage on Constitution Saving Throws to maintain concentration. Once you have used this feature, you may not do so again until you finish a Long Rest.

Tuning Master

Starting at 17th level

Your deity has granted you sovereignty over existence and you may walk any plane you wish without supervision. You are granted a divine tuning fork worth 1,000 Gp. When you finish a long rest, you may speak the command word and attune the fork to any plane of existence, demi-plane, or extra-dimensional space you are familiar with. You may use this fork to cast Plane Shift once per day, without expending a spell slot.

STARFATED MARTIAL FIGHTER

Driven and destined for greatness, the Starfated Fighter draws on the power of their fate to bolster their resolve or change the tide of battle with deadly attacks. Walk the paths of weal and woe, or blaze your own trail towards glory. Starfated fighters often travel the world, certain that strands of fate will guide them on the right path.

Firmament Familiar

Starting at 3rd level

The stars are as much a part of you as your mind and spirit. You gain proficiency with Navigator's Tools.

Destined by Fate

Starting at 3rd level

No one controls your fate but you. You gain a pool of Destiny dice equal to your proficiency bonus. Whenever you or a creature you can see makes an Attack Roll, Ability Check, or Saving Throw, you may roll a Destiny die and add the result to the result. You may do this after roll, but before a ruling is made.

The Destiny die changes as you gain levels in this class. At 5th level it becomes a d6. At 9th level it becomes a d8. At 13th it becomes a d10. At 17th it becomes a d12. You regain all expended Destiny die when you finish a Short or Long Rest.

Battle-blessed Mark

Starting at 3rd level

✦ Fated to Rise

At the start of the creature's turn, it may roll a die equal to your Destiny die and gain an equal number of temporary hit points equal to the result.

✦ Fated to Fall

The marked creature is hit by a weapon attack, it takes damage equal to your Destiny die.

✦ Fated to Conquer

The marked creature gains Advantage on Attack Rolls.

The mark lasts for up to one minute. After you have used this feature, you cannot do so again until you finish a Short or Long Rest.

Star Omen

Starting at 7th level

The path to your destiny means others have to fail. Whenever you use your Destined by Fate feature, you may instead subtract the result of the Destiny Die from the roll.

Answers from Above

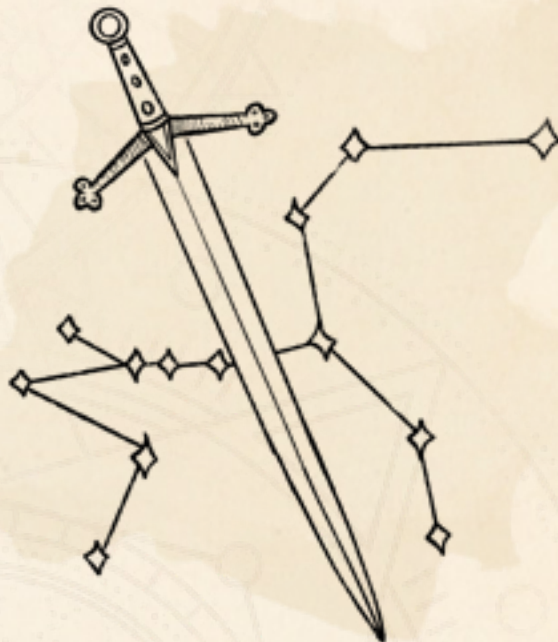
Starting at 10th level

When you have questions, the stars may answer. You may cast the Commune (Pg. 223, Basic Rules) once per day without expending a spell slot or the need for material components. Once you have used this feature, you may not do so again until you finish a long rest.

Starfated Strike

Starting at 15th level

Fate emboldens your constitution and guides your steps. When you roll a Destiny Die you gain a number of Temporary Hit Points equal to the result.



Harbor Fate

Starting at 18th level

The tides of destiny ebb and flow in your journey and each time you get knocked down, you come back stronger. When you fail an Ability Check, Attack Roll, or Saving Throw, you regain one of your Destiny Dice.

WAY OF THE HIVE MONK

The Monks of New Reach have many special skills and abilities, but those who harness the Hive are among the most feared and respected. A tradition that dates back almost to the founding of the Monastery, some of the monks form special bonds with the bees and other insects who reside in the monastery gardens. Through this growing relationship, they learn to call upon the swarm for aid and, should they travel outside of New Reach, can always find companionship among the bees of Aroria.

Healing Honey

Starting at 3rd level

You are well-versed in collecting honey from your swarm. The honey from the swarms of New Reach has magical properties and though its curative properties are strongest when harvested from New Reach Monastery itself. Once per long rest, you may harvest a small vial's worth of honey from your swarm, which becomes a Potion of Healing (common). At 11th level, this becomes a Potion of Healing (greater).

Call the Swarm

Starting at 6th level

You can use your ki to summon your insect companions for protection. As an action, you can spend 2 ki points to summon a Swarm of Insects (Bees) (Pg. 154, Basic Rules) anywhere within 30ft that you can see. The swarm acts on your turn, stays for 1 minute, and follows your commands to the best of its ability.

A Friend in Bee-d is a Friend Indeed

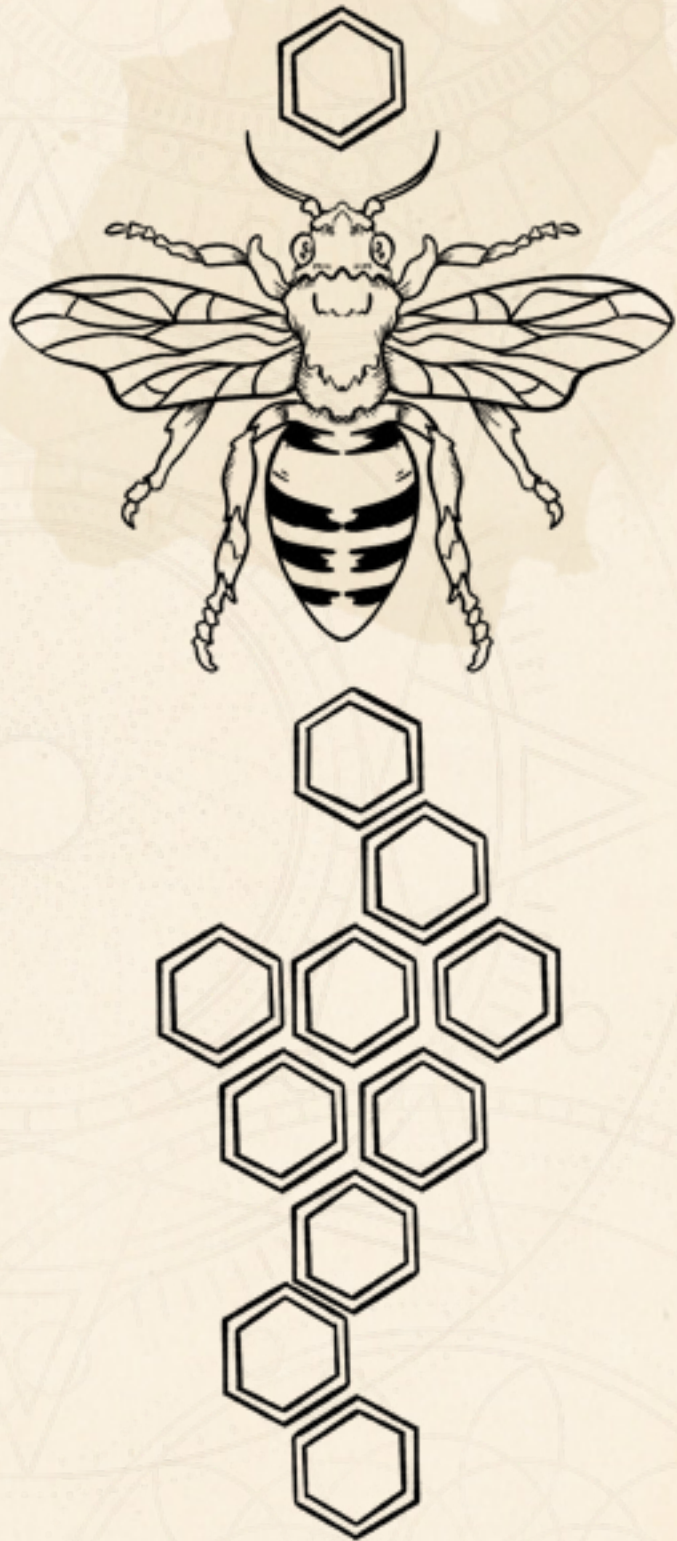
Starting at 11th level

You can use an Action and spend 4 ki points to cast Giant Insect (Bees). These bees utilize the Giant Wasp (Pg. 137, Basic Rules) stat block.

Hive Mind

Starting at 17th level

You may spend an Action to enter a trance like state to link minds with your swarm. While linked in this way, you are incapacitated and gain influence over each individual bee in your swarm. You take full control over their movement and observe the world through all their senses simultaneously. This connection lasts for 10 minutes, after which you may expend your own vitality to maintain the connection. For every minute after the first 10, you may take 1d6+1 Psychic damage. If you drop to zero hit points using this feature, you die and your consciousness permanently transfers to the bees.



LEADERS AND FACTIONS



COUNCIL OF LA CAMBRIA

OVERVIEW

The Council of La Cambria is the most powerful political faction in Aroria. If there are strings tied to any given situation, the Council has a member nearby to pull them. There are seven members on the Council. Each is appointed by guild members in the capital city to represent the interests of their profession. The Council has two responsibilities: to guide the city of La Cambria into prosperity and to serve as a steward to the mainland of Aroria.

While each council member is chosen by their respective guild in a unique way, council members are always elected for two year terms, except for the Cambrians council member who is changed every year. All four new members, three from the guilds and the new Cambrian representative, are announced on the Summer Solstice. Additionally, one of these new members is bequeathed the title of Supreme Counselor. This title rotates between the guilds annually except in times of formal war. During formal war, the Supreme Counselor title is immediately transferred to the Cambrians. The Supreme Counselor mitigates disputes between the guilds and is the final word in the land. The council meets on a bi-weekly unless an emergency meeting is called.

Each of the following guilds are allotted one representative on the Council of Aroria. The current NPCs are suggestions for who should be on the council when your game begins. However, the council is constantly in flux and any number of characters, factions, or villains may have a vested interest in who finds themselves on the council next Summer Solstice.

SPIREMEN, LAWFUL MERCHANTS | ALLSGOOD MURPHY

The Spiremen are a lawful neutral organization, they are responsible for governing trade in and out of the city, as well as spending and budgeting for La Cambria. If money is needed to fund a social project or purchase sellswords for the army, funds must be approved by The Spiremen. Allsgood Murphy, a lawful neutral human who has lived in La Cambria his entire life, believes the main purpose of the Spiremen is to protect the city's financial interests at home and abroad. Operations for the Spiremen take place out of Goldspire on the north side of the island. Goldspire is the largest bank in all the world and is said to house more gold than the rest of the world combined. The Spiremen choose their council representative by sheer mathematics. The guild member who has increased their net worth by the largest percentage in the past two years is appointed, guild members who earn fewer than 100,000 GP are ineligible.



CREST OF LA CAMBRIA

ARISTOCRACY, LAWFUL NOBILITY | CLARISSA RUTHERFORD

The Aristocracy of La Cambria reside within Kingscourt and is composed of the oldest families in all of Aroria. They value the history of this land and observe all manner of courtesy. The guild has strong regency vibes and it is customary to refer to members of these families as Lord and Lady. The homes within Kingscourt often resemble luxury vacation homes since most families have much larger estates on the mainland. The most elite members of the Aristocracy are Barons, Dukes, Duchesses, and even one King in their respective lands. The council member for the Aristocracy is elected by popular vote and is often a young, unmarried, heir or heiress of one of the proud families of Aroria. Becoming a council member for La Cambria is considered a great honor and marks the recipient as prime candidate to improve the reputation for their family for generations. Clarissa Rutherford, a lawful evil half-elven Dutchess from the Elderguard land currently sits on the Council and is using her time in La Cambria to champion trade relations from the two coastal cities.

NIVEAU MAXIMUM, NEUTRAL SCHOLARS | TRID'ILLION SKYWEAVER

Niveau Maximum is the greatest library known to man, home to the greatest wizards and inventors Aroria can find, and is the epicenter of innovation throughout the world. Currently, the headmaster and caretaker of the Library is Trid'illion Skyweaver, a true neutral elven druid from the villages of Vera. He's said to be a brilliant yet guarded man who values ingenuity above all else. Niveau Maximum focuses on preserving the knowledge of civilization and believes the longevity of La Cambria is key to that. The headmaster of Niveau Maximum is chosen by The Elders of Knowledge and serves on the Council and as headmaster until death.

SØNS ØF BØUCLIER, LAWFUL ARMY | BRUTE HAMMERJAW

Viewed primarily as the police of La Cambria, the Sons of Bouclier serve as the city's primary form of defense. Within the city, most of their attention is focused on Andirin's bridge processing travelers through customs and executing the tax to cross. They also run regular patrols throughout La Cambria's urban environments to keep the peace. Throughout the mainland, the Sons of Bouclier maintain fortresses and strongholds for citizens to retreat to in times of war. The Sons of Bouclier are a professional army, and do not engage in civil matters outside of La Cambria. Each election year, the Sons of Bouclier host a tournament to appoint their representative on the council. The tournament is a single elimination, one-on-one combat with no magic allowed. The winner is named representative that year, and Brute Hammerjaw, a chaotic neutral goliath, has been the council representative for more than a decade.

CØURT ØF SAVIØN, CHAØTIC PRIESTS | ELLADEEN VON BECKER

Savion is The God of most humans in Aroria and the Divination leader of the Masters of the Weave. The devout here worship her above all others and Elladeen Von Becker, a lawful evil human, is the most pious of all. Ellie welcomes all into the light of Savion and is willing to extend a hand to all those within her power. The Court of Savion has built a strong reputation that is reflected in their outward appearance and Ellie would much rather focus on the frills and pageantry of her religion and bask in her seat of power than expend Temple resources on those she deems unworthy. The Court of Savion is also the judicial branch of La Cambria and their chosen council member sits as the lone judge for the highest crimes in La Cambria. Any priest or priestess to Savion can be named to the Council by Savion herself through divine intervention.

CAMBRIANS THE PEOPLE | JEFF

Someone must keep the common folk in mind and the masses must have a voice. So the people of La Cambria are given a seat on the council. A new council member for the Cambrians is chosen every Summer Solstice by popular vote from everyone in La Cambria. An ideal Cambrian representative will serve as a consultant for the remaining members of the council, ensuring that the people of La Cambria are always kept in mind for decision making. Jeff, a true neutral human fishmonger from the undercity, is currently representing the Cambrians. His election campaign, lifestyle, and vote is bought and paid for by Clarrisa Rutherford and he can often be found at the Dragon's Horde.

SPARRØWHAWKS RANGERS | KYA REED

The Sparrowhawks are their own unique faction in Aroria and more information about the Sparrowhawks can be found on Pg. 33 of this book. Kya Reed, chaotic good human, is the current leader of the Sparrowhawks and views her role on the council as a necessary formality more than a position of honor. The leader of the Sparrowhawks is always on the Council of La Cambria, and the leader of the Sparrowhawks is selected by Yisgarian.



SPARRØWHAWKS

ØVERVIEW

The Sparrowhawks are the eyes and ears of La Cambria. They are spys, detectives, scouts, diplomats, and anything else they need to be. The vast network of Sparrowhawks touches even the most remote portions of Aroria and their safehouses can be found all over the world. The silver sparrow pin is more protective than any shield and is respected by all but the most criminal individuals. The Sparrowhawks stand for justice and peace, they value freedom, autonomy, and opportunity.

GOALS

In every small village, quiet woodland, and sanctioned road in Aroria, you can find a Sparrowhawk keeping the peace. The Sparrowhawks see themselves as the altruistic caretakers of both the land of Aroria and its people. They are the constable in pursuit of bandits on the road. They are the diplomat in a foreign court reporting intelligence back to La Cambria. They are the conservationists advising local farmers to plant wheat instead of cotton because Elderguard has made it their cash crop this year. A Sparrowhawks job is never done and the prosperity of all within Aroria is the ultimate goal.

RELATIONSHIPS

The Sparrowhawks work to maintain functional relationships across the known world. One of the seven seats on the Council of La Cambria belongs to the Sparrowhawks and there is at least one member in the courts of Elderguard and Digbrand. These relationships fund Sparrowhawk operations across the land. The Sparrowhawks provide intelligence, information, and the subtle services most regimens cannot ask for openly. In return, powerful leaders provide the necessary gold for the Sparrowhawks to operate with autonomy and in the best interest of the mainland. Charitable donations to the Sparrowhawks are also commonplace. Sparrowhawks never demand payment for services rendered, but it is considered good luck to do so and providing a roof for a rain soaked Sparrowhawk virtually assures a bountiful harvest.

*A little bird, with plumage brown,
Beside my window flutters down,
A moment chirps its little strain,
Ten taps upon my window-pane,
And chirps again, and hops along,
To call my notice to its song;
But I work on, nor heed its lay,
Till, in neglect, it flies away.*

*So birds of peace and hope and love
Come fluttering earthward from above,
To settle on life's window-sills,
And ease our load of earthly ills;
But we, in traffic's rush and din
Too deep engaged to let them in,
With deadened heart and sense plod on,
Nor know our loss till they are gone.*

-Paul Laurence Dunbar



CREST OF THE SPARRØWHAWKS

NOTABLE FIGURES

Kya Reed

Human She/Her, Lamentium. Leader of the Sparrowhawks and Council Member for La Cambria. Kya Reed is at the top of the two of the most powerful organizations in Aroria for a reason— She is a naturally charismatic leader. She is pensive and calculated in her planning, bold and courageous when necessary, and a functional combination of cautious and trusting with her peers. Kya values the history of the Sparrowhawk organization and believes there is power in their name. Maintaining their reputation and legacy is the only ideal that holds her full loyalty.

Bartholomew Sterling

Changling They/Them, Aurous. Pirate scourge of the sea and undercover Sparrowhawk. Known simply as Sterling, the shapechanger has mastered the art of rising among the ranks of criminal organizations and has become a fixture dozens of times throughout their life. Each time Sterling identifies a target, earns their trust, and sets the perfect trap, they send a single Sparrowhawk pin addressed to the current Sparrowhawk Council Member with a place and time to Niveau Maximum. The resulting disruption to unscrupulous organizations in Aroria is incalculable. Sterling then fakes their own death, takes on a new form, and begins the process all over again.



SØNS ØF BØUCLIER

ØVERVIEW

Bouclier is a god of protection, defense, and war. His sons are the professional army in Aroria and are charged with the safety and security of all. They are not to be confused with police and do not meddle in the affairs of state or attempt to influence criminal activities—the Sons focus on larger conflicts. Leadership is focused on building and maintaining the army to stand against foreign invaders, aberrations or undead from the underdark, and dragons who have decided that Aroria is their new home. You can expect that if a world altering event occurs, the Sons of Bouclier will respond to protect the Arorian way of life.

GOALS

The Sons of Bouclier have one goal: Protect Aroria. However, maintaining and running an army is easier said than done. Recruiting young men and women into the soldiers lifestyle takes coin, and lots of it. The capital provides most of these funds from taxes paid by Goldspire, but the Sons often accept gold from Great Houses to settle border disputes or provide additional protection from a unique threat. Soldiers can be hired as bodyguards for merchant caravans or as mercenaries for a particularly dangerous endeavor. At times, these money making activities cause brothers to fight. Killing a fellow Son is considered a great dishonor and in these situations, the Sons of Bouclier always stop short of death.

RELATIONSHIPS

The headquarters for the Sons of Bouclier is in La Cambria and their General sits on the high council. The Sons keep Aroria and the capital city safe above all else. Every major city has barracks for the Sons, but most of the Great Houses and settlements on the mainland reserve their forts and strongholds for personal guards or armies. In each of the four dukedoms, dormant fortresses are staffed with the barest of skeleton crews. These footholds are large enough to house all the citizens in the surrounding area and support an army of 10,000 or more in times of war or global strife.

NOTABLE FIGURES

Brute Hammerjaw

Goliath He/Him, Duskworn. The mountain of a man is a curt and sharp leader with a no-nonsense approach to all things. He has sat on the high council for nearly two decades and his iron fist has kept Aroria from appearing vulnerable. Most of the Sons of Bouclier fear him. He has a tactical mind for battle and a ferocity in single combat. It's said that no soul has ever forced Hammerjaw to drop his guard and his lone defeat as a commander was a naval battle against the pirate king Stewart Arc. It was his first engagement on the high seas and the pirate king's casualties forced him to fall back to his islands when all was said and done. Many consider the battle a draw, Brute calls it his greatest failure.

NIVEAU MAXIMUM

ØVERVIEW

Niveau Maximum is first and foremost, a university. Located in the heart of La Cambria, the tower is a beacon of knowledge that draws scholars from all over Aroria and across the Barvassian Sea. The magicians who study at Niveau call the tower home more often than not and utilize its vast dormitories as a respite from their many adventures. Niveau Maximum is one of the most well respected entities in Aroria and their declarations and influence can be felt in all corners of the Mainland.

GOALS

The school serves three purposes. First, Niveau is dedicated to the collection and spread of knowledge. Those who lead the university adamantly believe the key to Aroria's prosperity is written in the books of their library. Second, fostering magical talent among the Arorian population and cultivating the advancement of the arcane arts. A predisposition to magic can manifest anywhere at any time and the Gizli (Pg. 211), arcane scouts, identify individuals who possess such abilities and invite them to Niveau Maximum. Finally, the leadership at Niveau Maximum serves on the La Cambrian high council. Traditionally, the Headmaster of Niveau Maximum sits on the council, but primarily serves in an advisory role to many of the other council members.

RELATIONSHIPS

The intellectual advancements being made under the dome are admired by all and the curriculum alumni achieve mastery over is rigorous. As such, every Great House on the mainland who can afford one has a former student of Niveau on staff, some who have graduated and some who have not. Students who secure these positions are often granted title and land to continue their academic pursuits. Life inside estate walls isn't enough for many magicians. Students of Niveau Maximum can be found among the Sparrowhawks, in adventuring parties or sailing the Barvassian Sea.

NOTABLE FIGURES

Trid'illion Skyweaver

Elf He/Him, Duskworn. Current Headmaster of Niveau Maximum, Trid'illion Skyweaver is an archdruid from the mountains of Vera. Brilliant, but guarded, Trid'illion has empowered the Gizli by doubling their numbers so they may find as many magical users as possible. He champions the idea that magic can be found in even the most humble of beginnings.

PLATINUM SANCTUARY

OVERVIEW

"To Watch, To Defend, To Live." These are the ideals that every member of the Platinum Sanctuary takes up when they join the Apidea Order. Founded in New Reach, the Platinum Sanctuary has always operated on a small scale and is often unnoticed in regional affairs. To those who do know them, the Platinum Sanctuary is a beacon of security and wisdom, stalwart protectors against the beasts surrounding New Reach and those emerging from Death's Door. The order is overseen by Tillidain "Tilly" Silverscale, a short aasimar who loves the thrill of adventure and delights in mentoring the order's members. Members of the order often roam the world in pursuit of their ideals, protecting those in need, promoting life and action, or finding a home and watching over it for the remainder of their lives.

GOALS

Founded by Tillidain Silverscale upon the discovery of Death's Door, the Platinum Sanctuary's primary goal is to watch over the strange, abyssal doorway and protect the world from the monsters within. All members of the order are required to spend a minimum of two years traveling the Death's Door region, hunting monsters or protecting those who are there. For many, the unending adventure of Death's Door is enough, and they continue their career as permanent defenders of the region, but for others, they discover a need to see the world and to challenge the dangers beyond New Reach. Every year, Tillidain tearfully sends away members to new assignments throughout the world, reminding them of their vows. As a result, members of the Platinum Sanctuary can be found nearly anywhere in Aroria.

RELATIONSHIPS

The Platinum Sanctuary is well liked and often welcomed anywhere it goes. Given their small scale and simple values, the Platinum Sanctuary has few political alliances. Instead, relationships with the Sanctuary are personal and many who meet a member of the order find a devoted friend and valuable ally. Members of the order will often team up with other organizations in pursuit of a common goal.



CREST OF THE PLATINUM SANCTUARY

NOTABLE FIGURES

Tillidain "Tilly" Silverscale

Aasimar She/Her, Pyrium. A short aasimar with brown skin, bleach white hair and silver eyes that appears in her late 40s. Tilly is a boisterous, friendly individual with a knack for talking for long periods of time without realizing it. She is fiercely loyal to the other members of the order and will often go out of her way to mentor or support them as needed.

Cameron Thistle

Half-Elf He/Him, Frostwane. Cameron is an average sized half-elf in his early twenties. He is lithe and muscular, giving off a demeanor of naivete when he talks with others. A new member of the order, Tillidain has taken him under her wing, training and mentoring him before his two years of service at Death's Door begins. Cameron is a willing and eager recruit, often looking for ways to help others even when they are not the wisest decisions.



MAINLAND ARØRIA

ØVERVIEW

The Mainland is the largest of the three regions in Aroria. Thousands of miles of farms, forests, and riverlands are bordered by Krygos Lake to the north, Vera's Mountains to the east, and the Barvassian Coastline to the west. Though it has fewer people overall than La Cambria, Elderguard, and Digbrand combined, the landmass is too vast to be governed by a singular monarchy or these cities alone. A Peerage system exists with four Dukedoms at the corners of the Mainland overseeing the Great Houses. While traveling in the mainland, Adventurers are expected to abide by the sovereign laws of the Duke or Duchess and their vassals.

GOALS

Dukedom goals and aspirations vary across the Mainland and between Great Houses. More nuanced desires can be found for the specific Dukedoms below, but all share the universal desire to lead Aroria into prosperity.

DUKES AND DUCHESSSES

Duchess Gianna Demiadi, Marquess of the North, The Dragon's Bane

Dragonborn She/Her, Lamentium. Duchess Demiadi is a proud woman who is constantly forced to defend her vassals from the armies of Agubonne to the north. She claims all lands north of Thrice as her own, including the great peak of Vera.

In her youth, Duchess Demiadi was an exceptionally adventurous Ironclaw commander. She and her calvary of Ironclaw howlers rode Carom's across the sprawling grasslands and among the dark forests. Together, they rooted out bandits, hunted dangerous criminals, and sang songs of freedom around campfires and under stars. Those years of wanderlust are far behind her now. Now, the Marquess of the North spends most of her days gathering her power for wars yet to come

Duke Damien Ullish, Earl of the East, Father of Wine

Human He/Him, Pyrium. The Ullish lands lie between the northern and southern duchess and encompass the vast majority of the Vera mountain range, the foothills that surround it, and the Badlands stretching east. Sable is the last piece of civilization in the desert that Duke Ullish makes an effort to support but his jurisdiction extends as far as the endless sands do.

Duke Ullish is a young man with an old face. He has spent his life living fast and drinking deeply. The Badlands to the east are teeming with prehistoric creatures and dangers that he and his vassals must battle in perpetuity. The vineyards in his valleys produce the famous Ullish Red wine that high scale taverns in Aroria flaunt. So when the Father of Wine isn't fighting raptors and spitters, he can be found lounging and resting on his laurels.

Duchess Clarrissa Rutherford, Countess of the South, Queen of Ice

Half-Elf She/Her, Aurous. Duchess Rutherford's estate lies at the edge of the Arctic Desert within eyesight of the Barvassian Sea. Her lands are bound by the southern bank of the Languid River and stretch further south than anyone has ever been. Her lands are the largest of the four Dukedoms, yet much of it is covered by the ice of the Arctic Desert.

The young Queen of Ice was titled by the many vassals who are extremely loyal to her. Life in Duchess Rutherford's domain is difficult and the Duchess leverages her political influence as a La Cambrian Council Member to protect and improve the lives of those under her power. In her Dukedom, it is widely known that Great Houses who have suffered setbacks or tragedy in the warmer months of the year may winter at her estate in times of need. As a result Duchess Rutherford's estate routinely doubles or triples in size each winter as she plays host to those most in need. Family matters most to Duchess Rutherford and she considers all those in her Dukedom family.

Duke Onvyr Ambrosia, Marquis of the Barvassian Sea, The Kraken

Human He/Him, Lamentium. The Ambrosia lands are a long stretch of coast from Elderguard to New Reach, the great capital and port of La Cambria, and every island amid the Barvassian Sea. 98% of his territory is ocean and it is the primary responsibility of the Marquis to protect Aroria from invading armies across the sea and unknown threats beneath it.

Duke Onvyr has the wildest heart of all the Dukes and Duchesses in Aroria. He does not keep a lavish or powerful estate, preferring to spend his life on the sea aboard his ship, The Admiral. He loves hunting pirates and is committed to punishing those who threaten life above and below the ocean. When he must take meetings on dry land, he does so in La Cambria, in a small townhouse near the port. Occasionally, Duke Onvyr will dive deep into the libraries of Niveau Maximum, where he studied as a young wizard, for weeks. When he's done researching, The Admiral sets sail for parts unknown and the Duke isn't seen for weeks or months at a time.

GM NØTE

Transitions of power often occur while Adventurers are present. If a Viscount or Baroness transition occurs in your game, consider the ramifications of a new heir to the Great House who may have a different ideal than their predecessor. For instance, how might the people react when a pious leader makes way for a lover of the humanities or when a wealth driven Lord precedes a militaristic one?



ELDERGUARD FAMILY

OVERVIEW

The city of Elderguard is the jewel of the Barvassian Sea and the Elderguard Family is its caretaker. The ancient family of archfey feyfolk is as old as Aroria itself and has dedicated its legacy to Elderguard's prosperity. Archfey enjoy incredibly long lifespans and the stewards of Elderguard play the long game to ensure the preservation of their society. The family always rules in pairs. The first is a leader with thousands of years of experience who ultimately decides the fate of Elderguard and their lone heir. Occasionally there are other members of the Elderguard family, but these two bear the full responsibility of their families burden.

GOALS

The preservation and prosperity of Elderguard is always the number one priority for the Elderguard family. The people of Elderguard are artistically inclined and enjoy the benefits of an incredibly socialist economy and the family does everything it can to keep this true. Secretly, the great serpent, Apep, lingers beneath the city and the family must continue to provide wealth to the dragon to maintain the safety of all Aroria.

RELATIONSHIPS

Ensuring investments and relations with La Cambria and the Mainland stay profitable is pivotal to maintaining that lifestyle. The leader and heir of Elderguard are too valuable to spend time in La Cambria, so they bestow favor and wealth upon Great Houses in their domain who can sit on the high council for the Aristocracy. Other than those who owe fealty to Elderguard itself, the family takes an isolationist approach to political affairs and will typically let non-Elderguard matters remain that way.

NOTABLE FIGURES

Rhea'illia Elderguard

Feyfolk (Archfey) She/Her, Fleurtide. The Windwalker, Rhea'illia is a fierce warrior and shimmering conversationalist. She spent a thousand years as the heir to her father, Dorren, and garnered a tremendous reputation among the people of Elderguard. She is confident, powerful, and recklessly protective of her people. Rhea'illia believes that Apep cannot be held in check for too many more millennium and seeks to end the ancient serpent before her reign is complete.

CREATING A GREAT HOUSE

Dozens, if not hundreds of Barons and Viscounts serve as Vassals to each of the four Dukedoms and are collectively known as the Great Houses. These houses wield power over several thousand, or tens of thousands of, acres and all the people who live there. All Great Houses are titled for their namesake family and titles are passed on in a variety of ways. Great Houses often play pivotal roles in player backgrounds or can be used as the background for early level adventuring. Consider the following notes when creating a Great House to suit your needs.

House Name

The House name is always the last name of the family in charge and comes with title and fealty. The most common title is Baron or Baroness, but a larger House may take on the Viscount or Viscountess title.

Size

All Great Houses have well defined borders they oversee, usually defined by natural landmarks like rivers or woods. In general, a smaller house will sprawl several square miles, while a large house could oversee hundreds.

Population

Depending on the resources and safety of the Great House, the population density can vary greatly. Usually, a House will have at least 500 citizens to be considered a part of the regency.

Leader Aspirations

Every Baron and Viscountess has a unique personality, and each will prioritize different facets of power. This bond should influence what this Great House is known for and what value they can bring to the Duke or Duchess of their region. Typically, a house will value one of the following above all others: money, military, social influence, religion, cultural arts, and family.

RYLAN'S GANG

OVERVIEW

From back alley thieves to nobles or diplomats down on their luck, Rylan's Gang is a loose conglomerate of unlikely members unified by a singular goal: keep the status quo. Considered the de facto governing body in The Crossing, Rylan's Gang reaps the benefits of their power and prestige, actively stamping out any resistance to their rule while keeping up pretenses of their kindness and generosity. At the heart of this gang is Rylan Valchar, a charismatic and ruthless opportunist with a penchant for winning or stealing the hearts and minds of those he meets. Having grown in prominence and notoriety, Rylan's Gang is well known for its love of coin, duplicity, and loyalty.

GOALS

"Keep things as they are, with us in control." That is the motto of nearly every member of Rylan's Gang. Maintaining strong control over the people of the Crossing, Rylan's Gang seeks to keep their humble fortress city and the surrounding land as it is and enjoy the fruits of the people's labor. Disinterested with expansion, Rylan has positioned himself governor and plans to keep it that way. As the gang grows and shrinks, its members either leave the Crossing to seek their own fortunes or are quietly removed when Rylan believes them too ambitious for their own good. With the population of the Crossing increasing, Rylan's Gang has begun to consider how to prevent the inevitable change that comes with growth. At their core, the Gang seeks stability and control.

RELATIONSHIPS

Rylan's Gang values relationships within and beyond their small fortress city. Frequently making deals with surrounding villages or cities, the Gang works to keep their people safe, happy and docile. Their most valuable agreements are with the capital city of La Cambria, where they provide information about the goings on of Aroria North in exchange for a handsome sum as well as less formal dealings with the Sparrowhawks who inform them of potential troubles on the roads leading to and from The Crossing. Within the city, Rylan's Gang has a loose agreement with local merchants, demanding a small tax on all transactions made in exchange for protection. Those who are new to the city, or who operate without making a connection quickly find themselves "invited" to a conversation.

NOTABLE FIGURES

Rylan Valchar

Tiefling He/Him, Waking. Rylan is a short tiefling that appears to be in his late 20s. Rylan speaks with airy, excitable charm that disguises the ruthless nature he possesses. Rylan is not evil but firmly believes in seizing any and all opportunities before others. Rylan is happy with his current position in The Crossing and will work hard to maintain his power.

Vladimir Quill

Dwarf He/Him, Pyrium. Accountant for Rylan's Gang and Rylan's right hand man. Nicknamed "The Quill," Vladimir has a bristling and antisocial personality. Often found scribbling behind a tower wall of receipts and papers, the dwarf is renowned for his ability to remember any number told to him and what it is related to. Moving quietly through the ranks of Rylan's Gang, Vladimir became the tiefling's most trusted ally after saving Rylan from an assassination attempt. In the process, Vladimir lost the use of his legs and now travels via wheelchair. If Rylan is the charming face of his gang, Vladimir is the extensive web of figures, plans, and schemes that cast a wide net of control across the city. No deal happens within the city without "The Quill" recording it.



GUILDS OF THRICE

OVERVIEW

Thrice is a city left to its own devices. Anyone who spends enough time in the thieftom will develop connections with one of the three guilds of thrice: the Rooks and Bishops, Northenders, or Coin Counters. Each and every establishment in the city is owned or operated by one of the guilds and any job an adventurer would want is requested by one of them. While the triumvirate claim Thrice as home, the guilds can be found all over Aroria and their influence is felt in every black market, quiet corner, and shadow soaked heist.

COIN COUNTERS

"Coin Counters are all the same, they look at you in terms of your weight in coins and it's hard to guess what plans they have for you."

NORTHERNDERS

"Northenders want you to run. They love the chase and love catching you more. No one knows the streets better than them."

ROOKS AND BISHOPS

"Only one thing is ever constant with the Rooks and Bishops... nothing stays the same. Easier to divine the gods than it is to know what a Rook and Bishop is thinking."

GOALS

Coin Counters

Each of the guilds has their own secret and unique goal, but in general, the guilds tend to stick to what they know best. The Coin Counters monitor and maintain the various transactions and licenses granted throughout the town. The coin counters favor those who are cunning and smart, and their schemes are vast and complicated. They believe that one day they will own every coin in Thrice, and take the city. Their headquarters are based in Compassion's Counting house.

Northenders

Bouncers, brawlers, the Northenders act as the town's muscle, making sure that debts are paid and rent is collected on time. The Northenders favor those who are strong and quick, and their plans are straightforward and blunt. They believe, correctly, that the other guilds fear their strength and try to display it frequently. Their headquarters are located in the north district of the town.

Rooks and Bishops

Wild and chaotic, the Rooks and Bishops are made up of actors, artists, and story-tellers. This group acts as the town's entertainers and ambassadors, often drawing crowds from outside the town, or smoothing over the tensions when residents grow restless. The Rooks and Bishops favor those with silver tongues and their plans are ethereal and ever-changing. They believe that without them, the town would never grow and that they will rule through popular demand. Their headquarters are located at Cast's Stage.



CREST OF THE ROOKS & BISHOPS

RELATIONSHIPS

The guilds of Thrice try to fly under the radar as often as possible, but organized crime can only stay hidden so long. The Sparrowhawks and Northenders have an extremely strained relationship and often find themselves at odds. Northender methods are often extremely aggressive and their presence is detrimental to even the largest cities. The Coin Counters and Goldspire are in the middle of an economic cold war. Publically, Goldspire preaches the importance of transparency in accounting and failure to do so is immoral and destructive to the economy. Privately, they're jealous of the Coin Counters' secrecy.

NOTABLE FIGURES

Compassion

Tiefling He/Him, Wisterius. Master of Compassion's Counting House and Casino, pale blue eyes and feminine features. Calculating and precise, but unable to turn away from a shining treasure.

Barrett "Pretty Face" Buxton

Elf He/Him, Fleurtime. Tall and muscular, missing one hand. Beautiful face and long blond hair. Hard and loyal, but often tests the loyalty of those around him.

Lady Audrey Cast

Halfling She/Her, Rustium. Spectacles and multicolored hair, with a series of short scars across her chest. Calm and kind, but changes interests and plans on a whim.



THE STARS



OVERVIEW

Magical energy ebbs and flows through the universe like the tide. The world of Aroria is influenced by the gravitational energy of planets and moons, the position of celestial bodies and stars, and the kinetic vibes of rivers, mountains, air, and flame. All living creatures are bound to this energy, one another, and the gods who manipulate it. Adventurers who travel to Aroria are not defined by their astrological connections, but cannot deny an affinity for their respective Element, Ruler and Heir. All of this is determined by the exact and unique circumstances of one's birth.

SIGNS

The position of planets, stars, and moons on the day of your birth are the greatest cosmic forces in Aroria and they define your Adventurer's Sign. As these celestial bodies move around the sun, their exact positioning has an impact on the world and can be felt by Adventurers in a countless number of ways. There are twelve months in the Arorian calendar, and the twelve astrological signs are bound to each. The month you are born defines your sign as an Adventurer.

Determining your Adventurers sign can be achieved one of two ways— randomly or by design. Only you can choose what is right for your player character. To randomly select your Sign, roll a 1d12 and consult the Sign Table below. Otherwise, you may choose a Sign that best fits your desired character concept. Refer to your Sign specific details on the referenced page to further expand upon your character.

Sign Table		
1	Fleurtide	<i>Flaming Ram, Vibe, Aries</i>
2	Wisterius	<i>Muse of Reverie, Natural, Taurus</i>
3	Sunbask	<i>Swindle Twins, Arcane, Gemini</i>
4	Aurous	<i>Dawning Moon, Divine, Cancer</i>
5	Pyrium	<i>Firelight Assembly, Vibe, Leo</i>
6	Soulstice	<i>Hive, Natural, Virgo</i>
7	Rustium	<i>Honest Seraph, Arcane, Libra</i>
8	Duskworn	<i>Hand of Retribution, Divine, Scorpio</i>
9	Lamentium	<i>Stag Who Knows All Paths, Vibe Sagittarius</i>
10	Waking	<i>Forge of the Covenant, Natural, Capricorn</i>
11	Rimewomb	<i>Wandering Star, Arcane, Aquarius</i>
12	Frostwane	<i>Oracle, Divine, Pisces</i>

ELEMENTS OF THE WEAVE

Second only to the stars, the natural energy of the world in your immediate vicinity pushes you toward your destiny, this energy is known as the Weave. The Weave is the magical energy that suffices the universe, and many could argue that it has more bearing on your day-to-day life than your Sign. This is partially true, however, while your Sign and Circumstances are yours, and yours alone, the Weave is shared. For this reason, it has less bearing on your destiny.

The Weave is divided into four source magics: Natural, Divine, Vibe, and Arcane. Natural magic is most often associated with the Druids and ritualistic magic, but can also be attributed to most alchemy and potion making. It is found deep in the ocean, lost in the woods, atop mountains, and beside rivers. Divine magic was pushed into our weave by the gods and the infernal, and is the most powerful raw magic in the Weave. Vibe is the innate magic that exists in powerful creatures, across the Feywild, and within your heart. We all tap into the Vibe of our world in some way or another, and Vibe signs more than any. The final element, Arcane magic, is in itself, not a source of magic, but it is the control and manipulation of the other three source magics.

Natural Signs mesh well with Divine Signs. The ritualistic and traditional nature of the two Elements creates a mutual understanding of how each taps into the Weave. Vibe Signs connect with Arcane Signs. The Vibe can be difficult to understand, and Arcane Signs relish the opportunity to understand them. Conversely, Natural Signs are disconnected from Arcane signs. They often see the need for control or manipulation as a fruitless goal at best, and an egregious assault at worst. Arcane signs look at the wild Natural Sign and wonder how they can exist in that state of chaos. Divine and Vibe signs are at war as well. Vibe signs prefer to accept the world for what it is and have no need for purpose or goal, while the Divine Signs can find meaning and destiny in even the most mundane coincidences. The Arcane Signs sometimes feel disconnected from the other Elements of the Weave, since they are not innately part of it and are the furthest away from the Weave itself. Of all the Elements, Vibe Signs can be considered a personification of the Weave itself. As such, Vibe is the most universal Sign and can most closely relate to the Weave and other Elements in turn.

FLEURTIDE | ARIES

Fleurtide is a natural Adventurer. A quintessential type-a personality, they are action-first Adventurers with endless reserves of energy and can always be found at the head of a pack. They have the natural grit, competitive desire, and burning passion to be first in all things. Socially, the Fleurtide's personality is contagious and they strive to make quick friends with other Adventures, often successfully. They can be aggressive when more rational party members mistake their desire for speed as impatience. The Fleurtide is inexorable, and will sometimes put their desires and goals above that of the party. To the Fleurtide, there is only one way forward—their way, right now, with everything they have. Destiny pulls Fleurtide in a singular direction their whole life, and that is the only justification a Fleurtide needs to uproot everything they are and run.

As the youngest element of Vibe, Fleurtide shines the brightest. They are the wide open flame of a bonfire as it soars after being doused with oil or gas. Fleurtide is a high-tempo song in a rowdy tavern with drinks flowing and infectious dancing. It is easy to get caught up in their passionate disposition. Their aura reaches the furthest into their social circle and can easily engulf those who dare venture too close. Party members may find themselves dedicated to a Fleurtide cause without motivation or explanation—It's just the right thing to do. Regardless of a party member's motivations, the Fleurtide can see their own desires reflected in them, as if they are looking in a magic mirror. As a result, party members around the Fleurtide feel as though they have "found" themselves when around the Fleurtide, and the Fleurtide can cultivate this realization toward its own goals.

MANIFESTATION

Fleurtide manifests in Aroria as the Flaming Ram. It's coat is typically snow white, representing the purity of simple truths, and the horns are flaming, showcasing the leading passion Fleurtide follows throughout their life. The Flaming Ram can appear to Fleurtide Adventurers at a life changing moment or decision. It is a call to action, a symbol that destiny is inviting the Fleurtide to pursue their passion regardless of consequences. It does not appear randomly or out of place. It would not appear on the open sea or on an airship. The Flaming Ram prefers to manifest among a herd of sheep, a sign to stand out in the crowd or go against the grain, or alone on a mountainside, a call of determination for a road less traveled.

For players, seeing the Flaming Ram is the reason many Fleurtide choose to become Adventurers, using it as an excuse to set out on the open road. Sheltered Fleurtide may be seeking the Ram while searching and looking for destiny and purpose. Finally, it can be a reason for characters to stop Adventuring, recognizing a new pursuit is more important than their vagabond lifestyle.

For gamemasters, the Flaming Ram can demand a change out of indecisive players, allowing them to take the stage and create character defining moments. Fleurtide NPCs may easily justify their actions because of an encounter with the Flaming Ram. Alternatively, all Adventurers in Aroria should have heard of the Flaming Ram and parties who lack a Fleurtide among them may witness the Flaming Ram at pivotal moments in your campaign.



ZODIAC ASSOCIATION | ARIES

WEAVE | VIBE

COMPATIBILITY | WAKING, WISTERIUS

SYMBOLGY | FLAMING RAM

BONDS AND FLAWS

Regardless of their Ruler, all Fleurtide Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Fleurtide Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Fleurtide Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.

Fleurtide Bond	
1	Something calls to me. I will seek it in this life and the next.
2	The two most valuable things in the world are the admiration of a crowd, and the gratitude of a friend.
3	I love a good race, or any competition for that matter. I believe you don't truly know someone until you have competed against them.
4	I have a patron that supports my adventuring lifestyle. We don't always agree, but their gold keeps me on my path.

Fleurtide Flaw	
1	I am the greatest Adventurer to ever live, and I will prove it— one way, or another.
2	The third option in negotiations is to fight. Right after doing it my way, and them getting out of the way.
3	You are either with me, or against me— there is no inbetween.
4	I am easily frustrated when asked to wait and will do everything in my power to avoid it.



SPECIAL | VERNAL EQUINOX

The Vernal Equinox falls on the new moon of Fleurtide. It marks the first day of spring, the start of a new year, and is one of two days during the year when day and night are the same length— Autumnal Equinox. Fleurtide Signs always have the chance to be born on the Winter Solstice.

To determine if your Fleurtide Adventurer was born on the Vernal Equinox, roll 1d20. On the result of a 20 on the die, your date of birth becomes the 1st of Fleurtide, and when you start your turn with more than 0 hit points, you gain 1d4+1 hit points.

FLEURTIDE - THE FLAMING RAM

Huge Celestial, Chaotic Neutral

Armor Class 23 Natural
Hit Points 533 (26d20 + 260)
Speed 60 ft., 120ft. Fly

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	30 (+10)	18 (+4)	18 (+4)	22 (+6)

Saving Throws STR +18, CON +18, CHA +14
Damage Resistances Psychic
Damage Immunities Radiant, Fire, Bludgeoning, Piercing, Slashing from Non-Magical Weapons
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Poisoned, Stunned, Exhausted
Senses Truesight 300ft, Passive Perception 17
Languages All
Proficiency Bonus +8
Challenge 26 (90,000 XP)

Legendary Resistance (4/day). When Fleurtime fails a Saving throw, it can choose to succeed instead.

Divine Form. Fleurtime's Avatar form cannot be altered by magical means unless it chooses to allow it. Once summoned, Fleurtime cannot be forced from its current plane of existence unless it chooses to allow it. Fleurtime can choose to be any size, from Tiny to Gargantuan, but is always treated as if it were Gargantuan.

Element: Vibes. Fleurtime automatically succeeds on any magical or non-magical effect that forces a Strength saving throw. Spells and magical effects of 5th level and lower have no effect on Fleurtime, even if cast using a spell slot of a higher level. Fleurtime's attacks are magical.

Scorching Earth. When Fleurtime drops to zero hit points, or its purpose is complete, the Avatar explodes and each creature within 60ft must make a Strength Saving Throw (DC 23). On failure, creatures take 70 (20d6) Fire damage and 70 (20d6) Bludgeoning Damage or half as much on a successful save. Creatures and objects that drop to zero hit points in this way are turned to dust.

Siege Monster. Fleurtime does double damage to structures and objects

Hot-Headed. Creatures who strike Fleurtime with a melee attack take 1d8 Fire damage.

Flame Breath (Recharge 5-6). Fleurtime breathes Vibes in a 90-foot cone. Each creature in that area must make a Strength Saving Throw (DC 23). On failure, creatures take 45 (10d8) Bludgeoning damage and 45 (10d8) Fire damage or half as much damage on a successful one.

ACTIONS

Multiattack. Fleurtime makes three attacks, one with its Hooves, one with its Horns, and one Flaming Vibe

Hooves. Fleurtime crushes a creature within range. +18 to hit, range 20ft, 26 (3d8 +10) Bludgeoning damage. If the creature is Large or smaller, the creature makes a Strength Saving Throw. On failure, the creature is pushed into the ground, knocked Prone, and Restrained. On a successful save, the creature is pushed back 10 ft..

Horns. Fleurtime gorges a creature within range. +18 to hit, range 10ft, 30 (5d8 +10) Bludgeoning damage. If Fleurtime moves 10ft in a straight line before making this attack, the creature takes an additional 22 (5d8) Bludgeoning damage.

Flaming Vibe. Fleurtime hurls a fireball at a point it can see within 120ft. All creatures within 20ft of the point make a Strength Saving Throw (DC 23). On failure, the creature catches fire and takes 14 (3d8) Fire damage at the start of their turn. Creatures who are on fire in this way have disadvantage on Attack Rolls and Ability Checks. Creatures may take an Action to end this condition.

LEGENDARY ACTIONS

Fleurtime can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Fleurtime regains spent legendary actions at the start of its turn.

Attack. (1 Action) Fleurtime can use one of its attack options listed above.

Flare. (2 Actions) Fleurtime releases a flaming cloud of smoke in all directions. Creatures within 30 ft of Fleurtime take 14 (3d8) Fire Damage and make a Constitution Saving Throw (DC 23). On failure, the creature is Blinded until the start of its next turn.

Cauterize. (2 Actions). Fleurtime ends all conditions on itself and gains 20 (2d20)+10 Hit Points.

Charge. (1 Action) Fleurtime takes the Dash action.

SUMMONING RITUAL

Those who summon Fleurtide are seeking strength, power, and the sheer force of will to achieve their goals. The raw power of the Flaming Ram can be summoned from anywhere in Aroria, but simply calling to and wanting something is not sufficient to bring Fleurtide to your side, one must convince Fleurtide that your cause is worthy. To summon Fleurtide, complete the following steps.

STEP ONE

Begin at dawn. Travel a stretch of road that is at least 10 miles long that leads to a fork in the road. Where the road meets the fork, construct an altar using only ram horns.

STEP TWO

Over the altar, lay an article of clothing or piece of equipment you were wearing when you died for this cause, a reminder of why you began this journey, and all things that hold you back.

STEP THREE

On the back of an Ancient Red Dragon's Scale, use adamantium to carve a command to Fleurtide that will resolve your cause. This command must be fewer than 25 words and accomplishable in your lifetime. Place the dragon's scale and adamantium on the altar and douse the entire altar with water from a non-magical source.

STEP FOUR

Light a single candle and place it at the base of the altar, do not add oil, do not use magic, do not coax the fire in any way.

STEP FIVE

Speak out loud and state your case to Fleurtide. Convince a ruling power of the universe to come to your side, do your bidding, and fight for your cause. Speak with passion and conviction and demand the stars burn for you.

This works best if you are a Fleurtide and speak Celestial. As you speak, the altar will begin to burn, if it is consumed in full, Fleurtide will appear to you. Fleurtide will remain until the task written on the dragon's scale is complete or it has been reduced to zero hit points. If the candle has been lit, but the altar has not been consumed by sundown, the altar bursts into flames as per Fleurtide's Scorching Earth feature and you may never attempt the summoning of Fleurtide again.





WISTERIUS | TAURUS

Those born under Wisterius lead lives in pursuit of comfort. This can take many forms, but often they dedicate themselves to the pursuit of wealth and luxury itself. Some might clutch their pearls at the idea of an adventurer motivated by financial gain, but a Wisterian considers themselves a resident of the real world, and they work hard for their creature comforts.

Wisterius is a member of the Natural weave, and individuals may very well find their comfort more in the beauty and bounty of the land than the coffers of the bank. Even the most miserly among them still believe there is beauty worth cherishing in dew on the grass, the first buds of spring, or a dandelion boldly growing through a crack in the pavement. Many are capable gardeners or herbalists. Others may devote themselves to cooking or brewing, though even those who do not train in these crafts tend to admire and appreciate a well-cooked meal or a fine vintage wine.

They are generally gracious, well-dressed, and well-groomed. They are by nature calm and well-mannered, but are not to be underestimated. Once a Wisterian has set their mind to a belief or a path, even the gods could do very little to sway them from it. Poking and prodding at their decisions or demanding access to things the Wisterian has deemed private will quickly introduce you to the Wisterian wall of stony silence. Any party would benefit from the level-headed stability of an adventurer born under this sign.

MANIFESTATION

The Muse of Reverie manifests as a trap or reprieve. It is a place or environment more than it is a creature or object. Dreamy and ethereal, it's a place you never want to leave and compels itself to the base desires of our hearts. This could be a bountiful garden, a ship that never makes port, a bountiful island or lagoon. The Muse of Reverie enhances these places as a place for recovery or a distraction. Occasionally, the Muse of Reverie will appear in one of these places as a minotaur to test the determination of the Wisterius.

For players, the Muse is an opportunity to showcase vices and flaws that otherwise perfect characters may have. The Wisterius who finds the Muse has an opportunity to define their character more thoroughly and display how determined they can be.

For gamemasters, in addition to the plot implications a trap like this could provide, the Eden you create for players is a chance to invite party members to engage with one another in a safe and ideal environment. The limits to how inviting it can be are limited only by your imagination and downtime spent here can be a welcome change up from an intense arc in your campaign.

BONDS AND FLAWS

All Wisterius Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Wisterius Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Wisterius Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.



ZODIAC ASSOCIATION | TAURUS
WEAVE | NATURAL
COMPATIBILITY | AUROUS, DUSKWORN
SYMBOLGY | MUSE OF REVERIE

Wisterius Bond

1	All I want is to be unimaginably wealthy. Is that so much to ask?.
2	I have a family to look after, and there is not enough money back home. Everything I do is to provide them a secure and comfortable life.
3	I was barred from wedding my first love due to my low position and lack of resources.
4	I was looked down on in the town I grew up in. One day I'll return there, and show all those rich snobs that I'm their better now. The best revenge is living well and making others watch you do it.

Wisterius Flaw

1	I am immensely bullheaded and not particularly interested in hearing other points of view.
2	Practicality comes first – I didn't set down this path out of charity, and it would take a hell of a sob story to sway me.
3	I am lazy and unashamed. I revel in doing the bare minimum.
4	My dislike for change lets me turn a blind eye to the people who suffer under the current conditions. It would be easier for me if they stopped complaining.

WISTERIUS – FYLAKI

Gargantuan Celestial, Neutral Good

Armor Class 30 Natural

Hit Points 210 (28d4 + 140)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	30 (+10)

Senses Darkvision 120, Passive Perception 20

Languages All

Proficiency Bonus +8

Challenge 28 (120,000 XP)

Legendary Resistance (4/day). When the Fylaki fails a Saving Throw, it can choose to succeed instead.

Divine Form. When Wisterius' Divine Avatar form is summoned, The Fylaki appears. The Fylaki's form cannot be altered by magical means unless it chooses to allow it. The Fylaki cannot be forced from its current plane of existence unless it chooses to allow it. The Fylaki can choose to be any size, from Tiny to Gargantuan, but is always treated as if it were Gargantuan.

Element: Natural. The Fylaki automatically succeeds on any magical or non-magical effect that forces a Charisma Saving Throw. Spells and magical effects of 5th level and lower have no effect on The Fylaki, even if cast using a spell slot of a higher level. The Fylaki's attacks are magical.

Unstoppable Force. The Fylaki can move through the same physical space of creatures Huge and smaller. When The Fylaki moves through a creature in this way, the creature takes 14 (4d6) Bludgeoning Damage.

Inexorable Charm. The Fylaki targets a creature it can see within 30 ft. and forces it to make a Charisma Saving Throw (DC 24). On failure, the creature is Charmed by The Fylaki for 10 days. While Charmed in this way, the creature's perception of the world is lost to The Fylaki's whim and it experiences reality in any way The Fylaki wishes. The creature maintains its free will and is not under The Fylaki's direct control, but the illusions and influence

the creature experiences may coax it one direction or another. Creatures who succeed on this check are immune to The Fylaki's Inexorable Charm until the next Dawn.

After 10 days, The Fylaki may choose to extend the charm regardless of the charmed creatures location. If it chooses to maintain the charm, the creature repeats the Charisma Saving Throw (DC 24). The creature may also end this effect by finding the poppy flower hidden within the illusion.

ACTIONS

Multiattack. The Fylaki makes two attacks, one with its Fist, one with its Trample.

Fist. The Fylaki punches a creature within range. +18 to hit, range 5ft., 15 (1d8 +10) Bludgeoning damage.

Trample. The Fylaki takes the Dash action in a straight line, treating creatures in its path as difficult terrain. Creatures on this path make a Charisma Saving Throw (DC 24). On failure, creatures fall prone and are paralyzed until the end of their next turn.

REACTIONS

Divine Retribution. When The Fylaki is hit with an Attack Action or Spell Effect, The Fylaki can force the creature to make a Charisma Saving Throw (DC 24). On failure, the creature takes 18 (4d8) Psychic Damage.

LEGENDARY ACTIONS

The Fylaki can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Fylaki regains spent legendary actions at the start of its turn.

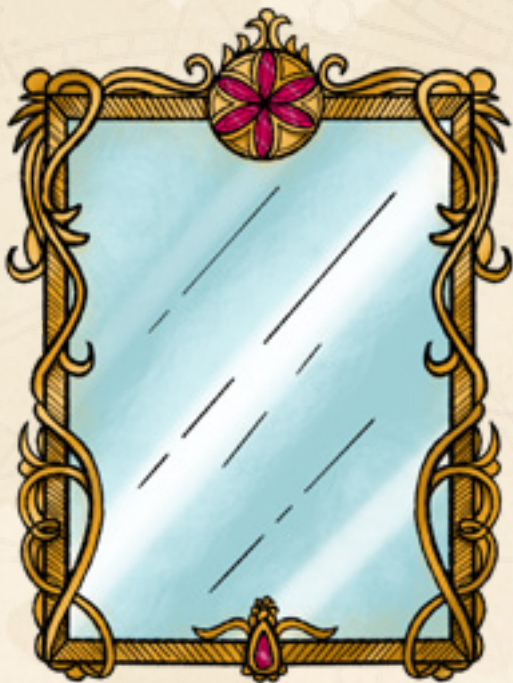
Unsettling Image. (2 Actions). The Fylaki sends a disturbing or enticing image into the mind of creature it can see within 60 ft. The creature makes a Charisma Saving Throw (DC 24). On failure, the creature takes 16 (3d10) Psychic Damage and is Frightened or Charmed by The Fylaki, its choice, until the end of its next turn.

SUMMØNING RITUAL

Wisterius is associated with the Muse of Reverie and the city of Sunspell, but there is more than dreamy relaxation to the Sign. Wisterius values autonomy and will seek to remove oppressors and lead the charge to freedom. Wisterius doesn't care what you do with your time, what your purpose in life is, or what mortal laws you've broken, if free will is taken away from you, it will unleash the Fylaki to right the wrongs.

The Fylaki is a minotaur like entity that can be found in the northern city of Sunspell. The Avatar prefers to lounge in the decadence of Sunspell and rarely leaves its sanctuary. The Fylaki wants to do absolutely nothing. It has a stubborn desire to enjoy the apathy within weeks and months of an empty schedule. The Fylaki will fight for your right to do whatever you want, but only if your need is greater than its will.

Adventurers who need Wisterius to draw The Fylaki from it's reverie must visit The Fylaki in Sunspell and rouse the immovable. First, Adventurers must enter it's reverie and survive The Fylaki's Charm. This works best by finding the poppy seed within the charm and destroying it. Once the charm is broken, you have The Fylaki's attention. Adventurer's must then present an individual who has been directly affected by the loss of autonomy to tell their story. Finally, Adventurers must bind themselves to The Fylaki for the duration of the quest to right this wrong. Failure to complete any of these requirements may send adventurers spiraling back into the Fylaki's charm.



SUNBASK | GEMINI

Sunbask is where social encounters meet the exploration pillar of play. They love to explore and adventure throughout the world and ravenously seek new experiences. They love to meet new people and are quick to entangle their lives with the adventures of others. This desire to expand their horizon leads to a fear of missing out and can cause a Sunbask to abandon a quest as quickly as they attach to it. This dual nature leads to fickle Adventurers who struggle to earn the trust of others.

There is never enough time for a Sunbask. There is always something calling a Sunbask further into parts unknown, and always a piece of them that wants to stay home. That being said, party members who learn to love the duality of a Sunbask may find two treasured friends instead of one, and the joy in their life is multiplied.

As the first element of Arcane, Sunbask is the rampant curiosity that drives inquisitive minds. They are relentless in their pursuit to know what is out in the world and are determined to find out. They make fantastic archaeologists, cartographers, and authors. When you find a lost journal whose notations are paired with maps, theories, and wild speculations, you can be assured it once belonged to a Sunbask. The duality of the Sunbask shows in their academic pursuits as well. They are specialists in their field, preferring to seek all the intricacies of their chosen field while maintaining an aloof disposition to curiosities outside of their discipline.

MANIFESTATION

The Swindle Twins manifest in natural lifelong pairs. Lovebirds, penguins, grey wolves, foxes, any mammal that typically mates for life is a common manifestation of the Swindle Twins. The Twins are said to be the original source of Doppelgangers, but no one knows for sure. The Twins manifest most often in situations where secrets and lies are being hidden. As tricksters, they seek to be the cause of self-incrimination or sabotage.

For Sunbask players, the manifestation of the Swindle Twins are found in all corners of the world. Rather, the Sunbask will find the Swindle Twins in everything, seeing both sides of any situation and may imagine them even when they aren't there.

For gamemasters, the Swindle Twins appear as a warning or signal that something is wrong. They make mischief for those in power who are corrupt and will continue to do so until something is done about it.

BONDS AND FLAWS

All Sunbask Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Sunbask Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Sunbask Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.



ZODIAC ASSOCIATION | GEMINI
WEAVE | ARCANE
COMPATIBILITY | LAMENTIUM, RIMEWOMB
SYMBOLGY | SWINDLE TWINS

Sunbask Bond	
1	I have a friend or family member who is closer to me than anyone.
2	Someone or something is out there waiting for me. I can never be truly happy until I find it.
3	I love dogs (or cats) and hate cats (or dogs).
4	An academic organization I represent has entrusted me with a once-in-a-generation assignment. It's more important to me than anything else in my life.

Sunbask Flaw	
1	There's a part of me that I've hidden from everyone I've ever known, physical or emotional.
2	I don't understand people who can't let go and move on from situations and people easily.
3	It's hard for me to call a place home.
4	Everything is so temporary. Nothing seems to matter. If it won't matter in 5 years, it doesn't matter today.



SUNBASK – THE SWINDLE TWINS

Gargantuan Celestial, Chaotic Good

Armor Class 18 Natural

Hit Points 276 (29d6 + 174)

Speed 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	28 (+9)	22 (+6)	30 (+10)	26 (+8)	30 (+10)

Saving Throws INT +19, WIS +17, CHA +19

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Psychic

Condition Immunities Blinded, Charmed, Deafened, Paralyzed

Senses Darkvision 120, Truesight 30, Passive Perception 26

Languages All

Proficiency Bonus +9

Challenge 29 (135,000 XP)

Legendary Resistance (4/day). When Sunbask fails a Saving Throw, it can choose to succeed instead.

Divine Form. Sunbask's Avatar form cannot be altered by magical means unless it chooses to allow it. Once summoned, Sunbask cannot be forced from its current plane of existence unless it chooses to allow it. Sunbask can choose to be any size, from Tiny to Gargantuan, but is always treated as if it were Gargantuan.

Element: Arcane. Sunbask automatically succeeds on any magical or non-magical effect that forces a Intelligence Saving Throw. Spells and magical effects of 5th level and lower have no effect on Sunbask, even if cast using a spell slot of a higher level. Sunbask's attacks are magical.

The Twins. Sunbask's Divine Avatar is a single creature, but appears as two identical creatures—only one of which is real. Sunbask and the illusory twin appear visually, tactilely, and auditorily the same and are indistinguishable from one another outside of Truesight or similar magic. Sunbask perceives the world simultaneously through the eyes of both its avatar and the illusion, it can make attacks and cast spells through both, but can only take damage or be forced into saving throws which target the true form. Effects and attacks that target the illusion miss or fail automatically.

Blackmail Hounds. Sunbask can duplicate the form of any creature it has seen perfectly. The assimilation of this form is so thorough, Sunbask assumes the creature's personality, identifying mannerisms, and memories the creature has made in the last thirty days. Sunbask can dive into the entirety of the creature's memory and subconscious by establishing physical touch with the creature.

Connected Minds. Sunbask establishes a tether between its mind and all creatures within 120 ft. of its true form. While connected in this way, Sunbask experiences the world through the eyes and ears of all connected creatures and itself simultaneously, can read the creature's active thoughts, and may

communicate telepathically with the creature. Creatures may attempt to reject this connection by making an Intelligence Saving Throw (DC 25). On a successful check, the creature is immune to the effects of Connected Minds until the next dawn. Creatures may not attempt this save more than once per day.

ACTIONS

Multiattack. Sunbask makes three attacks, two with its Cerebral Dagger and then uses Mind Shatter if it can.

Cerebral Dagger. Sunbask reaches into the mind of up to three creatures under the effect of its Connected Mind feature. The creatures must make an Intelligence Saving Throw (DC 25). On failure, the creatures take 21 (6d6) Psychic Damage and gain 3 (1d4) Shatter Points. On success, creatures take half as much damage and gain no Shatter Points.

Mind Shatter (Recharge 5-6). Sunbask targets a creature it can see with Shatter Points. The creature makes an Intelligence Saving Throw (DC 25). On failure, the creature's Intelligence Score is decreased by the number of Shatter Points it currently has. The Shatter points a creature has are not decreased with this effect and creatures who reach a Intelligence Score of zero in this way become incapacitated. This ability score decrease may not be restored by any means outside of Wish.

REACTIONS

Now You See Me. When Sunbask is hit with a Weapon Attack or Spell Attack, it may duplicate its form 1d4+1 times. These forms appear anywhere within 30 ft. of Sunbask. Sunbask then chooses any the new forms becomes its true form. Duplicates may be identified with a successful Investigation Check (DC 25) or by dealing damage to the duplicate. All duplicates move in unison with the true form until they are destroyed or dispelled.

Now You Don't. When Sunbask ends its turn, it may turn invisible until the start of its next turn.

LEGENDARY ACTIONS

Sunbask can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sunbask regains spent legendary actions at the start of its turn.

Cerebral Daggers. (1 Action) Sunbask can use its Cerebral Daggers attack against a target within range.

Gardener. (1 Action) Sunbask attempts to recharge Mind Shatter.

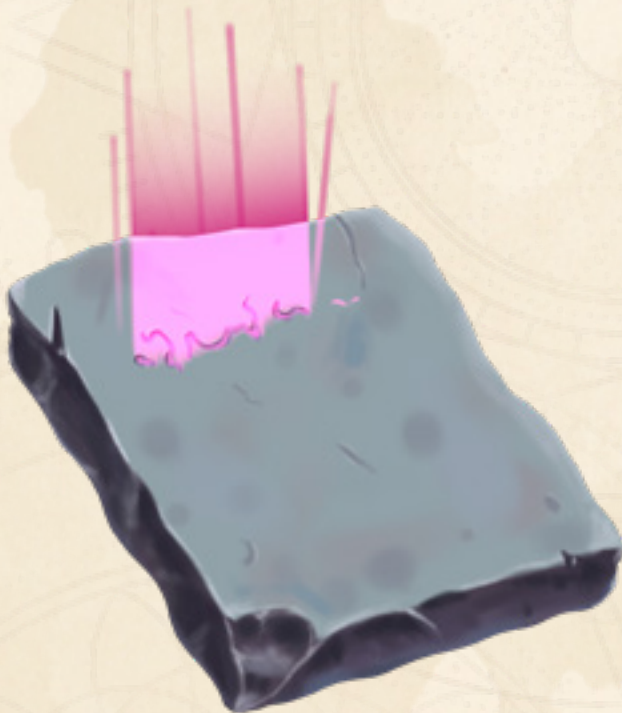
Tricksy. (2 Actions) Sunbask switches places with its illusion or any illusions it has created.

Plant the Seeds. (3 Actions) Any number of creatures of Sunbask's choosing under the influence of the Connected Minds feature make an Intelligence Saving Throw (DC 25). On failure, the creatures gain 3 (1d4) Shatter Points.

SUMMØNING RITUAL

Unlike the other Divine Avatars, Sunbask cannot be summoned by mortality. The chaotic nature of the Swindle Twins draws them to secrets—especially those held by high ranking officials or clergy members. The more scandalous the secret is, the more likely Sunbask is to manifest in Aroria. Discovering the secret is child's play for Sunbask. It can sense embarrassment locked hidden away in a creature's mind and it only needs to get close to the creature to pry their mind open.

Knowing the secret is only half the fun though. The Swindle Twins take the secret and share it with Adventurers and locals who present the best opportunity for fun and chaos. Sometimes, Sunbask will hold the secret hostage, asking party's to prove their chaotic worthiness before spilling the beans. Rarely, the secret isn't as fun, and Sunbask discovers something truly world altering. In these situations, Sunbask seeks only the most altruistic of heroes to share secrets with, allowing them to influence the future of the free world.





AURΦUS | CANCER

Those born under the Sign of Aurous are guardians by nature. Aurous is a member of the Divine weave and are often called to adventure by a higher power. This could be a church, but it is equally likely for an Aurian to stake their identity in their homeland, culture, or family tree. They are keepers of history and consider themselves stewards of memory.

Aurian Adventurers are deeply nostalgic and sentimental, and they may be haunted by the loss of a home. They are often initially closed off to new people and experiences, but once an acquaintance has become a friend, and then family, an Aurian would walk the globe to get them the blade of grass they wanted. They are drawn to care for those who cannot care for themselves, often children, but sometimes just those that the Aurian has decided are not making the best decisions for themselves. Though generally compassionate and gentle, they have a steel-wrought spine and unshakeable beliefs on the correct and incorrect way to lead one's life.

Their skills tend to lie in whatever their home of origin expected of them – an Aurian born to a carpenter would spend years mastering the craft; born to a land of war, they would mold themselves into a formidable martial combatant. Those born into a more quiet life often devote their energy to home-making, cooking, and weaving. Whatever task they set themselves, they hope their ancestors would be proud.


MANIFESTATION

For adventurers, you can witness her yourself, as the last of the moon visible in the sky as a new day dawns. Some claim to have seen her in a more defined form, as a vision of a woman, nestled in the crescent of the moon. The woman glows in reflected light, all white and grey, with kind eyes but armored, chitinous skin, like mother-of-pearl. She watches over the world and remembers everything: she remembers you as you once were, and she loves you for it, but she also remembers every grudge she could ever hold.

Gamemasters, the Dawning Moon is a guardian of lost and forgotten things. The party may find her a defender of a lost land or a discarded people. She is a fundamentally loving figure, but she is stern and unbending, as all parents must sometimes become. She does not care for capriciousness, and will firmly remind characters where they came from, and the promises they have made.

BONDS AND FLAWS

All Aurous Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved in one of two ways– randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Aurous Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Aurous Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.



ZODIAC ASSOCIATION | CANCER
WEAVE | DIVINE
COMPATIBILITY | PYRIUM, RUSTIUM
SYMBOLGY | DAWNING MOON

Aurous Bond	
1	Everything I do, I do for my family back home.
2	My people have lost their homeland, and I am working to preserve our culture and find us a new home.
3	I am the last in my family line, and I will carry on its noble traditions.
4	My people are persecuted or in hiding, and all I do is to protect them.

Aurous Flaw	
1	There is always a rain cloud over my head, and I am often melancholy.
2	Most people I know are living their life incorrectly, and if they took my advice they would be much happier.
3	I am suspicious of strangers, especially anyone who comes from a culture I do not understand. It takes me a long time to accept people who are not just like me.
4	I often feel a failure, and I am hounded by insecurity.

PYRIUM | LEØ

Many of the grand heroes spoken of in folktales and shared through bard song were adventurers born under the Sign of Pyrium. For them, the promise of acclaim was their original call to adventure. Pyrians likely grew up dazzled by such tales, imagining themselves in the shoes of the great heroes of old. There's nothing they love more than a good story, and they revel in their chance to live one.

Pyrian adventurers tend to like to be looked at, and fortunately for them, they tend to be easy on the eyes. They are almost universally charming and attractive people, with a cocky glint to their eye and youth that has nothing to do with age. The time not spent on daring-do is commonly dedicated to recreation – games, but also art, storytelling, and, often, romance. Pyrians believe in enjoying life, loving easily, generously, and often, and they love their friends and party members nearly as much as they love themselves.

Pyrium is a member of the Vibe weave, meaning these adventurers find power and purpose within themselves. Their sometimes frivolous appearance may not let on just how deep their roots go. Their principles are iron-clad, and they approach opposition with discipline and determination alongside their zealous passion. There is an innate dignity to the Adventurer born under the sign of Pyrium, regardless of whether they choose to present themselves as a rakish playboy or a sparkling debutante.

MANIFESTATION

When stories are told, something magical entrances the audience and immerses them in a world that is not their own. The Firelight Assembly is the manifestation of this feeling, and manifests as noticeable changes to the sensory experience. Temperatures change appropriately, smoke from candles or fires twist into shapes, and small twinkling lights flicker in time with the music or cadence of the performance. This can happen around campfires, in taverns, on theatrical stages, or at ceremonial events.

For players, the Firelight Assembly is a reminder of how magical the world they live in is. When the vibes are right, any moment in Aroria can be enhanced and blessed by the Assembly.

For gamemasters, the Assembly is an opportunity to reward players at the table. Whether it's a particularly strong role play moment or a natural 20 on a performance check, the Firelight Assembly is an enhancement to make that moment more memorable.

BONDS AND FLAWS

All Pyrium Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Pyrium Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Pyrium Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.



ZODIAC ASSOCIATION | LEO

WEAVE | VIBE

COMPATIBILITY | RIMEWOMB, SUNBASK

SYMBOLGY | FIRELIGHT ASSEMBLY

Pyrium Bond

1	My exploits will go down in the history books, and the whole world will tell my story.
2	I want to be just like the heroes I read about growing up.
3	Life is a game, and I'm an excellent player. I get what I want and have fun doing it.
4	I'm looking to make someone in particular proud -- they think the world of me, and I want to live up to that.

Pyrium Flaw

1	I think other people take life too seriously. Why not bang a few gongs, jilt a few lovers, flake on a few commitments?
2	I am very, very good-looking, and very, very aware of it.
3	I am not here to 'do the right thing' or 'help the needy'. I am here to get famous.
4	I am extremely confident that my own point of view is the correct one, and I don't think it's necessary to get a second opinion.



PYRIUM MANIFESTATION BY NIDHI NAROTH



SϕULSTICE | VIRGϕ

Adventuring is a particularly attractive profession to the Soulstice and many find their way into the field early in life. They are practical, hard working adventurers who methodically find solutions to even the most difficult situations on the road. There is a stubbornness about them, and the Soulstice may find themselves over analyzing and easily lost in detail, especially when innocent lives are at stake. That being said, when they are met with failure one too many times, the Soulstice has no problem swiftly cutting themselves off and taking the next train out.

Soulstice is a member of the Natural weave, and finds spiritual connection in simple things. Amid the whirlwind of detail and minutiae of their life, there are moments of calm and objects or activities that bring clarity. For some, this could be an animal companion or a morning workout routine. For others, it's a simplistic habit that just helps reset their aura. Self care is important to the Soulstice and they always make time for it.

There are two types of Soulstice. The first is a habitual note taker who is naturally strong at organizing information. They make excellent chroniclers or writers. Theatre troupes are an ideal environment for this Soulstice and many that roam the lands of Aroria are led by a Soulstice. They thrive when surrounded by their found family and are as loyal to them as possible. The second has placed just the smallest distance between themselves and everyone around them, never allowing anyone too close. They often travel alone and keep a portion of themselves secret from everyone they meet. These Soulstice are mirrors and extremely charismatic—they may find themselves drawn to the life of a Bard or performer. It will take a special person or group to break down the walls of this Soulstice and reveal the vulnerability and personality beneath the mask.

MANIFESTATION

Bees. The Hive is community and synergy. It is when the whole is greater than the sum of its parts. The manifestation is a benevolent being, assisting in places where entire communities would fail without their presence, usually in times of strife or natural disaster. A family trapped inside by deep snow might find bushels of berries growing close by. A farmland whose crop was destroyed by floods will find fishing significantly easier for the rest of the summer. A community, ravaged by war, may rally around a particularly inspiring leader to protect themselves. When communities need magical help to survive, the Hive may gather.

BONDS AND FLAWS

All Soulstice Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Soulstice Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Soulstice Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.



ZODIAC ASSOCIATION | VIRGO
WEAVE | NATURAL
COMPATIBILITY | FROSTWANE, AUROUS
SYMBOLGY | THE HIVE

Soulstice Bond

1	I'm working on a book, it's non-fiction, you wouldn't get it.
2	I have a family member who is the only person I truly trust.
3	I made a simple mistake once earlier in my life that I should have seen coming and I'm doing my best to fix what I broke.
4	There is a group of people I know who can do no wrong. I'm fiercely loyal to them.

Soulstice Flaw

1	I always wear a mask, no one can truly know who I am beneath.
2	I'm not afraid to ask the rude questions that lead to answers. Leave no stone unturned.
3	It's difficult for me to ask for help.
4	Even when I'm the one best suited for a task, I don't like being in the spotlight.

RUSTIUM | LIBRA

Rustium are diplomatic individuals who feel a sense of responsibility to see both sides of an issue. They are not natural Adventurers and will often reject the call if they can find an adequate reason to do so. They like their peaceful life and they understand that life is fair, even if that means it's unfair to everyone. Rustium wants to harmonize with their community and live. However, a Rustium sign cannot and will not sit idle while injustice reigns. They are inexorable in the face of oppression and will dedicate their lives to correcting imbalances.

Rustium is a member of the Arcane weave and ferocious in their desire to acquire knowledge. They love a deep lore dive and a good mystery. A Rustium is especially curious about the motivations of others and they are genuinely interested in the nuance that leads to unusual or impossible conclusions. Once the Rustium uncovers all that can be uncovered about a situation, they begin to second guess themselves. Most Rustium have a mentor or partner they turn to in these situations to help ground them and prevent too much objectivity.

As with all things, Rustium seeks balance in life. They make excellent court officials, lawyers, and emissaries and they have an uncanny ability to find common ground with even the most unique cultures. They believe in a clear separation of their personal and professional life and seek to split their time evenly between the two. When either of these responsibilities is neglected, the Rustium becomes askew and internal turmoil ensues until the issue is addressed.

MANIFESTATION

The six winged celestial. The Honest Seraph appears in extreme moments of conflict to rule upon matters of universe altering importance. The sovereign entity has the capacity to sit in judgment over all in Aroria and will magically enforce its ruling with, or without, the knowledge of those involved.

BONDS AND FLAWS

All Rustium Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Rustium Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Rustium Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.



ZODIAC ASSOCIATION | LIBRA
WEAVE | ARCANE
COMPATIBILITY | FLEURTIDE, LAMENTIUM
SYMBOLGY | THE HONEST SERAPH

Rustium Bond	
1	My friends or mentor grounds me to reality. When things get tough, I go to them.
2	I am in the service of a Lord or Lady in this land and I make my decisions with their reputation in mind.
3	I don't like conflict and harmony, especially between my friends, is important to me.
4	Justice above all. Regardless of my personal feelings, I will do what is right in the eyes of the law or my god.

Rustium Flaw	
1	I am too forgiving, I don't believe anyone is irrecoverable.
2	Sometimes, there's too much nuance to make a decision and I'd rather do nothing than make the wrong choice.
3	When people are passionate about their side of an argument, I find it difficult to tell them no.
4	I expect too much from people and are easily disappointed when they fall short.



RUSTIUM – THE HONEST SERAPH

Gargantuan Celestial, Lawful Neutral

Armor Class 22 Natural

Hit Points 392 (27d12 + 216)

Speed 30 ft., 120ft. Fly

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	26 (+8)	24 (+7)	30 (+10)	30 (+10)

Saving Throws INT +15, WIS +18, CHA +18

Damage Resistances Lightning

Damage Immunities Radiant, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attack

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified

Senses Truesight 120ft, Passive Perception 30

Languages All

Proficiency Bonus +8

Challenge 27 (105,000 XP)

Legendary Resistance (4/day). When Rustium fails a Saving Throw, it can choose to succeed instead.

Divine Form. Rustium's Avatar form cannot be altered by magical means unless it chooses to allow it. Once summoned, Rustium cannot be forced from its current plane of existence unless it chooses to allow it. Rustium can choose to be any size, from Tiny to Gargantuan, but is always treated as if it were Gargantuan.

Element: Arcane. Rustium automatically succeeds on any magical or non-magical effect that forces a Wisdom Saving Throw. Spells and magical effects of 5th level and lower have no effect on Rustium, even if cast using a spell slot of a higher level. Rustium's attacks are magical.

Judge. Rustium always attempts to pass objective and honest judgement on matters it presides over and uses the following features to do so. Rustium always knows when it is lied to. Creatures who knowingly lie or otherwise attempt to deceive Rustium take 14 (4d6) Psychic Damage. Rustium may cast the Scry, Legend Lore, and Commune spells at will.

Jury. Those who seek his judgement of Rustium willingly subject themselves to its final ruling. Rustium's verdict absolves or condemns the defendants of all crimes, this supersedes any and all mortal law. Those who enter into the proceedings of Rustium are irrevocably and magically bound by its ruling.

Executioner. Rustium ensures all of its judgements are carried out to the letter of the law. Whether imprisonment, reparations, or execution is required, Rustium will attempt to complete the proceedings. Rustium remains until the verdict is completed or it drops to zero hit points. Rustium may cast the spells Bestow Curse, Banishment, Feeblemind, Forbiddance, Imprisonment, Magnificent Mansion, Mental Prison and Power Word Kill at will. These spells with a duration greater than instantaneous have a duration of Rustium's choosing, ranging from 1 minute to eternity.

ACTIONS

Spellcasting (Divine). Rustium casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 24):

At Will: *Scry, Legend Lore, Commune, Bestow Curse, Banishment, Feeblemind, Forbiddance, Imprisonment, Magnificent mansion, Mental Prison, and Power Word Kill.*

1/day each: *Wish, Meteor Swarm, Disintegrate, Wall of Force, Planar Binding, Plane Shift, Power Word Heal, True Resurrection.*

Multiattack. Rustium makes three attacks, two with its Longsword and one with its Radiant Eye.

Longsword. Rustium slashes a creature within range. +18 to hit, range 5ft., 16 (1d10 +10) Slashing Damage and 22 (4d10) Radiant Damage.

Radiant Eye. Rustium opens a third eye on its forehead and shoots Radiant light in a 120 ft. line. Creatures Rustium chooses within the area make a Wisdom Saving Throw (DC 24). On failure, the creature takes 28 (8d6) Radiant Damage and half as much on a successful save.

REACTIONS

Reveal Falsehood. When a creature makes a Stealth, Deception, or Slight of Hand Ability Check within 60 ft., Rustium may choose for that check to fail.

LEGENDARY ACTIONS

Rustium can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Rustium regains spent legendary actions at the start of its turn.

Attack. (1 Action) Rustium can use one of its attack options listed above.

Approach the Bench. (1 Actions) Rustium choose one creature it can see within 120 ft. to make a Wisdom Saving Throw (DC 24). On failure, the creature is placed within an unoccupied space within 5 ft. of Rustium.

Spellcaster. (2 Actions). Rustium casts a spell.

SUMMONING RITUAL

Law and order is a mirage. Rules are guidelines set out by one ruler this decade can be swiftly discarded once that leader is gone. In some places, there are no laws and might makes right. Many in La Cambria would dispute this, but the truth and law only apply to truthful and lawful citizens.

Then there is Rustium. The Honest Seraph is the rule of law that sovereignly judges all in Aroria. They are the judge, jury, and executioner of their decrees and they hold power over any entity large or small in the world. The Honest Seraph does not simply appear to resolve all matters, but when the unjust in power need to be held accountable, The Honest Seraph can be an alternative to war or revolution. Rustium can only be summoned by the highest priest or priestess of a neutral aligned deity, such as Remblace, Tromperie, or Terror. The ritual summoning varies from god to god, but must always take place in the most holy of sites to that specific deity.





DUSKWÖRN | SCÖRPIÖ

Those born under the Sign of Duskworn are often called to adventure by tragedy. Life, for them, has been generally unkind – their pasts are often marred with darkness, whether death, abuse, or manipulation. Whatever form their troubles took, they forced the Duskworn to recognize the corruption around them and ignited in them a fierce desire to root that corruption out. Whatever is hiding from consequence and their idea of justice will be dredged up and weighed.

Duskworn are generally pretty intense. They are members of the Divine weave, and they dedicate their lives to a higher purpose. This is often vengeance, the toppling of a corrupt structure, or the freeing of an oppressed people, though they may also follow a path of faith. It is difficult for the Duskworn to turn their mind from their goal, even in downtime, and they are often habitual brooders. It's sometimes up to their inner circle of friends and party members to steer them away from a dark path, especially if that dark path is an efficient one. How well the Duskworn responds to a party member gingerly bringing up the poisoner's kit found in the communal bag of holding is down to the individual.

They are not all darkness. Duskworn adventurers are not cold or unemotional, whatever way they choose to present themselves. They have deep compassion for the suffering of others and a fierce and loyal love for those they grow close to.

MANIFESTATION


Some crimes are too egregious for humanity to punish. In these cases, the Hand of Retribution marks a creature for a punishment and eventual death that is equal or greater than the atrocities committed. Manifesting solely as a black hand tattooed on the back, the mark is irrevocable and no power in Aroria or any plane of existence can stop the revenge that is coming.

For players, the Hand of Retribution holds them to a higher standard than those outside of the Sign. It's easier for a player to gain the mark and crimes against the Duskworn are more likely to trigger it. Duskworn are also significantly more likely to be the instrument of justice coming for the marked.

For gamemasters, the Hand of Retribution is a storytelling tool. It's a punishment for good aligned players who stray away from their true nature and a reward for evil players and NPCs who complete their nefarious tasks. It is a signal to show they have crossed the point of no return and that consequences are coming their way.

BONDS AND FLAWS

All Duskworn Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways– randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Duskworn Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Duskworn Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.



ZODIAC ASSOCIATION | SCORPIO
WEAVE | DIVINE
COMPATIBILITY | WISTERIUS, AUROUS
SYMBOLGY | HAND OF RETRIBUTION

Duskworn Bond	
1	I will have vengeance against those who betrayed me.
2	I was a part of a force that I now know used me for evil means. I will see this force destroyed.
3	I will see my people free from their current persecution or enslavement.
4	I have seen corruption in the government or church that is being kept secret from the people. I will see their sins revealed.

Duskworn Flaw	
1	I have a difficult time letting my hair down, and am often uncomfortable in social or recreational settings.
2	I believe that the ends justify the means, and am willing to take unsavory actions to accomplish my goals.
3	I can be jealous, possessive, and suspicious, and become very upset if I believe secrets are being kept from me.
4	I expect total transparency from others within the party, but I vigilantly guard my own secrets.

DUSKWORN – THE EKDISI

Gargantuan Celestial, Neutral

Armor Class 20 Natural

Hit Points 435 (30d8 + 300)

Speed 60 ft., Levitation, Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	30 (+10)	30 (+10)	23 (+6)	17 (+3)	19 (+4)

Saving Throws CON +19, WIS +12, CHA +13

Damage Resistances Cold, Force

Damage Immunities Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded, Charmed, Grappled, Paralyzed, Restrained

Senses Truesight 60ft, Passive Perception 26

Languages All

Proficiency Bonus +9

Challenge 30 (155,000 XP)

Legendary Resistance (4/day). When the Ekdisi fails a Saving Throw, it can choose to succeed instead.

Divine Form. Duskworn's Avatar form cannot be altered by magical means unless it chooses to allow it. Once summoned, the Ekdisi cannot be forced from its current plane of existence unless it chooses to allow it. the Ekdisi can choose to be any size, from Tiny to Gargantuan, but is always treated as if it were Gargantuan.

Element: Divine. The Ekdisi automatically succeeds on any magical or non-magical effect that forces a Constitution Saving Throw. Spells and magical effects of 5th level and lower have no effect on the Ekdisi, even if cast using a spell slot of a higher level. the Ekdisi's attacks are magical.

Marked Assassin. While summoned, the Ekdisi devotes the entirety of its time, energy, and magic to the extermination of the Marked. It is inexorable in its pursuit of the Marked and it knows the exact location of the Marked at all times. The Ekdisi is invisible to the Marked, has Advantage on Attack Rolls against the Marked, and the Marked has disadvantage on all Saving Throws while within 120 ft. of the Ekdisi.

Death from Darkness. When the Ekdisi attacks a creature who is surprised, the creature takes an additional 45 (10d8) Necrotic Damage.

Death to Darkness. Creatures who are killed by the Ekdisi forfeit the right to an afterlife of any kind. The kiss of death from the Ekdisi supersedes the actions of the creature in life, infernal, fey, or celestial deals, and any divine connection the creature may have. Creatures killed by the Ekdisi have their soul sent to a demi-plane comprised totally of darkness that is inaccessible

by any means. The soul may not return to the material plane by any means.

Dagger of the Hand. Once the Ekdisi is summoned to destroy a Marked creature, it cannot abandon its goal for any reason—including death. If the Ekdisi drops to zero hit points, it does not

die, but disappears into shadow instead. The Ekdisi reappears randomly on the material plane after the next sunset to continue its pursuit.

ACTIONS

Multiattack. Duskworn makes four attack, all with it's Deathblade.

Deathblade. Duskworn slashes a creature within range. +19 to hit, range 5 ft., 24 (4d6 +10) Slashing damage. Creatures hit by this attack make a Constitution Saving Throw (DC 25). On failure, the creature takes 28 (8d6) Necrotic Damage and is Poisoned. On a success, the creature takes half as much damage and is not poisoned. Creatures who drop to zero hit points as after taking damage from the Deathblade immediately die.

REACTIONS

Shadowform. When the Ekdisi takes damage, its form splits into mist and it gains resistance to all damage until the start of its next turn.

LEGENDARY ACTIONS

Duskworn can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Duskworn regains spent legendary actions at the start of its turn.

Attack. (1 Action) Duskworn can use its Deathblade on a target within range.

Flare. (1 Action) Duskworn takes the Dash Action.

Death Stare. (3 Actions). One creature Duskworn can see makes a Constitution Saving Throw. On failure, the creature is paralyzed until the end of its next turn.

SUMMONING RITUAL

When atrocities transcend civil law and order and break into the realm of pure evil and destruction, Duskworn marks the villain with the Hand of Retribution. The mark signifies that your crimes are so egregious that magic itself has decreed you are a threat to all of mortality and must be removed from the world to maintain balance in the weave. It is well known in Aroria that once you are marked, your life is forfeit. There is no escape. Often, this comes in the form of a good aligned paladin or cleric tasked with your destruction in service to their god. Sometimes, it's a loved one or close friend who carries out your sentence.

Rarely, perhaps once a generation, an evildoer is marked who cannot be killed or removed by brave heroes without assistance. In these circumstances, Adventurers may turn to the Ekdisi to help carry out the Hand of Retribution's will. Duskworn will not release its divine avatar lightly. The Ekdisi is a creature of death and shadow capable of slaughtering thousands of misguided fools who protect the Marked if necessary. To summon the Ekdisi, the following requirements must be met.

STEP ONE

The Marked must bear the Hand of Retribution for one full year.

STEP TWO

The Marked must embrace the Hand of Retribution, wielding that power as its own.

STEP THREE

The Marked must continue to commit atrocities after the Hand of Retribution is earned. Earning the mark twice over.

STEP FOUR

One with a personal connection to the Marked must become the writer on the wall. Go to the Cave of Terror in La Cambria and scribe the true name of the Marked on its walls.

STEP FIVE

The writer on the wall must die attempting to kill the Marked.

When all five of these requirements are met, the Ekdisi will rise from the corpse of the writer on the wall and deal justice to the Marked that humanity could not. Once the Marked is killed, the Ekdisi returns to shadow.

LAMENTIUM | SAGITTARIUS

Those born in the month of Lamentium are called to adventure from the moment they first open their eyes. The unknown whispers to them from the lost corners of the world. A great many find their joy on the open sea, cresting the waves to far-distant shores, but others delight in trawling through the great libraries of the world, uncovering arcane secrets long forgotten (or, preferably, not yet discovered at all). The one place you are unlikely to find a Lamentian is home.

Lamentians are generally enthusiastic and honest, with tactlessness and good humor in equal measure. Their easy confidence lets them get away with a proud disinterest in being anywhere adjacent to ordinary. Lamentians are exceptionally well-suited to the adventuring lifestyle and many will remain on the road their entire lives.

As members of Vibe, Lamentians find power and purpose within themselves. They pursue their own interests and expect others to do the same. Many Lamentians are drawn to sailing, navigation, cartography, or astronomy, anything to help broaden their understanding of the world outside of themselves. Others may find more interest in dice, cards, or some other tool to entice conversation from strangers. Lamentians often prefer strangers to friends— particularly odd strangers from exotic places. They are respectful and open to those who walk a different path.

MANIFESTATION

Lamentium manifests in Aroria as the Stag That Knows All Paths. The Stag can be a massive beast that towers above the trees or an innocent spike. It's hide is so deep a brown that it's nearly black, letting him slip easily into shadow. The Stag has been sought for time immemorial and is clever and quick on his ft., mischievous in his avoidance of the hunt. Those who claim to have caught the Stag say that he has raced them through all the quiet, hidden places of the world, stumbled them through the vastness of the air and sea as easily as the land, before delivering them to the path they always knew they should be walking.

For players, a glimpse of the Stag can easily lead a Lamentian to a life of adventure, just to learn where it is you are meant to go. The Stag often appears to those lost, trapped, and those who must be shown a path to the bright lightness of the open world. Those born under Lamentium often spend their entire lives searching for the path that the Stag would lay before them.

For gamemasters, the Stag can represent a guiding light in a dark place. If the party is trapped or lost, the Stag may appear as a silhouetted shadow on a far wall, a reflection of the late afternoon sun, or a great antler pointing them towards escape. He may also appear when the party seems a bit too settled, to stir the wanderlust in them, and remind them of the many corners of the world that they are called to explore. At the same time, the Stag is not always an ally. Those that would harm the natural world may easily find themselves on a wild goose chase or spun round in all directions in a maze.



ZODIAC ASSOCIATION | SAGITTARIUS
WEAVE | VIBE
COMPATIBILITY | SUNBASK, FLEURTIDE
SYMBOLGY | STAG WHO KNOWS ALL PATHS

BONDS AND FLAWS

All Lamentium Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved in one of two ways— randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Lamentium Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Lamentium Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.

Lamentium Bond	
1	I want to see the world. Seeing bizarre and exotic new places is the only joy I need.
2	I left home and abandoned my responsibilities. There are still people out there looking for me.
3	There is a particular esoteric field of research I have devoted my life to, and I'll be the one to reveal its secrets.
4	I want to inspire others with my lifestyle and philosophy. I aim to publish books or form a commune to share my beliefs.

Lamentium Flaw	
1	I am a flake, and I cannot be trusted to follow through on my promises.
2	I have no patience and am likely to leap into action without discussion.
3	I have no tact, and I assume that my opinions are always a necessary addition to any conversation.
4	I don't like to be tied down. I get restless when others expect commitment out of me.



LAMENTIUM – THE STAG WHO KNOWS ALL PATHS

Gargantuan Celestial, Lawful Neutral

Armor Class 22 Natural

Hit Points 313 (25d12 + 150)

Speed 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	30 (+10)	22 (+6)	27 (+10)	30 (+10)	18 (+4)

Saving Throws DEX +18, WIS +18

Damage Resistances All

Damage Immunities Psychic

Condition Immunities Blinded, Deafened, Incapacitated, Restrained

Senses Blindsight 120 ft., Passive Perception 30

Languages All but cannot speak

Proficiency Bonus +8

Challenge 25 (75,000 XP)

Legendary Resistance (4/day). When Lamentium fails a Saving Throw, it can choose to succeed instead.

Divine Form. Lamentium's Avatar form cannot be altered by magical means unless it chooses to allow it. Once summoned, Lamentium cannot be forced from its current plane of existence unless it chooses to allow it. Lamentium can choose to be any size, from Tiny to Gargantuan, but is always treated as if it were Gargantuan.

Element: Vibes. Lamentium automatically succeeds on any magical or non-magical effect that forces a Dexterity Saving Throw. Spells and magical effects of 5th level and lower have no effect on Lamentium, even if cast using a spell slot of a higher level. Lamentium's attacks are magical.

The Stag Who Knows All Paths. Lamentium knows its exact location and the path to any specified location or object on any plane of existence. Lamentium cannot become lost by any means and no creature or object may be physically or magically hidden from it within the multiverse.

Legendary Evasion. When Lamentium takes damage from a weapon or spell attack, it may choose to teleport to an unoccupied space within 60 ft.

ACTIONS

Multiattack. Lamentium makes three attacks, two with its Antlers, one with its Lashing Vines.

Antlers. Lamentium pierces a creature within range. +17 to hit, range 5ft., 17 (2d6 +10) Slashing damage. If the creature is Large or smaller, the creature makes a Dexterity Saving Throw. On failure, the creature is pushed into the ground, knocked Prone, and Restrained. On a successful save, the creature is pushed back 10 ft..

Lashing Vines. Lamentium flings thorny vines towards a creature it can see within 60 ft. All creatures within the path of the vines make a Dexterity Saving Throw (DC 22). On failure, creatures take 13 (4d6) slashing damage, half as much on a successful check.

Paralyzing Breath (Recharge 5-6). Lamentium breathes Vibes in a 90 ft. cone. Each creature in that area must make a Dexterity Saving Throw (DC 22). On failure, creatures take 46 (12d6) Poison damage and are Paralyzed until the end of your next turn, or half as much damage and are not Paralyzed on a successful one.

LEGENDARY ACTIONS

Lamentium can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lamentium regains spent legendary actions at the start of its turn.

Charge. (1 Action) Lamentium takes the Dash Action.

Fade Into Forest. (1 Action) When Lamentium takes damage, it may choose to become invisible until the next turn.

SUMMONING RITUAL

Lamentium always exists within Aroria, but might be the most difficult to obtain help from by Adventurers. The Stag Who Knows All Paths can be found in the foothills of the Vera Mountain range, hidden deep in the shadows of the forest. Lamentium is capable of finding any person or object anywhere on the material plane or otherwise. Adventurers who seeking the impossible to find may seek or the improbable to catch Lamentium to achieve their goals.

The challenge of Lamentium is simple: catch the stag. The Stag Who Knows All Paths will do everything in it's power to avoid and escape any and all Adventurers who seek them. Many will spend years, or a lifetime, attempting to catch the Avatar and fail. However, if a party manages to catch Lamentium, the Stag will assist the party to the best of its ability finding one singular object or person of their choosing.





WAKING MANIFESTATION BY NIDHI NAROTH

WAKING | CAPRICORN

Waking Adventurers are ambitious, traditional, and serious. They are notorious for solo adventuring and take a no-nonsense approach to achieving their goals. You won't find Waking adventurers drunk in a tavern when there is reconnaissance or research to be done. Waking Signs often have personal ambitions that go beyond the party's scope and will work diligently during downtime to achieve individual goals. The Waking needs to be successful in all things, and leverages hard work and expertise to meet that self-actualization. The Waking sees itself as competent and powerful, and will seek out party members that share those qualities. The stronger a party member is, the further out of line they can stray from the Waking's moral alignment.

As an element of Nature, Waking signs look to the bounty of the world to further their purpose. The Waking may find itself scavenging the world for rare materials and resources for crafting or resell. Waking signs often take up leathercraft, blacksmithing, or cooking. Not wanting to waste what the world has provided, it would not be uncommon for a Waking to take up all three professions. However, this completionist lifestyle can lead to indecision and a Waking may find itself in analysis paralysis more often than not.

MANIFESTATION

Waking is a unique Sign that does not manifest throughout Aroria, but rather in one singular place. The Forge of the Covenant is deep beneath the dwarven city of Digbrand and is the most sacred location to Digbrand's citizens. The Forge is capable of creating artifact level magic items and is capable of summoning many of the Divine Avatars. The centerpiece of the forge is a humble anvil of meteorite that is chained to a pure meridium hammer.

For players, the Forge is a tool to complete destiny level tasks. It is well known that all Waking Signs may use the forge without considerable effort. Occasionally, destiny may demand that a non-Waking Sign use the forge. If they do so, they do so with great pain or personal cost.

For gamemasters, the forge is a solution to impossible challenges. It is a place where items of extraordinary power may be created to assist the party. The forge is connected to the celestial bodies in a direct way and it can be used to summon other Manifestations.

BONDS AND FLAWS

Regardless of their Ruler, all Waking Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Waking Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Waking Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.



ZODIAC ASSOCIATION | CAPRICORN
WEAVE | NATURAL
COMPATIBILITY | AUROUS, WISTERIUS
SYMBOLGY | FORGE OF THE COVENANT

Waking Bond

1	The world is a resource that should be managed and rationed for the good of all mankind.
2	My family is legendary in my hometown. I must uphold their legacy not only for myself, but for future generations.
3	Several rare artifacts were stolen during a long forgotten war from my people. We have found all but one, and recovering the last would mean everything to me.
4	I believe there is a secret society that pulls the invisible strings of our civilization. I must join them.

Waking Flaw

1	Jokes aren't funny. All they do is entertain the foolish and distract the wise.
2	I saw the most powerful person I have ever met commit an unspeakable atrocity. We are still best friends.
3	I would rather patiently execute the best plan tomorrow than violently execute any plan today, even if waiting gets others hurt.
4	Rare gemstones always catch my eye. I will commit gold I do not have, circumvent the law, and betray others' trust to acquire them.

SPECIAL | WINTER SOLSTICE

The Winter Solstice always falls on the new moon of Waking. This is the time of year when Aroria is tilted as far away from the sun as possible, it is the shortest day of the year, and marks the first day of Winter. Waking Signs always have the chance to be born on the Winter Solstice.

To determine if your Waking Adventurer was born on the Winter Solstice, roll 1d20. On the result of a 20 on the die, your date of birth becomes the 1st of Waking and you gain Resistance to Cold damage.

RIMEWOMB | AQUARIUS

Built different, the Rimewomb adventurer is in a league of its own. They are independent, energetic, spontaneous and courageous. Rimewomb separates itself from the rest of the Signs by engaging with the world in an altruistic and idealistic way, sometimes to a fault. It's just as likely for the Rimewomb to take on an impossible, but worthy, cause as it is for them to recuse themselves to a life of intellectual bliss.

Rimewomb is a member of the Arcane weave and is an independent and thorough thinker. It's not uncommon for them to engage in thoughtful conversation about subjects they know nothing about, often bringing a unique and fresh perspective to the subject. The Rimewomb is just as comfortable rubbing elbows with kings as they are addressing commoners on the road, and they treat both just the same. They are adaptable to any environment and shine the brightest in new and unusual settings.

Money and career hold little to no value for Rimewomb adventurers, so they tend to lead lives centered around the arts and the beauty of the world. Occasionally, a tactically minded Rimewomb may take up artificing or inventing and bring the world new and unimagined treasures. Others are just as likely to rely on friends and strangers for financial support while spending their time and attention on social or cultural causes.

MANIFESTATION

Rimewomb manifests on the material plane as the Wandering Star. It is a being of crackling energy and light, commonly seen as a fast-moving star in the night sky. When it manifests earth-side, it may take the form of simple glints of light, a firework display, blinding flashes and shocks of electricity. Someone who the Wandering Star has chosen to visit may witness a stunning meteor shower – or be struck by lightning, depending on the Star's whim. Those who claim to have carried on a conversation with the Star say it took the form of a pulsing, amorphous body of crackling light.

BONDS AND FLAWS

All Rimewomb Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Rimewomb Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Rimewomb Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.



ZODIAC ASSOCIATION | AQUARIUS
WEAVE | ARCANE
COMPATIBILITY | PYRIUM, LAMENTIUM
SYMBOLGY | WANDERING STAR

Rimewomb Bond

1	I am my own person, I am not defined by my royal title or circumstances of birth.
2	The worst thing in the world is to be normal.
3	There is a group of people or a city I know that is oppressed and I will never stop seeking an end to their suffering.
4	I'm destined for greatness. I know it and so does everyone I meet.

Rimewomb Flaw

1	People don't get me, and they never will.
2	It's my way or the highway, I'm not interested in your "traditional" solutions.
3	I get bored easily. If nothing is happening, I will make it happen.
4	There's nothing I can't do, especially if someone tells me I can't.





FRØSTWANE | PISCES

Frostwane adventurers are rare. Those born under this Sign have a natural inclination to let themselves be led by life, trusting that wherever they land is where they are meant to be. Choosing an adventurer's life entails taking ownership over their destiny.

Frostwane is a member of the Divine weave, so it is often through the church that these adventurers find their calling. Even those who do not consider themselves religious are often guided by a higher power, whether that is a spiritual belief, social movement, or patron. They are strong of faith which gives them courage in their darkest hours, but also may leave them at a loss when deciding what powers are altogether trustworthy or deserving of their devotion.

Whatever path they are led down, Frostwane tend to walk gently. They are usually kind and compassionate with a genuine interest in the happiness and well-being of others. Others often recognize them as fish-out-of-water. To admirers, they can be disarmingly charming, as though they have just wandered out of a dream; to the less admiring, their gormlessness can be off putting.

At rest, Frostwane find joy in art, whether poetry, music, or painting. There is also a rumored knack for clairvoyance – whether they are actually magical or just particularly perceptive or insightful comes down to the individual. Many enjoy the hobby of soothsaying, growing adept with palm-reading, tarot, or interpreting the migration of animals. They are also generally less sensitive to cultural taboos than others. A Frostwane artist can just as easily find their muse in experimental taxidermy or the orchestral flute.

MANIFESTATION

Frostwane manifests in Aroria as the Oracle in Reverie. She travels in dreams, taking many forms and faces. Most often she appears as a great, pale fish, opalescent and faintly glowing under everpresent moonlight. Those who have seen the Oracle say that there is a haze all about her, in the mind and in the eye, likening it best to seeing the world through sea glass.

The Oracle is, as her title would suggest, a divinatory figure. She sees what is now, what was, what may yet come, and what could have been and may reveal or or none according to her whim. Those born under Frostwane catch her gaze more easily and may even have been visited by her in their dreams. Any glimpse of the Oracle is a harbinger of a fundamental change in your beliefs and understanding of the world: she has come to you to reveal that which you do not yet see.

For gamemasters, the Oracle can be a vehicle for shocking truths. If the party is unwilling to face the truth of themselves or their beliefs, she is a devoted bearer of bad news. For characters questing for truth, you may offer up an avenue to seek out the Oracle within her home—provided that the party is willing to walk through the bizarre dreamscapes of her domain and face the most interior truths of themselves. The Oracle is benevolent, but not necessarily helpful; she often speaks in riddles and imagery, should she speak at all. She will always see the larger horizon beyond the small emotions of mortals.



ZODIAC ASSOCIATION | PISCES

WEAVE | DIVINE

COMPATIBILITY | WISTERIUS, SOULSTICE

SYMBOLGY | ORACLE

BONDS AND FLAWS

All Frostwane Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Frostwane Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Frostwane Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.

Frostwane Bond	
1	I owe everything to the church that took me in, and I will sacrifice anything to aid them.
2	I have had a vision of my destiny, and I will do whatever I must to fulfill it.
3	I am fascinated with the veil between the mortal and the divine, and have dedicated my life to better understanding it. I hope to one day speak to my god in their home plane.
4	I have been led to actions I am not proud of by an institution I put my trust in. I now feel I must atone for what I have done.

Frostwane Flaw	
1	I am very naive, and I'm led easily to believe obvious untruths.
2	I am always a follower, never a leader. I prefer it when others tell me what to do.
3	I find it difficult to sort the real from the imaginary, and will often choose my daydreams over solid evidence.
4	I have an unhealthy relationship with escapism, and I find myself drawn to alcohol and mind-altering substances of all kinds.

RULERS

The power of magic is unknowable—full stop. It is beyond understanding. However the most devout wizards, while understanding they could never begin to fully define what magic is, how it works, or feel in full control of its awesome power, have haphazardly classified the Weave into eight schools. Magic undeniably rules over the Signs. The Weave swirls and mixes as the celestial bodies of the universe move within it. Magic is more, or less, effective depending on how the Weave is currently configured, with respect to stars. As such, all Signs are subject to the tides of the Weave, and gain beneficial or detrimental effects due to its power.

The Ruler of your Sign can be most closely defined as a school of magic, and your Sign can be bound to any of the eight schools of magic. To determine your Ruler, roll a 1d8 and consult the Rulership table to determine your Ruler. Adventurers will use this Ruler to determine their Ruler benefit and detriment.

ABJURATION

Abjuration is the school of magic that focuses on the prevention of nonsense. Adventurers are often tangled up in bizarre adventures and life-or-death tarrasque battles, and it is Abjuration's oversight that keeps their limbs in the relatively correct configuration. This school watches over those on the front lines, shielding their bodies and warding their minds.

CONJURATION

Conjuration is the school of magic that takes joy in peeking around veils, skipping between the planes, and making light of the laws of being that govern our material plane. An adventurer may draw upon Conjuration to find the most efficient path—whether that means teleporting or calling a creature or item from beyond the veil to assist them. Conjuration allows you to play with a different deck from the rest at the three dragon ante table, and those born under its guidance take what advantages they have.

DIVINATION

Divination is the school of magic that sees beyond sight, that pierces beyond the veil, revealing secrets and naming that which may rather go unnamed. Those born under its rulership must be receptive to the machinations of fate, allowing it to guide them where they will; in return, they sometimes receive a glimpse beyond the veil. Divination is a fickle, mysterious thing, and it does not part with its secrets lightly.

ENCHANTMENT

Enchantment is the school of magic that graciously cajoles the mind into passing off control. It can be fun or frivolous and those born under its rulership are often seen as immensely charming, if not completely harmless. This underestimation allows them to compel and dominate with no crack in their social mask. Enchantment is a merry web-spinner, and those born under its rulership have a knack for weaving.

Rulership Table

1	Abjuration: Protection and Restoration
2	Conjuration: Creation and Travel
3	Divination: Foresight and Research
4	Enchantment: Manipulation and Deceit
5	Evocation: Power and Destruction
6	Illusion: Concealment and Distraction
7	Necromancy: Life and Death
8	Transmutation: Change and Adaptation

EVOCATION

Evocation is the school of magic born of primal, elemental power. The force behind the weave sparks forth in the hands of those that are born under its rulership. It cannot be tamed, and it may only sometimes be befriended: those best acquainted with this power simply allow this magic made of motion, force, heat, and crackling energy to flow through them. Evocation is an ancient power constantly reborn, sparking and dying like the wick of a candle or the fuse of a bomb.

ILLUSION

Illusion is the school of magic made of glamour, trickery, and phantasms. It understands the hand life deals you doesn't matter, all that matters is the hand others think you have drawn. Those born under its rulership are immensely creative and often markedly charismatic, dealing in shadows or fantasies according to their need. Illusion is a theater, and every being in Aroria, Acacia, and beyond is in its audience, whether they know it or not.

NECROMANCY

Necromancy is the school of magic that acknowledges the fragility of the mortal body. It is the inescapable entropy of flesh that loosens the grip a vessel has on the soul. Those born under its rulership face the world as it is, and are not discouraged by societal taboo. Necromancy is a steady, pitiless force, and its callousness is part of the draw.

TRANSMUTATION

Transmutation is the school of magic that celebrates (and accelerates) the inevitability of change. Those born under its rulership do not only see the world the way that it is, but recognize how it could be -- through metamorphosis, the alchemical shift of one matter to another, or even through the manipulation of time itself. Transmutation is adaptable and uncompromising as one: the only unchangeable fact in the world is that everything is changeable.

ABJURATION RULER

Benefit		
1	Deny Defeat	When rolling a saving throw against a spell, you may roll with advantage. You may use this feature once per long rest at 1st level, increasing to twice at 9th level, and three times at 17th level.
2	Arcane Aegis	You may spend ten minutes performing a ritual on a willing creature. The creature is granted a warding aura with a number of charges equal to your proficiency modifier. Every time the creature is hit with a melee attack, a charge is expended, and the attacker takes 2d4 force damage. The aura disappears after the final charge is expended. This feature may only be used once per long rest, and only one creature may be under its effects at a time.
3	Constant Chiton	Your rulership fortifies you against all but the truest of strikes. Your AC is increased. You gain a +1 bonus to your AC at level 1, increasing to +2 at level 9, and +3 at level 17.
4	Ceaseless Watcher	You hold an eternal vigil. You have advantage on perception checks made while you are on watch during a short or long rest, and all allies gain a +5 to their passive perception while you are within 60 ft. during a rest. So constant is your vigilance that you may choose to forego your sleep or trance and still gain the benefits of a long rest. At level 1, you may use this feature once before needing to sleep or trance again. At level 9, this feature increases to two consecutive nights. At level 17, it increases to three.
5	Perseverant Form	You may spend ten minutes performing a ritual on a willing creature. For the next eight hours, the creature's hit point maximum cannot be decreased, nor can any of their attributes be decreased as an effect of an attack or spell. Only one creature may be under the effects of this feature at a time.
6	Guarded Against Sight	You parry a gaze as easily as a blade. You may cast the spell <i>Pass Without a Trace</i> (Pg. 264, Basic Rules) without material components and you have advantage on constitution saving throws made to maintain concentration on this spell. Once you have used this feature, you may not use it again until you finish a long rest.
7	Bond Born of Battle	There is strength to be found in the bond between comrades-in-arms. You may spend four hours binding yourself to another willing creature. While you are within fifteen ft. of one another, you may both add +1 to your AC and Strength, Dexterity, and Constitution saving throws. This bond lasts ten days or until one of the following events occurs: one member dies, one member chooses to end the bond, or you choose to bind yourself to another creature.
8	Shield Guardian	When an ally within ten ft. of you that you can see is targeted by an attack roll, you may use your reaction to add +5 to their AC. You may use this ability a number of times per long rest equal to your proficiency modifier. This ability is considered a magical shield, and cannot be combined with the effect of the <i>Shield</i> spell (Pg. 275, Basic Rules).
Detriment		
1	Cautious Step	You move slowly and deliberately. Your movement speed is permanently reduced by 5 ft..
2	Open-Eyed Sleep	Your constant vigilance can make it difficult for you to fall asleep. Roll a D100 each time you take a long rest. On a result of 97-100, your sleep is fitful, and you wake with one level of exhaustion.
3	Compassion Distraction	Minus 1d4 from any attack rolls you make while an ally within 30 ft. of you that you can see is unconscious. The distraction ends when the ally is brought back to consciousness or dies. This effect does not stack if multiple allies are unconscious, and this detriment can only be triggered once per short rest.
4	Stunned Slow	Being surprised throws you off your rhythm. When you are surprised, you may only take an action or a bonus action on the first turn you get to act in this encounter.
5	Breach in the Armor	The guardianship of Abjuration can make one feel invincible — when an enemy does get a good hit on you, it's wounding in more ways than one. When a creature scores a critical hit on an attack against you, you take one additional damage die.
6	Shadow Wary	You are very cautious in the dark corners of the world. When you roll a total of 8 or lower on a perception or investigation check while in dim light or darkness, your speed is halved and you make all ability checks with disadvantage for the next five minutes. This detriment can only be triggered once per long rest.
7	Reflexive Rebuke	Upon receiving damage from an ally, you must make a DC 12 wisdom saving throw. On a failure, you have disadvantage on attacks made against any creature other than the triggering ally. You may attempt the saving throw again at the end of each of your turns, ending the effect on a success. This detriment can only be triggered once per long rest.
8	Fireball Hubris	If you are in the radius of an area effect spell that requires a save and you are within ten ft. of at least one other creature, you make the save with disadvantage. This detriment can only be triggered once per short rest.

CONJURATION RULER

Benefit		
1	Interdimensional Pocket	You have your own pocket-dimension pocket. It is capable of holding a single non-living object that is no larger than 5x5 ft. and no heavier than 500 pounds. Any item that you store in this pocket may be called into your hand using a bonus action, and re-stowed with a command word of your choosing. Stowing an item in this pocket for the first time takes ten minutes, and any object already within the pocket is immediately ejected.
2	Intangible Step	Your movements phase in and out of the material plane. You add an additional five ft. to any movement speeds you possess.
3	Planar Gatekeeper	On your first successful attack roll against a creature not on its home plane, you may add 2d6 additional damage. The damage is your choice of radiant, necrotic, thunder, cold, or fire. This damage increases by 2d6 at 5th level (4d6), 11th (6d6), and 17th (8d6). Once you have used this feature, you cannot use it against the same creature again until the next time you roll initiative.
4	Helping Hand	You learn the Mage Hand (Pg. 256, Basic Rules) cantrip. The range of the cantrip extends to 90 ft. and the duration becomes one hour.
5	Extraplanar Awareness	You are knowledgeable about a particular outer plane. You learn one language spoken there and have advantage on arcana checks relating to objects or creatures from that plane.
6	Wack-a-Mole	When a creature you can see misses you with a melee attack, you may use your reaction to magically teleport up to 15 ft. away to an unoccupied space that you can see. Once you have used this feature, you cannot use it again until after your next long rest.
7	Stopgap Passage	You can create magical passageways. Once per day, you may trace the outline of a door up to 10 ft. tall and 10 ft. wide onto any solid surface, creating a passage through the material. The passage can cut through a barrier made up of up to 5 ft. of stone, 1 ft. of common metal, or 15 ft. of wood, but is automatically stopped by a thin sheet of lead. The passage remains for ten minutes or until you dismiss it with a command word. Once you have used this feature, you may not use it again until you finish your next long rest.
8	Summoner's Gamble	In your moment of need, you may call forward an extraplanar creature -- though you never know who will answer the call. Once per long rest, you may use an action to summon one extraplanar creature of CR 1 or lower. The summoned creature disappears when it falls to zero hit points or after one hour.

Summon	
1	Blink Dog
2	Dretch
3	Dust Mephit
4	Ice Mephit
5	Magma Mephit
6	Dryad
7	Imp
8	Sprite

Summon's Gamble Creature Status Upon Summon	
1	The creature is hostile to you. At the GM's discretion, it will attack or flee.
2	The creature is ambivalent towards you. As a part of the summoning action, you may attempt to convince the creature that you are an ally with a Persuasion, Intimidation, or Animal Handling check (if appropriate), DC 14. On a failure, the creature will attack or flee at the GM's discretion.
3	The creature is ambivalent towards you. As a part of the summoning action, you may attempt to convince the creature that you are an ally with a persuasion, intimidation, or animal handling check (if appropriate), DC 14. On a fail, the creature will attack or flee at the GM's discretion.
4	The creature is friendly to you and will follow any commands you give. It takes its turn immediately after yours in initiative order.

Detriment		
1	Feeble Tether	Your form is easily untethered from your position on the material plane. Any saving throw you make to avoid being magically moved, teleported, or banished is made with disadvantage.
2	Passenger Slingshot	Any time you are the subject of a teleportation spell, willing or otherwise, roll 1d20. On a natural 1, you are flung 3d10 ft. away from the target location in any direction.
3	Thanks, it has Pockets	Whenever you come in physical contact with any item linked with an extradimensional space, roll 1d20. On a roll of 5 or lower, any non-magical items on your person that weight less than five pounds are sucked into the item. You may prevent this effect by spending at least one hour communing/pleading with the object, after which you will no longer be required to roll. Each item of this type has to be pleaded with individually.
4	Ephemerality	You hover in and out of reality. Whenever an ally attempts to target you with a spell with multiple targets, roll 1d20. On a natural 1, the caster must choose another target and you are unaffected by the spell.
5	How Did that Get in There?	At the end of each long rest, roll a 1d100. On the result of a 97-100, a random non-magical item from your inventory is replaced by a random mundane trinket for the next 1d4 hours. Additionally, whenever you retrieve an item from a Bag of Holding or similar, roll 1d20. On a roll of 5 or lower, you retrieve a random item from the Trinket Table instead.
6	Wherever you Hang your Hat	You are not truly tied to any plane, material or otherwise. For the purposes of spells and abilities, you are considered native to another plane of existence (GM's discretion which).
7	Glitch in the Weave	If you roll a natural 1 on a check made during a move action or a check that uses your movement speed, you automatically fail, and are moved half of your movement speed in the opposite direction to an unoccupied, non harmful space.
8	Farsickness	<p>You often feel like you do not belong in this world. You have a very strong connection to a particular outer plane, and have difficulty raising a weapon to those native to that plane.</p> <p>When you attempt to target a creature native to that particular plane with an attack or harmful spell, you must make a wisdom saving throw, DC 10. On a failure, you must choose another target or take a different action. You may attempt the save again once on each of your subsequent turns. On a success, the effect ends, and the detriment cannot be triggered again until after you finish your next long rest.</p> <p>To see which plane and creature type you are attached to, roll 1d8 on the table below, or select the plane which best fits your character concept.</p>

Farsickness Effects	
1	You feel called to the heavenly host in the Upper Planes. You must make your save against Celestial creatures.
2	Something in you relates to the clamor of the Lower Planes. You must make your save against Fiendish creatures.
3	The material plane is dreary -- you feel like you belong in the beautiful, mocking Feywild. You must make your save against Fey creatures.
4	You would do well in the Shadowfell. You must make your save against Undead creatures of CR 1 or higher.
5	It never feels quite right to have your ft. on the ground, and you long for the Elemental Plane of Air. You must make your save against Air Elementals.
6	You are made of sterner stuff, and have a deep respect for the age and constancy of the Elemental Plane of Earth. You must make your save against Earth Elementals.
7	Chaos, rage, destruction and creation are all bundled together for you, and you long for the blazing of the Elemental Plane of Fire. You must make your save against Fire Elementals.
8	The vast crushing quiet of the Elemental Plane of Water calls to you. You must make your save against Water Elementals.

DIVINATION RULER

Benefit		
1	Fate's Favor	When you make an Ability Check, Attack Roll, or Saving Throw, you may add an additional 1d4 to the result. You must do so after the roll, but before a ruling has been made. After you have used this feature, you may not do so again until you finish a Short Rest. You may use this feature twice per short rest at 9th Level and three times at 17th.
2	Ear of the Moirai	Once per long rest, you may target a creature that is both familiar to you and on the same plane of existence as you. The target must make a DC 13 Wisdom saving throw. On failure, you can hear what the target hears for the next ten minutes. This feature requires concentration, and during this time you are deaf regarding your own senses. If they succeed, the feature fails, and you may not attempt to use it again until after your next long rest.
3	Dragoman's Study	When you see a written language you do not know, you may take 10 minutes to interpret the purpose or meaning of the text. When you hear a language you do not understand, you may make an Intelligence Check (DC 10). On a success, you may communicate with the language in a rudimentary way.
4	Glimpse Beyond	in ten or fewer words, you may specify a course of action you or the party plan to take within the next 24 hours. The GM then rolls a D20: on a 1-10, they will tell you the most likely negative outcome of your course of action. On a 11-20, they will tell you the most likely positive outcome. Once you have used this feature, you may not do so again until you finish your next long rest.
5	Descry Secrets	As an action, you scan the area around you to detect the effects of illusory effects within 30 ft. If a magical effect from the school of Illusion or Enchantment is within range, you know it exists and have advantage on investigation and perception checks to determine where it is.
6	Blindsider	When you score a critical hit on a creature with an Intelligence score of at least 4, you may add 1d10 Psychic damage to the damage roll. This damage increases by 1d10 at 5th level (2d10), 11th (3d10), and 17th (4d10).
7	Survival Instinct	Unless you are surprised, when you roll initiative to enter battle, you may take the Dash action or use a Bonus Action before combat begins. Once you use this feature, you may not do so again until you finish a Short Rest.
8	I Know How This Goes	Once per day, you may spend 1 minute performing a ritual to give a creature you can see one Luck point. Once you have used this feature, you may not do so again until the next dawn. At 9th level you may choose two creatures. At 17th level you may choose 3 creatures.
Detriment		
1	Frequent Fatigue	You are acutely sensitive to your sleep cycle and demand your time to recharge. When you gain a point of Exhaustion due to lack of a Long Rest, you gain two levels instead of one.
2	Open Minded	When you are affected by a spell from the divination school you make the check with disadvantage.
3	Midnight Meandering	Confidence in your intuition can get the better of you. When your party is traveling at night, roll a d20. On a Natural 1, your party becomes lost.
4	Nearsighted	You get lost in the details of your environment and forget to see the big picture. Your Passive Perception and Perception scores decrease by 1.
5	Mother Tongue	You can understand no more than two languages. This feature supersedes character creation rules and if you learn a new language by any means, you forget one language of your choice in 1d4 days.
6	Lagging Advance	It takes you an extra step to consider your actions in combat. When you take the Dash action, you lose 10 ft. of movement speed.
7	Twilight Blindness	Lack of light is particularly detrimental to your sight. You treat Dim Light as if it were Darkness. If your race normally has Darkvision, you no longer do.
8	Evident Vulnerability	When you are hit with a Melee Attack Roll that was made with Advantage, you take an additional 1d6 Psychic Damage.

ENCHANTMENT RULER

Benefit		
1	Silver Tongue	You gain expertise in your choice of either deception or persuasion.
2	Faith of a Friend	You may spend ten minutes casting Bless (Pg. 219, Basic Rules) on one willing creature. The duration of the spell becomes one hour and it does not require concentration. You may not use this feature again until your next long rest.
3	Inspiring Presence	When an ally within thirty ft. of you that can see you makes a saving throw, you may use your reaction to add 1d8 to that saving throw. You can do this a number of times per long rest equal to your proficiency modifier.
4	Stirring Performance	Once per day, you may perform for at least one minute to give up to six friendly creatures within 60 ft. who can see and hear you a number of temporary hit points equal to half your level, rounded down.
5	Enchanting Distraction	You may use your reaction to give a creature you can see within 60 ft. disadvantage on its save against a charm effect. Once you have used this feature, you may not use it again until after your next short rest.
6	Honest Aspect	As an action, you may target one creature within 15 ft. that can see and hear you and require them to make a wisdom saving throw, DC 10 + your proficiency modifier. On a fail, the creature is subjected to the effects of the Zone of Truth (Pg. 289, Basic Rules) spell for one minute. The target is unaware that they are under any magical effect. Once you have used this feature, you may not use it again until after your next long rest.
7	Get Back Here	When a creature that you can see within thirty ft. uses its movement to move in any direction that is not towards you, you can use your reaction to force the creature to make a wisdom saving throw, DC 10 + your proficiency modifier. On a fail, the creature is instead compelled to move as close to you as possible and end its movement there. You may use this feature a number of times per long rest equal to your proficiency modifier.
8	Above Suspicion	Any creature who attempts to target you with an ability before you have acted for the first time in initiative must make a DC 13 intelligence check or choose another target. This ability is not triggered if the creature is familiar with you or the creature has an intelligence below 4.
Detriment		
1	Flattery Will Get You Everywhere	You have disadvantage on insight checks against creatures who are actively rolling a charisma skill check against you.
2	I've Got This	When an ally attempts to give you the help action, you must roll 1d20. On a result of 7 or less on the die, you refuse the help and gain no benefits from their expended action. This detriment can only be triggered once per long rest.
3	Open Book	You have disadvantage on saves against divination spells. Once this detriment has been triggered, it cannot be triggered again until after your next long rest.
4	Noble Backpedal	When you roll a natural 1 on a deception check, you become under the effects of the spell Zone of Truth for the next minute.
5	Where is My Mind	You have disadvantage on saving throws against being charmed. This detriment can only be triggered once per long rest.
6	Curse of Narcissus	When you come within 15 ft. of a reflective surface that you can see, you must make a DC 10 wisdom saving throw. On a fail, you are transfixed by your own image, and become paralyzed for one round. Once a player has succeeded on this Saving Throw, they may not be affected by this feature until the next dawn. This detriment can only be triggered by a surface once.
7	Hypnotic Stasis	When you fail on a saving throw to avoid the frightened or charmed condition, you have disadvantage on subsequent checks to end the effect.
8	You Just Don't Seem the Type	Choose from Deception, Intimidation, or Persuasion. You suffer a -2 penalty to ability checks using this skill.

EVOCATION RULER

Benefit		
1	Mechanically Hot	As an Action, you may force one humanoid within 30 ft. of you to make a Wisdom Saving Throw (DC 13). On failure, the creature is charmed by you for 1 hour. You may use this feature once per long rest at 1st level, increasing to twice at 9th level, and three times at 17th.
2	Speed Dial	You establish a connection to a number of creatures equal to your Proficiency bonus. While connected to these creatures, you may cast the Sending spell to each of them, without the need for material components, once per day.
3	Jacob's Tent	Heat runs through your bloodstream and you're warm to the touch. You cannot become exhausted by extreme cold or heat. When you take Fire or Cold damage, you may use your reaction to reduce the damage taken by 1d6. This increases to 2d6 at level 9 and 3d6 at level 17. Once you have used this feature, you may not do so again until you finish a Short Rest.
4	Sulfur and Brimstone	You can smell Glyphs of Warding and other arcane traps that would deal elemental damage within 30ft. When you detect a glyph or arcane trap in this way, you know where it is, the school of magic associated with it, and you have advantage on investigation checks to determine the trap's triggers.
5	Divine Protection	As a reaction, when you are forced to make a Saving Throw against an area of effect that deals elemental damage, you summon a shield of force that surrounds your body. You automatically succeed on the Saving Throw and take no damage. Once you have used this feature, you cannot do so again for 7 days.
6	Pocket Full of Sunshine	You know the Light (Pg. 255, Basic Rules) cantrip and may cast it without the need for material components. While your Light cantrip is shining, you may use an action to release a burst of sunlight. This light dispels magical darkness of 3rd level or lower, illuminates invisible creatures within range, and lasts until the end of your turn. Once you have used this feature, you may not do so again until you finish a Short Rest.
7	Draining Soul	As a bonus action, you harness the magical energy in your body and charge it into an offensive release. The next time you hit with an attack, you may add elemental damage (your choice) to the roll equal to twice your level. When you use this feature, make a Constitution Saving Throw (DC 14), on failure, you are stunned until the end of your next turn. You may use this feature once per long rest at 1st level, twice at 9th level, and three times at 17th.
8	Font of Vitality	You pull upon your life force to sustain yourself and others in times of great danger. For one minute, you may use your bonus action to grant one creature you can see within 60 ft. 1d6 plus your Constitution modifier temporary hit points. Each time you grant a temporary hit point in this way, you age 1 day and temporary hit points gained in this way disappear at the start of your next turn. Once you have used this feature, you may not do so again until you finish a Short Rest. At level 9, the temporary hit points granted increases to 2d6, at level 17 the temporary hit points granted increase to 3d6.
Detriment		
1	Elemental Susceptibility	Cursed by the gods, you are vulnerable to one elemental damage type of your choice (Fire, Cold, Lighting, Acid, or Thunder).
2	Healing Resistance	When you drink a Potion of Healing (Pg. 187, Basic Rules), you gain fewer hit points than normal. Common potions give 1d4+2, Greater give 3d4+4, Superior give 6d4+8, and Supreme give 8d4+20
3	Fear Darkness	When you are in dim light, you have disadvantage on Dexterity Checks and make ranged and spell attack rolls with disadvantage.
4	Overwhelming Force	When you do 25 or more damage to a creature with a single attack or spell, your speed becomes zero until the start of your next turn. You may negate this effect by taking 1d6 psychic damage.
5	Intimidating Presence	Your ambiance causes people to be a little more guarded around you. Creatures within 30 ft. of you must subtract 1d4 from Insight checks.
6	Disconnected	You cannot be targeted by Message (Pg. 259, Basic Rules), Sending (Pg. 274, Basic Rules), or any other spell or feature that allows creatures to communicate telepathically.
7	Homebody	You get sick easily when eating magical food. If you consume magical food make a Constitution Saving Throw (DC 10). On failure, you are poisoned for 1 hour.
8	Off Balance	When you are affected by an action, feature, or spell that pushes or pulls you more than 5 ft., the distance is doubled.

ILLUSION RULER

Benefit		
1	Thin Blades	Weapons you carry may not be revealed by magical means and you may conceal any weapon with the Finesse property in such a way that it is undetectable by physical inspection.
2	Memory Masked	You may attempt to have a creature remember details about your appearance differently than they are. You force one creature within 60 ft. to make an Intelligence Saving Throw (DC 14). On failure, you are remembered as taller, a different race, or similar physical characteristic of your choosing.
3	Dreamstrider	You can enter the dreams of any willing creature you are familiar with. Creatures who allow you into their dreams rationalize your presence, recognize you are not a part of their subconscious, and may revoke authorization at any time. Otherwise, the extent of the communication is determined by the dreamer.
4	Archbane	You summon a Shadow (Pg 344 Basic Rules) to fight by your side in combat. This Shadow deals Psychic instead of Necrotic damage. Once you have used this feature, you may not do so again until you finish a Long Rest. The number of Shadows you may summon increases to two at level 9 and four at level 17.
5	Eyes of Onyasha	You have Truesight to a range of 5ft.
6	Life Golem	You forge a bond with a golem of your own design that resides in a location that is known only to you. The golem has Hit Points equal to 10 + 5 times your level, regains all their hit points at dawn, but otherwise has the statistics of a Homunculus (Pg 322 Basic Rules). When you take damage, you may choose to transfer all damage you take to the golem. Once you have used this feature, you may not do so again until you finish a Short Rest. If the golem drops to 0 Hit Points, so do you.
7	Shadow Armor	Any attack roll of a natural 4 or lower misses you.
8	Mimic	You may choose any benefit in the 8th slot on any other rulership table.
Detriment		
1	Tactless Negotiator	You have no idea how much things cost and make all checks to appraise the value of an object with disadvantage.
2	Now You See Me	When you make a Stealth check and you roll a natural 1, any attacks or checks that target you are made with advantage until the end of your next turn.
3	Gullible	You are susceptible to Fear effects more than most. When targeted by a Fear effect that requires a saving throw, you must roll a 1d4 and subtract that from your total.
4	That Was Totally Real	When you fail an Ability Check or Saving Throw to identify an illusion, you are Charmed by the caster for 1 minute.
5	Dungeon Denier	When you walk in darkness, make a Charisma Saving Throw (DC 12). On failure, you are Frightened for 10 minutes.
6	Bad at Disguise	When you are subject to a spell that would disguise your form, you cannot specify the exact form. You can always achieve a similar form, but never replicate an exact copy and the form you describe is always slightly off.
7	I'm Sorry, What?	When you take Psychic damage from a critical hit, you become confused for until the end of your next turn. While confused in this way, you may not move or take actions.
8	Mimic	You may choose any detriment in the 8th slot on any other Detriment table.

NECROMANCY RULER

Benefit		
1	Blood of the Covenant	Once per long rest, you may elect to take 2d8 Necrotic damage. One creature of your choice that you can see within 30 ft. of you regains hit points equal to double the amount of necrotic damage that you take.
2	Siphoned Spirit	When you strike a killing blow against a creature, you may gain a number of temporary hit points equal to your level. This ability can be triggered only once per round.
3	Gravekeeper's Indifference	When you take Necrotic damage, you may use your reaction to gain resistance to Necrotic damage until the start of your next turn. You may use this ability a number of times per long rest equal to your proficiency modifier.
4	Reliable Vessel	You have advantage on saving throws against any effect, ability, or spell that would cause you to become possessed or cursed. Additionally, when you are targeted by a spell that involves trapping or transporting the soul, you have advantage on the check to combat the spell. If you already have advantage on the check for any reason, you become immune.
5	Relentless Command	You may spend ten minutes performing a ritual on a willing creature. The target treats any number 15 or higher as a critical success when rolling death saving throws: they return from unconsciousness with 1 hit point and may immediately take their turn. When this ability is triggered for the first time, the effects of this ritual end. Otherwise, the effects last for eight hours. You may perform this ritual once every long rest, and only one creature may be under the effects of this ritual at a time.
6	Inevitable Decay	When you roll a critical success on an attack that deals Necrotic damage, when you would normally roll one or more dice to determine the Necrotic damage, you instead use the highest number possible for each die.
7	Game Recognize Game	As an action, you may determine whether one creature that you can see within 60 ft. of you is undead, unless the creature is protected from divination magic.
8	Bringing You With Me	You may harm yourself to harm others. You may elect to take 1d4 Necrotic damage to add 2d4 Necrotic damage to a successful melee attack. This ability can only be triggered once per turn, and it may only be used a number of times per long rest equal to your proficiency modifier.
Detriment		
1	Ready for Death	Whenever one or more dice are rolled to determine the number of hit points you regain that would bring you up from unconsciousness, the dice are rolled twice, and the lower total is used. This detriment does not supersede the Grave Cleric's 'Circle of Mortality' domain feature. In addition, medicine checks to stabilize you while you are unconscious are made with disadvantage.
2	Walking Dead	There is a part of you that has already passed on. When a creature within 30 ft. of you uses the Channel Divinity: Turn Undead action, you must also make a wisdom saving throw against the caster's spell save DC. On a fail, you are forced to use your full movement to take the safest route to get as far away from the caster as possible at the start of your next turn.
3	Fragile Darkness	When you critically succeed on an attack that deals Necrotic damage, you become vulnerable to Radiant damage for the next 1d4 rounds. This effect can only be triggered once per long rest.
4	Craven Awareness	You understand how powerful necromancy can be, and both fear and respect it. You have disadvantage on saving throws against being frightened by an undead creature. This detriment is only triggered by your first of such saves of the day.
5	Against the Black Tide	Any time you roll at least one die to determine the number of hit points regained by a creature other than yourself, roll 1d6 Necrotic damage against yourself.
6	Morbid Fascination	You find yourself bewitched by those who blur the lines between the dead and the living. You have disadvantage on insight checks made against any undead with an intelligence of 8 or above.
7	The Flesh is Weak	Your body sometimes simply does not have the energy to continue. When you roll a saving throw to prevent exhaustion or magical sleep, you make the roll with disadvantage. This detriment can only be triggered once per long rest.
8	It Burns Us	Something in your constitution is more comfortable in the dark, cold corners of the world. When you spend more than one uninterrupted hour in direct sunlight or extreme heat, make a DC 12 constitution saving throw. On a fail, you gain one level of Exhaustion. This detriment can only be triggered once per long rest.

TRANSMUTATION RULER

Benefit		
1	Magical Athlete	Your movement speed is increased by 10 ft. and you may jump twice as far as normal.
2	Stygian Sight	You have Darkvision out to a range of 60 ft.. If your race already grants Darkvision, your range is doubled and you can see in darkness as if it were bright light.
3	Aquatic Adaptation	You gain a swim speed equal to your walking speed and can hold your breath for 10 minutes. If you already have a swim speed, it is doubled.
4	Smith's Fingers	During a Long Rest, you may alter one mundane melee weapon or 20 pieces of ammunition, with which you are proficient, to be more effective. The weapon gains a +1 bonus to Attack and Damage rolls for the next seven days, the weapon gains no monetary value, and you must spend another long rest to maintain the weapon.
5	Channeled Energy	When you score a critical hit, you may add an additional 2d6 elemental damage of your choice to the damage roll- Fire, Cold, Lightning, Acid, or Thunder. This damage increases to 4d6 at 9th level, and 6d6 at 17th level.
6	Natural Regeneration	If you lose a limb, it grows back in 1d4 days.
7	Stout	You have advantage on Ability Checks and Saving Throws that would cause you to be forced from your space.
8	Bloodhound	While in possession of a creature's biological material, you may spend 10 minutes performing a ritual to divine their location. When the ritual is complete, you know their exact distance and direction from the ritual location for 1 hour, if they're on another plane of existence, you know which, and if they're traveling, you know how fast. After completing this ritual, all biological material of the creature in your possession is destroyed.
Detriment		
1	Man's Worst Enemy	Animals dislike you. You have disadvantage on all animal handling checks made towards beasts with a CR of 1 or lower.
2	Uninvited Guest	Magical lairs have strange effects on you. In a creature's lair you cannot benefit from a short rest, you do not regain hit dice on a long rest, and your movement speed is reduced by 10 ft.
3	Detrimental Darkness	If you are benefiting from Darkvision, you may only see half as far as normally.
4	Flickering Spirit	When you drop to zero hit points, you come under the effects of the Blink spell (Pg. 219, Basic Rules).
5	Obstinate Form	You are resistant to magic that would alter your form. When you are subject to a shapechange effect you have half of the number of hit points a typical creature of that type would have.
6	Long Slog	While in combat, it costs an additional 5 ft. of movement for you to move through difficult terrain.
7	Bestial Features	There is an off putting bestial nature to your form- reptilian eyes, wolf fangs, elongated arms, or sunken features. You have disadvantage on Persuasion checks.
8	Very Specific Allergies	You cannot wear metal armor or use metal weapons.

HEIRS

Destiny is inevitable and Rulership has an undeniable effect on a character, but some Adventurers don't associate with, or outright reject, their Ruler. For these Adventurers, they often look to their Heir for inspiration. While your Ruler reigned on the day you were born, your Heir was strongest at the exact moment of your birth. However fleeting that hour might have been, it burned brightest.

Determining your Heir can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Heir, roll a 1d20 and consult the Heir Table below. Otherwise, you may choose an Heir that best fits your desired character concept.

Once your Heir is selected, roll 1d8 and consult the associated Heir Table:

Heirs		
1	2am	Abjuration
2	3am	Divination
3	4am	Conjuration
4	5am	Transmutation
5	6am	Enchantment
6	7am	Illusion
7	8am	Evocation
8	9am	Necromancy
9	10am	Enchantment
10	11am - 1pm	Abjuration
11	2pm	Divination
12	3pm	Conjuration
13	4pm	Transmutation
14	5pm	Enchantment
15	6pm	Illusion
16	7pm	Evocation
17	8pm	Necromancy
18	9pm	Conjuration
19	10pm	Abjuration
20	11pm - 1am	Divination



ABJURATION HEIR

Heir Features	
1	You have an affinity to protecting yourself from the elements, if only slightly. As a bonus action, you may cause the rain, wind, dust, or any minor natural effect to stop for 1 round. Any negative effect the condition may have caused will not affect you for the round. You may do this once per short rest.
2	You may channel your defensive affinities to manifest upon your body. You may make your body appear harder than it is, as if made of stone or scales.
3	You can see a rippling effect emanating from magical barriers the first time you see them.
4	Once per long rest, you may roll an insight check with advantage to determine if someone is hiding something.
5	You are naturally attuned to creating small wards and defensive measures. You may take 10 minutes to set up a rudimentary security system that requires a DC 15 Stealth check to bypass.
6	Your connection to warding magic allows you to reduce damage you take slightly. Once per long rest, you can reduce one source of damage by 1d4.
7	You may spend an action to place a basic arcane lock on an object which lasts for 1 minute.
8	Once per long rest, you may spend one minute bolstering yourself with a weak magical barrier. The barrier lasts for ten minutes. When targeted with a spell that has a single-target effect, you have advantage on the saving throw.

GAMEMASTER NOTE

No one can choose the day or time of their birth, but fate and gods often influence the circumstance of an Adventurer's birth. This mechanic is best utilized by having players randomly roll a Ruler and specifically choosing an Heir, or vice-versa. That being said, we encourage gamemasters to allow players to select their own Sign, Ruler, and Heir if doing so will reinforce their character concept. Alternatively, randomly assigning all three may provide strong roleplay inspiration for players who do not already have a strong concept in mind.



CONJURATION HEIR

Heir Features	
1	You have an affinity to how objects are designed and created. You may spend a minute inspecting an object to determine any flaws or unique elements of its design.
2	When near a creature that is from another plane, you become aware of a unique smell in the air. (Check with your GM about unique smells linked to extraplanar entities).
3	Faint elemental energies follow your movements. You may have these appear as small streaks of lightning, heat waves, or crystallized frost.
4	You are attuned to the strangeness of planar languages and can add a 1d4 to any Arcana checks to determine types of planar languages written or spoken.
5	You have the ability to summon small, mundane objects for a minute. As an action, you may call into existence one small mundane object, such as a quill, a hammer, or a needle. You may only have one object appear at a time.
6	The power of conjuration moves through you, allowing you to conjure a small insect that travels with you. This insect is visible only to those you select and be resummoned as a ritual. The insect cannot take any actions or impact material objects.
7	You have advantage on any arcana checks when inspecting summoning circles or any runes related to the summoning/conjuration of creatures.
8	As a ritual, you may summon one non-magical item, no larger than 5x5 ft. or heavier than 200 pounds, for 1 minute.

DIVINATION HEIR

Heir Features	
1	You intrinsically know the locations of the stars in your sky and have an affinity for cartography. On a clear night, you may spend one hour studying the constellations and determine your location within a ten mile radius.
2	You always know what phase the moon is in and can take advantage of its light. At night, you gain a +1 bonus to Perception Checks during a full moon, and a +1 bonus to Stealth Checks during a new moon (GMs discretion).
3	When you touch a magical object for the first time, you hear a very high pitched hum.
4	Traveling comes naturally to you. You have an eye for shortcuts and can take advantage of favorable terrain. While on the Material Plane, your party can move an additional 6 miles per day and may maintain stealth at a normal pace.
5	You gain a +1 bonus to your Passive Insight.
6	You have uncanny luck while gambling and nearly always turn a profit. For each hour you spend gambling, make a Dexterity Check (DC 8). On success, you gain 1d4+1 Gold Pieces. On failure, you break even.
7	Declare one subject you are intimately familiar with (your GM is responsible for determining the scope of this). You gain advantage on History Checks when attempting to recall information about the chosen subject.
8	As a Ritual, you may take 1 minute to inspect the palm of a willing humanoid. You are in tune with how the divine fates manifest themselves physically on others bodies. You have advantage on medicine checks on humanoids that you are able to study their palms for at least 1 minute. If you roll a natural 20, you can estimate the remaining lifespan of the humanoid within a month. This accounts for sickness, age, magical curses, and other passive effects, but ignores violent or accidental death.

ENCHANTMENT HEIR

Heir Features	
1	You have an affinity with getting what you want when you ask for it. Once per long rest, you may roll with advantage when making persuasion checks.
2	You gain a +1 bonus when making saving throws against charm effects.
3	When you touch an enchanted humanoid for the first time, you can immediately tell that they are affected by an enchantment spell, seeing a unique color represents the effect.
4	You have a knack for moving through crowds and speaking to people without them remembering you. Once per long rest, you can require a target that you have met within the last eight hours to roll a DC 8 Wisdom Check to recall or remember you. On a fail, they are unable to remember your name or appearance.
5	You always know how to conduct yourself in social settings and are able to make a good impression on nearly everyone you meet for the first time.
6	When passing by a reflective surface, your image offers affirming, supportive gestures. Other creatures can see this effect.
7	You gain a +1 bonus when making Arcana checks to determine the precise nature and identity of an enchantment spell.
8	You may infuse a single sentence with the power to enthrall a creature. Any creature you choose who hears it must make a DC 10 Wisdom Saving Throw or be charmed by you for 1 minute. Once you have used the feature, you may not do so again until you finish a Short Rest.

EVOCATION HEIR

Heir Features	
1	You are attuned to the natural elements of the world, particularly any related to storms or natural disasters. You may spend 10 minutes studying your surroundings and gain advantage on your next survival check to predict storms or other weather events.
2	You are well aware of the power and energies of your own body. Once every hour, you can project your voice for one minute so that it is audible and easily understood up to 2 miles away.
3	When you near another creature with the evocation heir for the first time, your hair stands on end for a moment as if electrocuted.
4	You recognize the capacity to tap into the energies that drive the world. You may spend an hour to locate a nearby powerful magical aura. This must be done in a location laden with magic and is subject to GM's discretion.
5	You gain a +2 bonus to your Passive Insight when noticing a creature's attitude.
6	You can channel an inner light to guide you. As a free action, for 1d4 rounds, you may emit a faint light that illuminates a 5ft. Radius space around you.
7	You are closely connected to the energies of the magical Weave and acquire a personal taste, smell, feel, or sound associated with each spell you cast.
8	As a Ritual, you may take 1 minute to prepare a single trinket (a pebble, a ring, a marble) and channel your magic to cause the object to be freezing cold, searing hot, or infused with a small electrical shock for the next 5 minutes. The object cannot be used to inflict damage from this effect.

ILLUSIØN HEIR

Heir Features	
1	You have a close connection with illusions and the way you perceive the world. Once per long rest, you can make a check with advantage to identify an illusion.
2	You are acutely aware of how to change the sound and smell of material objects. Once per long rest, you can change the smell of an object or the sound an object makes. This effect lasts for one hour and requires a DC 20 perception to dispel the illusion.
3	You are skilled at guiding the way that people remember details about you. Once per short rest, you can ensure a creature remembers or does not remember your name.
4	You have an affinity for shadows and manipulating them. Once per long rest, you may command the shadows around you to gain advantage on a deception or intimidation check.
5	You have proficiency in disguise kits.
6	Once per short rest, you can change the denomination of one coin, raising it's denomination either one value up or down. This effect lasts for an hour.
7	You may select three magical tricks that you are proficient in. You may perform these tricks to gain 1d4+1 silver per hour.
8	You can throw your voice up to 30 ft away.

NECRØMANCY HEIR

Heir Features	
1	As a command, you can turn your flesh icy cold and acquire a faintly offal odor.
2	You have an affinity to the weakness of the dead. You may spend one minute inspecting an undead creature within 100 ft. that you can see. On a successful DC 14 investigation check, you may learn one of the following: a single resistance, vulnerability, damage immunity, or condition immunity.
3	When you enter hallowed/unhallowed ground for the first time, you see the magical aura for a few seconds.
4	When casting necromantic spells, each spell impacts your body, leaving small, permanent aesthetic effects upon you of your choosing.
5	You have an affinity for poisons and preservatives, and any checks you make for detecting these are made with a 1d4 bonus. This bonus does not stack with any beneficial enchantments.
6	You're naturally attuned to speaking with undead. Once per long rest, you may make a persuasion check with advantage when speaking to an undead creature. The creature immediately learns that you have an affinity to necromancy when you do this.
7	You may speak to your shadow and have it move around you upon your command. The shadow may not leave you but may grow in length (up to 10 ft.) and make gestures on its own.
8	As a Bonus Action, you may bestow a small blessing to reinforce their life on another creature other than yourself. For 1 minute, that creature may make one death saving throw with advantage. This may affect only one creature at a time.

TRANSMUTATION HEIR

Heir Features	
1	You understand the nature of change in your body. You may spend a minute to determine the precise location and type of any wounds or damage a body has taken.
2	You have always been drawn to alchemical arts and can learn to use alchemical symbols as a secret language that only you and those you teach understand.
3	Once per day, you may touch a nonmagical item that weighs less than 10 pounds and change its color for 1 hour.
4	You are capable of detecting the subtle metals that are found in objects. You may spend 1 minute to determine what base metals (gold, silver, copper) are in an object.
5	You may have the color of your hair or eyes change in intensity when you are feeling a strong emotion.
6	Once per day, you may alter a physical feature about yourself (e.g. lengthen your hair, change your eye color, lengthen your fingernails).
7	You are attuned to your emotional states, and the emotional states of others. As a ritual you may cast calm emotions as the spell on an ally.
8	You may spend a minute to determine if an object or living creature has been affected by transmutation magic.



SPECIAL CIRCUMSTANCES

When most Adventurers enter the world, the stars look down with indifference, the sun shines brightly in arrogance, and the moon is ignorant for the entirety of its nightly journey. However, there are rare occasions when destiny veers, the Moirai turn their gaze, and the mountain lends its ear the cries of birth. The birth of Adventurers during an equinox, solstice, meteor shower or eclipse is a yolk of destiny, and these Adventurers are born to shape the world.

To determine if your character was born under a Special Circumstance, roll a d100. On a result of 99-100, roll a d4 and consult the Special Circumstances table.

Special Circumstances	
1	Eclipse - Roll a d120. On the result of a 20, roll a 1d4 and consult the Solar Eclipse Table. Otherwise, roll a 1d4 and consult the Lunar Eclipse Table.
2	Meteor Shower - Roll a 1d4 and consult the Meteor Shower Table.
3	Eclipse - Roll a d20. On the result of a 20, roll a 1d4 and consult the Solar Eclipse Table. Otherwise, roll a 1d4 and consult the Lunar Eclipse Table.
4	Meteor Shower/Planet Alignment. Roll 1d100. On the result of a 100, roll 1d6 on the Planet Alignment Table. Otherwise, roll 1d4 and consult the Meteor Shower Table.

GAMEMASTER NOTE

Even the gods cannot force planets to align and bend time. If you choose to allow Special Circumstances for your Adventurers, the results must be earned by the will of the dice. Powerful non-player characters, villains, and plots may be built around Special Circumstances, but players may not choose to be born under them.

Additionally, some special circumstances limit Sign options for characters born under them. For example, Fleurtide marks the start of spring, Aurous contains the summer solstice, Rustium is the start of autumn, and Waking is the home of the winter solstice.

We recommend that players who would experience a Sign change with their Special Circumstance have the option to deny that benefit for roleplay purposes.



Lunar Eclipse Table

1	A wise man fears a night with no moon. You vibe with Fey creatures and gain the following benefits. You recognize Fey creatures, regardless of illusions or enchantments, Fey creatures have disadvantage on Attack rolls against you, and you have advantage on Saving Throws against spells and magical effects generated by Fey creatures. While on the Material Plane, you always know where the nearest portal to the Feywild is. While in the Feywild, you always know where the nearest portal to the Material Plane is, you gain 1d8+1 temporary hit points when you finish a Short or Long Rest, and you gain a +1 bonus to attack and damage rolls.
2	You have an affinity for rituals and may improvise most rituals without prior knowledge. You may cast any spell that has the Ritual tag without the need for a spellbook or spell scroll. Your spellcasting modifier for these spells is Charisma, the spell must be of a level you can cast, and you must have all material components associated with the spell. Once you have used this feature, you may not do so again until you finish a Short Rest.
3	You can see in darkness as if it were bright light, and can see in magical darkness as if it were dim light.
4	You gain Expertise in Stealth

Equinox/Solstice Table

1	Vernal - When you start your turn with more than 0 hit points, you gain 1d4+1 hit points.
2	Summer - When you take a Long Rest, you only need to rest half the number of hours as required by your Race. You may complete a Short Rest in 10 minutes.
3	Autumnal - You have advantage on Death Saving Throws
4	Winter - You gain Resistance to Cold damage.

Solar Eclipse Table

1	You gain Expertise in Perception
2	You know the spell Burning Hands (Pg. 220, Basic Rules), and may cast it once per day without expending a spell slot or using material components. Your spellcasting modifier for this spell is Charisma. At level 5, Burning Hands is replaced by Fireball (Pg. 241, Basic Rules). At level 9, Fireball is replaced by Wall of Fire (Pg. 285, Basic Rules). At Level 13, Wall of Fire is replaced by Fire Storm (Pg. 242, Basic Rules).
3	You are immune to Fire damage.
4	Your Constitution Score increases by 2. Your Maximum Constitution Score increases by 2.

Meteor Shower Table

1	At night, you may add 1d4 to the result of any Ability Check, Attack Roll, or Saving Throw.
2	When you cast a spell that has a range of 5ft or greater, you may double the range of the spell. Once you have used this feature, you may not do so again until you finish a Short Rest.
3	You know when humanoid creatures are intentionally deceitful.
4	At dawn each day, roll 1d20. You may replace the roll on the die of any Ability Check, Attack Roll, or Saving Throw made within 60 ft. of you with this result until your next Long Rest.

Planet Alignment Table

1	Your Strength score is 22, and your Maximum Strength Score is increased to 30.
2	Your Dexterity score is 22, and your Maximum Dexterity Score is increased to 30.
3	Your Constitution score is 22, and your Maximum Constitution Score is increased to 30.
4	Your Wisdom score is 22, and your Maximum Wisdom Score is increased to 30.
5	Your Intelligence score is 22, and your Maximum Intelligence Score is increased to 30.
6	Your Charisma score is 22, and your Maximum Charisma Score is increased to 30.

LA CAMBRIA BY RIDELL APELLANES



CITIES



LA CAMBRIA

La Cambria is the capital city of Aroria and is connected to the west coast of the mainland by Andrin's Bridge. The island metropolis is a hub for art and culture, boasts the largest library in all the world, and prides itself on the quality of life provided to its citizens. Densely packed wooden and limestone buildings stack three stories tall along nearly every street. Long beaches stretch down the bay coast for miles. Taverns and bakeries are around every corner and serve the finest ale and cuisine in the world.

IMPORTS, EXPORTS, AND MARKETS

La Cambria is heavily influenced by trade from around the world. As the western most city on the continent, the northern port is the busiest in the world and sees dozens of ships pass through the docks each tide. Magic items from all over the world flow into Manguin's Magical Mysteries, and the finest luxury items are brought here to auction to the highest bidder. La Cambria itself benefits from a massive underwater mining operation. The Undercity takes advantage of the magical prowess of Niveau Maximum to mine the island and surrounding coast for precious gems, metals, and other raw materials. The mainland of Aroria is an abundant resource of grain, cotton, corn, and other cash crops. Homesteads and large farming operations will bring any excess they produce hundreds of miles to the city to sell. While providing resources for the capital is important, every farmer on the mainland knows a bag of flour will fetch nearly two silver pieces in La Cambria, and a gold piece if it's pure.

RELIGION

The official religion of La Cambria is the Masters of the Weave. Savion holds the largest influence over the city, and her cathedral, Savion's Sunrise, is one of the most visited pilgrimage sites in the world. Legend says during the Ascension Savion stood together with Bouclier on that very spot, and the two dueled with a Kraken of Vol to save the city. No religion is banned in La Cambria. However, servants of evil aligned deities are certainly frowned upon and could be subject to investigation by the court.

LOCATIONS IN LA CAMBRIA

MANGUIN'S MAGICAL MYSTERIES

Manguin's Magical Mysteries is a magic item shop. It's adjacency to the port provides a diverse and unique inventory from incoming traders as well as a strong customer base for low level potions and magic items.

In Goldspire, a humble magic shop built from worn wood features a low pitched roof, four evenly spaced windows, and looks to be in slight disrepair. Painted in fading blue letters over the threshold is the name Manguin's Magical Mysteries. Stepping onto the wraparound porch, you can see the windows are covered completely by red velvet curtains inside, and it's impossible to get a good look at the interior. The main door opens up into a massive room, far larger than the building itself is capable of holding. Pristine marble floors shine like glass. Floating blue and white orbs of light dance above. Books and magical trinkets of all kinds line the walls and cover the tables in the space, and young mages with the traditional blue robes of Niveau Maximum meander about, assisting patrons and filling orders.

The scholars from Niveau Maximum always have special commissions or component requests of Manguin so the shop is often home to extremely rare items that were leftover or unclaimed.

Common magic items and most uncommon can be acquired at Manguin's Magical Mysteries nearly on demand, in rare cases patrons may be asked to come back the next day for these items.

Manguin's is open for commission and characters should be able to place orders for nearly any magic item with a large enough down payment. Players who do not wish to wait may view the rare item inventory below. This inventory is constantly changing, use the list below as a template for items currently available at Manguin's.



- ✦ **Uncommon Weapon +1 Dart**
(Basic Rules, Pg 213)
- ✦ **Very Rare Weapon +3 Great Axe**
(Basic Rules, Pg 213)
- ✦ **Rare Armor Hide of Resistance (Force)**
(Basic Rules, Pg 152)
- ✦ **Uncommon Spell Scroll: Scroll of Branding Smite** (Basic Rules, Pg 219)
- ✦ **Rare Spell Scroll: Scroll of Freedom of Movement** (Basic Rules, Pg 244)
- ✦ **Rare Wondrous Item Boots of Speed**
(Basic Rules, Pg 155)
- ✦ **Rare Wondrous Items Chestpiece of Verdant Wisdom** (Pg. 206)



LA CAMBRIA BY RIDELL APELLANES

GOLDEN PEARL

A long flat brothel overlooks the Barvassian sea and you can see dim flickering light inside. Notably, the back wall of the pearl is missing. The absence invites crashing waves of the sea against the cliffside that caresses and serenades each patron. Dark wood furniture with gold and black upholstery creates a sleek and cozy atmosphere. Scattered randomly, guard ropes protect stumbling patrons from holes in the floor and the steep stone steps that lead to the rooms below.. Each of these tunnels into the earth leads to a private chamber of debauchery or respite, your choice. The patrons here are very well dressed. They recline on plush pillows sipping bubbling golden wine. Soft laughter can be heard as beautiful men and women alike whisper sweet words into the ears of the patrons here. Seen with the occasional blush and backroom allure.

The Golden Pearl is the most upscale entertainment venue in La Cambria. The spectacular views over the ocean and fresh seafood from the port make the Golden Pearl a frequent destination for the elite of Kingscourt. Travelers and adventurers looking for an upscale inn will find the accommodations of the Pearl some of the finest in the world. The opulence of the Golden Pearl has a disarming quality to it. Patrons are encouraged to explore personal boundaries and are extended freedoms otherwise considered taboo. Outside of the objectively evil, nearly any desire can be satisfied at the Golden Pearl.

NOTABLE FIGURES

Giselle Goldeveil

Elf She/Her, Rustium. Her long golden hair is tied back into a tight bun. Owner of the Golden Pearl. She has multiple curved ivory hair pins jetting out of the bun like solar flares. She bought the inn off of Clove Whetten who didn't have a keen mind for business or how to run an inn properly. Like a butterfly emerging from a cocoon, Giselle elevated and transformed the old 'Whaler's Wagon Inn' into the Golden Pearl.

Jeff

Human He/Him, Wisterius. Council Member of La Cambria, spends many of his nights with the fellowship of Golden Pearl courtesans. He loves a good drink and a risky wager.

Menu

SPARKLING AURIC

A delightful golden sparkling wine to tickle and tease the senses. The bubbles in the glass change color from gold to purple as they rise within the glass. A fine vint from the Ullish estate.

FLAVOR: Slightly tarte, crisp, herbal and refreshing. Semi-sweet with notes of almond, rosemary, and a subtle plum finish.

ROSE RHUBARB HONEY

A deep fuschia colored beverage garnished with a single rose petal. Imported directly from Saltstone itself and a seasonal

FLAVOR: Slightly tarte, herbacious with a subtle floral note and a warm honey finish.

FOOD SPECIALTIES

Steamed mussels with a slice of lemon, dovetail tartelettes, and fresh baked rosemary bread.

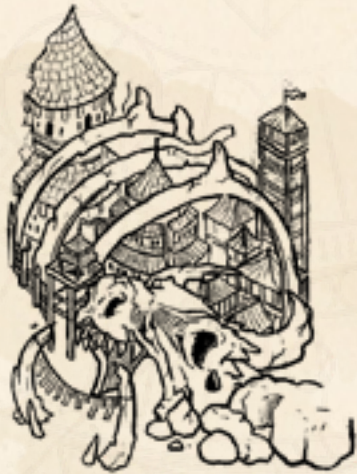
ROOM AND BOARD

Pillowed Suite

Cliffside Room with Servant & Private Bath House

ADVENTURE HOOK

After an evening of revelry and debauchery at the Golden Pearl, you wake with a headache and a knock at the door. Sliding softly under the door is a light brown piece of parchment with your bill from last night. Eighteen gold pieces isn't much for adventurers like yourselves, but unfortunately, as you reach for your purse, you grasp at nothing but air.



DRAGON'S HORDE

The streets of Crowsban are some of the filthiest in La Cambria. Urchins and cutpurse lurk around every corner, and every home without a stone roof has a leak. However, there is one shining beacon of light amongst the shadow; the Dragon's Hoard. The bleached white skull of a black dragon looms over the casino and long curving tusks almost brush the hair of guests. Inside, table games of chance are accented by bright chromatic cards, strong honey whiskey, and dark ale. A Brass Dragonborn places a pewter mug of ale in your hand as you enter and the multi-floored casino is begging for you to be entertained.

This casino has card games, dice, and all other manner of games of chance. The dragon theme is a favorite among the travelers from the mainland and extends into the architecture, cutlery, and decor. The dragonborn who operate the Dragon's Horde are refugees from the war in Agubonne and have no plans to ever return north. Dealers at the Dragon's Horde create games that are as fair as possible and cheating is cause for a lifetime ban. Though the Horde itself does not partake, the casino has a reputation for serving unscrupulous ne'er-do-wells from Thrice, the port, and the mainland and is often the background for criminal negotiations.

NOTABLE FIGURES

Delilah

Silver Dragonborn She/Her, Waking. Owner and operator of the Dragon's Horde. Delilah is quiet and reserved. Her watchful eyes are well practiced at spotting cheaters and she always seems to know more than she's letting on.

ADVENTURE HOOK

You're down on your luck at the poker table. Hand after hand isn't going your way, and you've lost more than a hundred gold pieces this evening. It isn't long until you've spent everything you've brought to the Dragon's Horde and there's not another copper piece to wager. Seeing your great loss, Delilah approaches you and the party. She offers five hundred gold pieces to help her with a 'little task'. If you decide to take it, she will give you a sealed scroll entrusting you to deliver it to a ship in the port. The scroll is a demand for payment and threatens the Captain with violence if they won't pay up.



PITS OF POWER

On the east side of the island, far from the watchful eyes of Niveau Maximum, the Pits of Power wait to test the strength of any combatant. Three twenty foot deep pits are spaced around a circular bar in the middle. Several individuals with leather vests and scars on their arm are serving beer, registering names for the afternoon brawl, and taking bets for the next fight.

This arena is both a source of entertainment and income for many in La Cambria. Anyone with a free day off may visit the Pits of Power to pass the afternoon enjoying the combat sport. Many of the combatants are Sons of Bouclier, veterans, or former bullies looking for a little extra coin on the side. You can place bets on matches in the Pits of Power at the Dragon's Horde or may visit the Pitmaster to sign up for a match.

MINI-GAME | PITS OF POWER

The Pits of Power is a one-on-one combat arena. Participants must compete in single combat, unless a special tournament is held, and spellcasting is cause for disqualification. Players do not use their full hit points, may not wear armor, or use weapons when competing in the Pits of Power. Players have a hit point total equal to their hit die plus their Constitution Modifier.

To resolve a match, players choose what level of competition they wish to face: easy, medium, hard, or very difficult. Wins in easier matches earn less gold but losses pay nothing. Then, players enter the Pits of Power and roll initiative against their chosen competitor. The fight continues until one competitor has 0 hit points. Competitors in the Pits of Power come in all shapes and sizes. Competitors use the Bandit (Pg. 162, Basic Rules) with the following modifications.

Competitors in the Pits of Power

- ✦ **Easy (d6):** 8 Hit Points, +4 to hit, 2 damage, one attack.
- ✦ **Medium (d8):** 10 Hit Points, +5 to hit, 3 damage, one attack.
- ✦ **Hard (d10):** 13 Hit Points, +5 to hit, 4 damage, two attacks.
- ✦ **Very Difficult (d12):** 16 Hit Points, +6 to hit, 5 damage, two attacks.

LA CAMBRIA



LA CAMBRIA BY MABEL BARRETO

FOOL'S GOLD INN AND TAVERN

Located at the end of Andrin's bridge, the gateway into La Cambria is the Fool's Gold Inn and Tavern. This three story tavern is unique as the first level is at ground level, but the guest quarters dig down into the earth two additional levels. Each room uses the natural cave formations below to its advantage. Some rooms within the inn are more cramped than others. The most luxurious rooms are large with high ceilings. Stalactites drip down fresh water to hollowed out bowls on top of stalagmite columns that guests use as wash basins. Back on the ground level, specklings of platinum coins lay haphazardly on the floor. They shine against the warm fireplace and lantern light.

The Fool's Gold Inn is one of the many popular tavern style inns in La Cambria. It's name recognition in Aroria makes the Inn a common meeting place for long lost friends and casual acquaintances. Upon entering the Inn, the innkeepers and servers inform patrons that the coins littering the ground are available to any patron. The inside joke is that all the coins are stuck to the ground with Sovereign Glue (Pg. 200, Basic Rules). This is a surefire way to point out newcomers and tourists to La Cambria and makes one the butt of many jokes from the staff. The bond can be broken only by the application of Universal Solvent (Pg. 209, Basic Rules) or with the Wish spell (Pg. 288, Basic Rules).

NOTABLE FIGURES

Penny Coppertoe

Dwarf She/Her, Pyrium. Great sense of humor. Braided red hair down her back with a plump as a peach round face. She'll tell guests if they can get a coin off the ground they'll be entitled to free room and board for the night. While playful, she is very hospitable to her guests. Her father was a miner in Digbrand and her knowledge of natural cave systems is what made Fool's Gold what it is today.



Menu

OFF YER'BOOTS

Made from the secretions of large sea-life, this coastal inn sells this oily black beverage in small but potent portions. Players must immediately make a Constitution save DC10 to keep it down. If spilled or wretched you must make a Dexterity DC10 Saving Throw to not slip and fall prone.

FLAVOR: Very salty and metallic. The texture is similar to olive oil, but slightly thicker. Leaves a coating on the back of the throat for 1 hour.

YAWN'N PRAWNS

Freshly caught prawns in a tomato brine broth with cut turnips and purple potatoes. Sprinkled with Thyme and a splash of lemon. Penny likes to use squid ink to draw smiley faces on the prawns before serving them to guests.

FLAVOR: Subtle salty brine flavor of the ocean with a hint of citrus soaked into the turnips and potatoes. Warm and comforting on the coldest of nights. The thyme brings a nice fresh herbaceous note to the dish.

ROOM AND BOARD

Typical Room

Large Private Cavern Suite

These rooms are filled with average furniture pieces. They aren't lavish or highly decorated at all. You see a simple wooden four post bed with two goose feathered pillows, side tables, desk, chair. You do notice the blankets are thicker than the typical inn. Being below the Earth, the temperature typically ranges around 55-60 degrees. However, that's not this inn's most distinct feature. As you all enter your rooms, you are greeted by a large chamber with at least 20 foot high ceilings. Stalactites drip down fresh water to hollowed out bowls on top of stalagmite columns that guests use as wash basins. No two rooms are the same as each one showcases different calcite formations. Iron forged lanterns are bolted into the cave walls and cast a golden glow around the room.

ADVENTURE HOOK

One of the lowest rooms within the inn has a small collapse revealing a passageway further down into the earth. Penny originally thought it nothing more than a simple repair and potential expansion project. However, strange occurrences have proven that false. People have bad dreams. Some patrons claim they hear things in the walls late at night. Others swear they see foreboding shadows in the corners of their rooms. She's trying to handle things quickly and quietly for the sake of her business and will pay handsomely to anyone willing to investigate the tunnel and take care of whatever is causing these disturbances.

WILDWOOD

Wildwood is a thin forest of fir trees and rocky hills at the base of Velmire's Peak. Sprawling meadows of rye grass and wildflowers are home to honey bees and butterflies. The woods are alive with scurrying squirrels and prowling wolves.

IMPORTS, EXPORTS, AND MARKETS

Wildwood's official trading post is the Quail's Cup. Rangers and Homesteaders bring pelts, gemstones, and dried meats to the Tavern to exchange for other necessities like sugar, salt, or medicine. The Quail's Cup is always looking to offload the Hide and Leather armor it produces with these raw materials and will pay top dollar to couriers willing to travel to the nearest city for supplies. The finest archers in Aroria seek Kit's Roost for immaculately made longbows and his gryphon fletched arrows.

RELIGION

The people of Wildwood don't live in solitude to be restrained by gods, but none can deny their presence out here. All but the most foolish in Wildwood acknowledge Vera and know better than to disrespect her. The Cave of Terror is a common pilgrimage site for those who worship the Masters of the Weave. Unfortunately, the cave has seen a decline in visitors lately due to the Destruction Gods' lack of popularity.

STERLING AND THE SPARROWHAWKS

Everything that happens in Wildwood occurs under the watchful eye of the Sparrowhawks. Wildwood is an easy beat, The Sparrowhawks see very little poaching, the predatory creatures are manageable, and the weather is nice. All would be perfect, except for the infernal hotel of Mistress Tenebress near Bluebird Hollow.



LOCATIONS IN WILDWOOD

THE QUAIL'S CUP

An old arrow sign is fastened to a pine tree with a single rusted nail. The white letters on the sign read "Quail's Cup: Adventurers Wanted" and the arrow points to an A-frame style log tavern with a large porthole window above the open arch. Smoke rises slowly from a stone chimney on the right side of the building and candlelight flickers from the polished bar inside. Circular tables and stools are made from the trunks of ancient and young pines respectively. The age rings on the tables have been smoothed with time and stained with ale. Antlers, bear claws, deer heads, and other taxidermied trophies prowl the walls of the Quails Cup and remind you of how deep into Wildwood you are.

NOTABLE FIGURES

Ned

Human He/Him, Sunbask . First Ranger of the Quail's Cup, broad shoulders and deep receding hairline. Appreciates his position, but misses time alone in the woods.

ADVENTURE HOOKS

- ✦ *The Quail's cup has a standing order to purchase every wolf, grizzly, or owlbear pelt in Wildwood for 10GP, 25GP, and 50GP respectively. The Sparrowhawks offer this bounty not only to limit the growth of dangerous predators, but to test new Rangers in the guild.*
- ✦ *News has reached Ned's ears of a group of Bandits harrowing those traveling the Path of Yisgarian. The trail is dangerous enough as it is and a rogue arrow from the darkness doesn't help. Ned is offering 250GP to anyone who can make the trail safe again.*
- ✦ **Downtime Activity**
Part of the Sparrowhawk's interest in Wildwood is the abundance of hide and leather. Adventures may make a Survival Check (DC 12) to spend a week hunting the wood in the service to the Sparrowhawks. After three successful checks, Ned will provide a set of +2 Hide or Leather Armor engraved with the Quail's Cup crest for their effort.

TENEBRESS HOTEL

Bluebird Hollow is on the east side of Wildwood below the rockiest foothills of Velmire's Peak. Honeycombs of natural springs form languid lakes where meadows should be. Trees grow twisting and vine-like here, and the path is muddy and slick more often than not. Warnings speak of an Infernal Hotel in these parts, a half-way house for wayward devils and demons. The closer you get to the Tenebress Hotel, bluebirds flutter across your path. They are a warning. The everpresent flock is always in your peripheral, snapping twigs and cawing softly.

When you finally reach the cursed spot, there's not a chirp to be heard, only the wind and the soft whinny of a horse. The Victorian homestead is noticeably out of place. A gravel road passes under a wrought iron gate, river rock columns are spaced ten ft. apart around the property, and small stone gargoyles are the eternal watch dogs of the Tenebress Hotel. Ancient gravestones are like random teeth growing in the yard. In each of the hotel windows, a single red candle flickers. Amid the darkness, something about its glow draws you closer.

NOTABLE FIGURES

Mistress Tenebress

Mistress Tenebress is a Hag that runs a Half-Way Hotel for the infernal on the Material Plane. Her domicile has been the home to all manner of devil and demon. Most of these fiends are in Wildwood to draw upon the raw magic of The Cave of Terror, but others are just laying low, trying to escape the inevitability of a contract gone bad. Either way, the chaos brewing within Bluebird Hollow is almost always the source of evil in the Wildwood.

ADVENTURE HOOKS

- ✦ *Mistress Tenebress, like all Hags, is always looking to make a deal. In exchange for one favor of the party's choice, the Mistress needs an escaped devil slain. She would go herself, but her residents need tending to and she can't very well leave them alone.*
- ✦ *Sterling is fed up. Sparrowhawks and travelers alike have been going missing in Bluebird Hollow for far too long. He's offering lifetime lodging at any Sparrowhawk tavern across the world, 1,000 GP, and a +2 Longbow to the first adventuring party that can send the mistress back to the Nine Hells.*

CAVE OF TERROR

The Path of Terror is trod by the steps of the ambitious. The trail snakes over hills, through thickets, and deep into Wildwood. The mouth of the cave itself is humble. Fifteen ft. tall and thirty ft. wide, the opening breathes cool air out of the hillside. Tall pines stretch to the sky above and a granite overhang drips long roots to the dirt below.

NOTABLE FIGURES

Rocolle

Half-Elf He/Him, Duskworn. Rocolle, affectionately known as Roco, is short for a Half-Elf and has a stocky build, hazel eyes, and brown hair. Notably, Roco has a long scar stretching from his right earlobe to the left side of his collarbone.

ADVENTURE HOOKS

- ✦ *A family of Goblins have taken up residence in the Cave of Terror and are preventing pilgrims from entering. You know the Sparrowhawks at the Quail's Cup will pay a bounty of 25GP per goblin ear returned to them, but there's more to this story. The Goblins have been displaced from their home near the Path of Yisgarian by bandits. They will leave willingly if the bandit threat can be removed.*
- ✦ *You find a wayward pilgrim, Rocolle, in the Quail's Cup traveling to the Cave of Terror. Getting to know them, you discover Rocolle's journey started halfway across the world in the port city of Trench and they have traveled all this way just to see the cave. They share with you a myth about an Aurumvorax that is said to inhabit the cave and believe it to be the last of its kind. Rocolle will pay 500 GP for escort into the cave, under the condition that no one is to mortally harm the creature.*



KIT'S ROOST

Velmire's Peak is the longest and most tumultuous trail in Wildwood. The path twists like a serpent up the spine of the mountain and loose rocks and wayward branches threaten to turn your ankle at every bend. While the journey is treacherous, the view is spectacular. Cresting onto the plateau at Velmire's peak, you see Kit's Roost, a gryphon sanctuary and messenger service. The double-decker style stables are full of gryphon nests and the baby flying creatures. A grey and white feathered gryphon drinks from a magically fueled lake in the center of the grounds. Smoke plumes from a humble stone home with a roaring fire within. As you get closer, you notice a set of stone stairs that wrap around the home and lead to a rooftop patio. You imagine that the unencumbered view from atop Kit's Roost is nothing short of breathtaking.

NOTABLE FIGURES

Kit

Arakocra He/Him, Waking. Kit's jet black wings are accented with grey undertones and white specs. He and his two sons own and operate Kit's Roost.

ADVENTURE HOOKS

- ✦ *Wyverns (Pg. 160, Basic Rules) on the west side of Velmire's Peak have grown more aggressive lately. They make their nests in the coves along the cliffside and usually scavenge the ocean for food. Lately they have been moving inland, even killing one of the Gryphons. Kit needs adventurers to saddle up to deal with the beasts and will offer a pair of Gryphons as mounts in exchange.*
- ✦ *An anonymous source has requested a pick up and delivery to the Quail's Cup. Apparently, the information is either too sensitive or too dangerous to be trusted to a typical courier. Kit will provide Gryphons to facilitate the delivery and offer to split the delivery fee, a total of 200 GP.*
- ✦ *A Stone Giant (Pg. 313, Basic Rules) has taken up residence near the waterfall on the east side of the mountain. It's not necessarily a problem, but the boys like to go swimming near there and the Giant scares them. If the Giant could be convinced to move or eliminated, Kit will pay 500 GP.*

TRAVELING WILDWOOD

All locations in Wildwood are accessible by three hiking trails, Velmire's Peak, Bluebird Hollow, and Path of Yisgarian. These trails are inaccessible by wagons and travel difficulty varies from path to path. While hiking, make a Survival Check (DC Varies), on failure, the trail becomes difficult terrain. For every four hours spent on a trail, roll a d6. On a 1, introduce one of the random encounters from the Path's Table below. Optionally, if the party takes a long rest in Wildwood, roll on the Path Table.

Path Table	
1	1d6+1 Wolves (Pg. 159 Basic Rules) begin stalking the party and will attack if the party does not run.
2	You stumble across an Owlbear's (Pg. 147, Basic Rules) Den.
3	1d4+2 Bandits (PG 162, Basic Rules) attempt to ambush the party.
4	1 Treant (Pg. 315, Basic Rules) is disturbed by the party's presence and attacks.
5	It begins to rain, the path is considered Difficult Terrain for the remainder of your journey. If the path was already Difficult Terrain, you must stop or take a point of exhaustion.
6	You stray from the path and become lost. The consequence of a lost party in the woods near Bluebird Hollow is left to your imagination.





IVORY COIN OF THRICE BY LAUREN HODGES

THRICE

Thrice, the Den of Rogues, is advantageously positioned on Dragon's Road on the Mainland of Aroria. It is surrounded by rich farmland to the south and dense forests to the north. Thrice has made a name for itself as a town rich in trade and corruption. Thrice is divided into three districts: the Gilded Path, Northend and Upper East Garden, each of which is under the control of a different guild. A perpetual tension exists between the triumvirate and each hopes to gain an advantage over the others. In public, the guild leaders treat one another with begrudging respect but behind the scenes, each guild works complex machinations to bring about the fall of the others.

IMPORTS, EXPORTS, AND MARKETS

Shops and trading posts can be found throughout Thrice, but nearly every significant transaction makes its way through Compassion's Counting House. Surrounding farmers haul their harvest, trappers bring furs, and traveling merchants bring information, to purchase trading rights in town. While collecting the tax on trade goods, food, and rent, Thrice's main export lay in its vast network of information and anyone willing to pay can find it here.

RELIGION

While there are a number of rules throughout Thrice, none relate to who and what a person may worship. Information is gold in the Thrice and the gods who seek or harbor knowledge call Thrice home. To practice religion requires a license issued by the Rooks and Bishops, which is only issued after an interview has been completed and their fee has been paid. Tromperie, Lavie, and Poid have strong influences over the guilds and have significant influence among thieves.

LOCATIONS IN THRICE

COMPASSION'S COUNTING HOUSE

Marbled stairs lead past three pairs of alabaster pillars, stopping at a series of dark oak doors that mark the entrance to Compassion's Counting House. A fountain crafted from a glimmering brass scale stands at the center of the entryway, the water pouring out into the two pans, where decorative copper, silver and gold coins are stacked. Inside the counting house is a short, grandiose foyer filled with teller's desks and the continuous scratching of quills on parchment. Beyond the foyer is a large vault door, with gilded lettering that says, "Abandon all ye coin here". Those who pass through these doors enter Compassion's casino, an open layout filled with tables, high back chairs and opulent fountains.

Compassion's Counting House is a bank and casino. Wise guild members throughout Thrice come here to deposit a portion of their unscrupulously acquired funds and gamble the rest away. Unwise, or unlucky, rogues find themselves owing both the casino and bank at the same time, these unfortunate souls end up in the service of the Coin Counters who use the venue as a base of operations.

NOTABLE FIGURES

Master Kagish Marcone

Half-Orc He/Him, Soulstice. Kagish is dressed in a fine dark suit and frequently smokes a long pipe. He greets guests cordially and never forgets a face or name.

DOWNTIME ACTIVITY

Compassion's Counting House doubles as a bank and casino and welcomes anyone to spend their coin there. Characters may play games of three dragon ante, dice, and other games of chance. If characters decide to take part in these games, ask them to declare an amount of money wagered and then make three DC 14 Wisdom (Insight) checks to spend a few hours playing the games. Refer to the following table to determine how well the characters do upon leaving the casino.

- ✦ **0 Successes** | Character loses 1.5x the money that they intended to gamble.
- ✦ **1 Success** | Character loses all money that they've gambled
- ✦ **2 Successes** | Character breaks even
- ✦ **3 Successes** | Character gains additional 1.2x gold pieces

ADVENTURE HOOK

Recently, Master Kagish learned that the counting house had a discrepancy between the ledgers and the money in the vault, resulting in a small sum of coins missing. Included in the missing coins was the coveted Ivory Coin, the coin used in the biennial Harvest Hunt and a symbol of esteem and respect throughout the guilds. Nervous that the other guilds will learn the truth of the coin, Master Kagish is offering 1000gp and a licence of their choosing to those willing to discreetly assist him in the search. Already a few folks have gone missing who no doubt have failed in tracking down the Ivory Coin.

THE HONEST CUP

Located on the south side of Thrice near the southern entrance is a small tavern called the Honest Cup. Over the door hangs a simple sign showing two tankards clashing together, beer sloshing from both. Gentle laughter and the sounds of low conversation fill the air as you enter. Emblems of Thrice, three coins shaped into a pyramid, hang from the rafters of the room. The savory smells of pie hang in the air and long tables, lined with stools and benches run down the center of the room. On the west of the room is a short bar above which is a large chalkboard with names and numbers running across it. Over the names and numbers are the words, "please donate here" with an arrow pointing to a small bucket on the counter. Nearby the bar is a worn, small table stained with grime, food, and beer on top of which is an empty pie tray.

Adventurers passing through Thrice often find themselves with room and board at the Honest Cup. The inn and tavern is a common meeting place for guild members and is considered neutral territory. Most evenings a traveling minstrel can be found with an open lute case at their feet, waiting for tips.

NOTABLE FIGURES

Cathilda "Cathy" Merryweather

Gnome She/Her, Frostwane. Heavy set, faded dyed blue hair, nose piercing with a chain running to an ear piercing, green eyes. Owner of the Honest Cup.

DOWNTIME ACTIVITY

Cathilda's Pie Extravaganza. Weekly Cathilda bakes a number of pies to attract patrons and advertise her tavern. If they would like, characters can participate in the competition.

In order to join the event, competitors must pay 5 gold pieces. The competition has two phases. The first is a contest of speed. The contestants are paired off and must eat two pies before the other. The first competitor to fail three checks, is out of the race and the other wins. During this phase competitors may choose any ability check to compete, and you should invite them to explain how their ability check assists in eating the pies.

The second phase is a test of fortitude, requiring constitution checks. Each round, the competitors must eat heavy meat pies, and make constitution checks. The DC for these checks begins at 9 and progressively increases. Once a character fails the check, they are out of the competition.

Winners of the competition have their name written on the chalkboard wall and are given a small fruit pie as a reward.



ADVENTURE HOOKS

Recently the Honest Cup has fallen under hard times, unable to pay its rent, liquor license and the occasional damages from bar fights. The other day, a small pack of Northenders led by Maxwell Montegue appeared in the tavern saying that the rent has been increased.

Desperate, Cathilda is holding weekly pie competitions in hopes of bringing in more customers. Meanwhile, she has been wagering money at Compassion's Counting House in hopes of getting enough to pay her debts though it hasn't been going well. She will reward anyone who can help her deal with her debts by giving them the lodgings above the tavern.

Master Kagish has a soft spot for Cathilda and her taven, and has problems in the past with Maxwell Montegue. Characters that "deal" with Maxwell would be rewarded with the total of Cathilda's gamblings, 1000 gp and an invitation to play at the best tables of Compassion's Counting House.



LUNAR STAGE

Located in the eastern district, this small circular theater sits on a small hill overlooking much of the town. The outer walls and gate are decorated with vibrant, multicoloured flags and banners of Thrice, three coins shaped into a pyramid, hang at random intervals along the walls. Above the gate are gilded words reading, "Let us entertain you!"

As you draw close, you can hear the sounds of trumpets, drums and string instruments playing a soft, lilting tune as if attempting to entice you though there is no source to the sound. You quickly notice that the tune appears to match the rhythm of your steps, stopping when you stop and increasing its pace as you do.

Inside the theater is a large multilevel stage and props of castles, monsters and weapons scattered about the grounds. Box seats look down on the stage where a prop wall and a graveyard setting sit empty.

NOTABLE FIGURES

Richard Wesselton Crownthorn IV (aka Wess to friends)

Kenku They/Them, Pyrium. Multicolored dyed wings, with additional vibrant pink feathers extensions that flare out from them like a cape. Wears anklets and toe rings. Speaks in multiple voices but with dramatic flare. Lead actor of Cast's Stage.

ADVENTURE HOOKS

With the Harvest Hunt fast approaching, members of the Rooks and Bishops have decided to put on a play depicting the very first Harvest Hunt, where the town's founders each stole an Ivory Coin from a passing Queen and how two of those coins have been lost to time. Lady Cast, wanting to put on an amazing show, has sent a call out for the greatest actors throughout the city. Many including Richard Wesselton Crownthorn IV answered the call and rehearsals are now underway. Yet recently, members of the cast have started to disappear and one has turned up killed in the same manner that they were to be "killed" on stage.

While Lady Cast is too busy preparing her own schemes for the Harvest Hunt and the newly arrived Circus Fantasma, Richard Wesselton Crownthorn IV has offered to pay 1000 gp for information about the mysterious disappearances of the actors and actresses and fears that this could be foul play from the rival guilds or something more sinister.

Recently, a young actor accidentally left Cast's Stage with the well-known Mask of Whispers. Rumors tell of a strangely moving figure wearing that mask moving through the city streets at night, trying to convince people to follow them into the dark. More than one person swears that they've heard more than one voice talking to them from shadowed alleyways.

DOWNTIME ACTIVITY

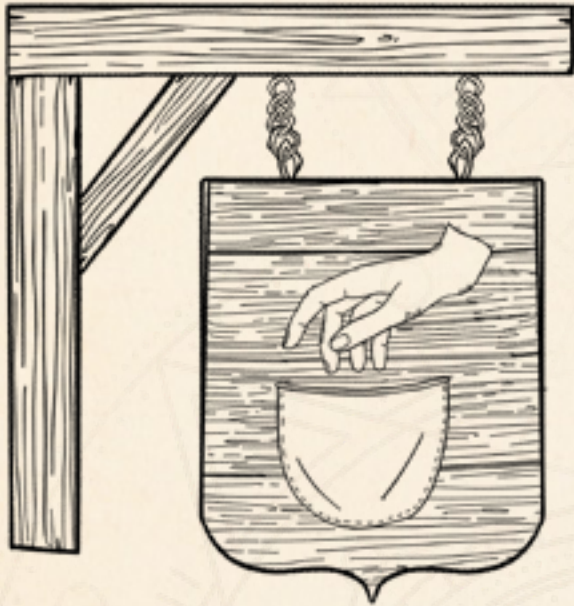
While seeing a play at Cast's Stage is always a treat, the theater company is always in need of more trinkets, props and "realistic" scenery. They will pay for unused magic items and will offer 50gp for trinkets from far off lands or that are tied to great stories.



GAMEMASTER NOTE

The Lunar Stage in Thrice is the perfect origin location for any player looking to play a Bard or have downtime.

Looking to introduce a new character into a preexisting Stargazer's Guide to Aroria game? The adventure hooks are a perfect way to drop in any new bard!



POCKETFUL OF LINT

Near the central square of Thrice is a small shop displaying various trinkets, oddities, and unique wares. A small sign hangs above the shop showing a hand reaching into a pocket. The faint smell of cinnamon hangs in the air around the shop, though you cannot tell where the source is. Inside are lines of shelves each displaying a variety of wares with tiny placards denoting prices or descriptions.

When a character enters into Pocket full of Lint, roll a 1d20. On a roll of 1-5, one of the character's items in their inventory, determined randomly, is teleported into a display case in the shop with a price tag of 15 gold pieces. Nigel will not explain how the item showed up, but will offer character's discounts to buy the item back. If threatened with violence, Nigel will ask the characters to take it up with the local watch.

NOTABLE FIGURES

Nigel "Silvertongue" Kingston

Human He/Him, Aurous. Long hair in a ponytail, coffee-stained teeth. He is often playing with a deck of cards or a quill and likes to talk in a fake accent. He wears a Robe of Useful Items (Pg. 159, Basic Rules) that seems to be heavily frayed and stitched back together.

ADVENTURE HOOK

Nigel has recently found himself in possession of a rare, but cursed Bag of Devouring (Dungeon Master's Guide Pg. 153), which, until recently, belonged to the infamous guildmaster, Lady Aubrey Cast. Nervous that he will incur the wrath of the Rooks and Bishops guild and their guildmaster, Nigel is looking for someone to take the item off his hands. He is selling the bag for only 70 gold pieces, telling anyone who is interested that the bag will "bring good luck" to them. If the characters refuse to buy the bag, Nigel will instead ask them to deliver it to Cast's Stage, with a letter of apology.

THE POUND

A simple rectangular building of grey stone located in the corner of the Thrice, the Pound appears modest and practical. The sign of the city watch, a bloodhound snarling, is woven on banners that hang on either side of the iron front door. Inside, are a series of desks and a set of stairs leading to the dungeons. The smell of dogs hangs in the air and there are easily over a dozen large hounds in various states of rest or play in this room. The city watch members are serious and stoic, often working on paperwork or training one of the many dogs.

Like a ship lost in a storm, The Pound is the only safe haven for the lawful citizens of Thrice. The Pound understands that fighting the organized crime of the guilds is a fruitless endeavor, but defending commoners from petty larceny and assault is within their power. As such, they respond promptly to violent crime, but may turn a blind eye to the illegal trade and larger endeavors. Daily operations at The Pound are mundane and it is primarily a place for the City Watch to file paperwork between patrols.

NOTABLE FIGURES

Corra Nightingale

Human She/Her, Lamentium. Tall and muscular, with short-cut hair and an eyepatch over her left eye. She is loyal to the city watch and loves Thrice.

ADVENTURE HOOKS

With the upcoming Harvest Hunt, Corra has found herself hard pressed to maintain a sense of order throughout the city. As each guild begins to carry out their various schemes and plans, the city watch has had to work to monitor the guilds' movements. As a result, Corra Nightingale has offered to pay 100 gp to anyone willing to work as a city watch member for the next few weeks.

A member of the Northenders, Karina Crackjaw has been causing problems throughout the city, attacking residents and members of the Coin Counters and Rooks and Bishops and leaving them near dead. Hoping to keep the Northenders from provoking the other two guilds, Corra has set a bounty on Karina's head, paying 1000 gp for her alive and 500 gp if she is killed.





EMERALD SANDS

The coastline of Emerald Sands stretches into the horizon for miles. Seagulls fly in a cloudless sky of half gray blue, and a hint of seaweed green tints the coast. Long wooden piers are crooked fingers reaching into the surf. Skiffs and small boats with canvas sails are rings on each of the dock's knuckles. Generously spaced along the bank of Emerald Sands are several stone and driftwood structures. The humble homes are decorated with shells from the sea and flora from the marsh. The largest of the buildings is a pavilion with a long "U" shaped bar overlooking the sea. A sign hanging from the mouth of a massive taxidermied crocodile on the roof reads: "The Crock".

Emerald Sands is a marsh. Brackish water flows in and out of wide estuaries, into dark green lagoons and through thin fingerlike waterways with the tide. Birds, beasts, and predators of a thousand species rely upon the marsh for survival. Tall grasses line the banks. During the evenings, bioluminescent bacteria come to life, basking the waterways and namesake coastline in a dusky green glow. The Emerald sands are situated to the north of Sunspell on islands in the Barvassian sea. As if the once large island has been swallowed by the sea, dozens of smaller islands are connected by long emerald sandbars.

IMPORTS, EXPORTS, AND MARKETS

Emerald Sands is a self-sustaining community and rarely, if ever, looks to the outside world for support. Most locals engage in barter economy and come to the beach to trade goods. Those that choose to visit the islands do so for its spectacular sunrises and unique access to shellfish, crab, and other seafood. Davy's Crock, an inn located on the largest of the islands, serves up some of the best crawfish on the planet to those seeking a relaxing vacation. The few tourists who do make it onto the islands may stay for months at a time, filling Davy's pockets with more than just coin. Davy often accepts new books as payment for a stay at the Crock, which ensures his library is fully stocked with new and adventurous tales from the world at large.

RELIGION

Most residents of the Emerald Sands worship Vera, but very little of it is organized. Most in Emerald Sands have a spiritual understanding of the gods and choose to worship in subtle or silent ways. The people here are keen to leave well enough alone when it comes to spiritual matters, but due to their connection to the sea and land, will not stand for a cross word against Vol.

LOCATIONS IN EMERALD SANDS

DAVY'S CROCK

No one could ever own Emerald Sands. The marsh is her own, and she answers only to the tides. If you're new to Emerald Sands, go see Davy at the Crock, no one in the marsh knows more about its comings and goings. He'll tell you all about the day's catch, what the Sunken City is up to, and who has been seen passing through.

NOTABLE FIGURES

Davy

Tiefling He/Him, Waking. Blue Green Skin, black hair, gold eyes. Friendly and kind, has a cool demeanor and has a pious respect for the sea.

ADVENTURE HOOKS

If it doesn't look like rain, Davy wakes every morning half an hour before sunrise and walks to his boat. He spends the next four or five hours cruising the waves, diving for scallops, and casting his net for the day's catch. If you're short on coin for ale or lodging, Davy is willing to barter both for an extra set of hands at sea the next day.

Davy is an ambassador for the fortress beneath the waves. He keeps the only map to its secret location locked in a crab trap deep in his mind. Adventurers with a worthy purpose may prove their intentions and earn his guidance to its location. He cannot be bribed and will die with the secret if threatened.

SUNKEN CITY

Below the surface, dimly lit at the tips of the sun's rays, just a hundred ft. from the drop off, is a fortress. The pink coral castle arrogantly peers into the ominous darkness of the deep sea. There are no walls around the Sunken City, only stone towers with interlocking bridges that support a marble slab that is twice the size of the fortress itself. There's something wrong though. Perhaps it's just the unfamiliarity of being so far beneath the waves, or maybe it's the ancient personality of this place, but chill and goosebumps are universal symptoms of proximity to the Sunken City.

The Sunken City is an undersea fortress on the seafloor, just a hundred yards from the drop off. The warrior merfolk who inhabit the watery walls call the fortress "Moirer". Their ways are secretive and they are cautious around outsiders, but their purpose is public knowledge in Emerald Sands. The fortress guards a portal to the Elemental Plane of Water, and the merfolk see it as their sacred duty to guard the material plane from the dangers within.

NOTABLE FIGURES

Amara Reefborn

Merfolk She/Her, Soulstice. Dark purple skin, blue eyes, thinning silver hair. Mother to Iveria Reefborn. Fierce and guarded, she takes her commitment as guardian of this portal as seriously as possible.

ADVENTURE HOOKS

A fierce storm blew through Emerald Sands and raged for more than two days. Rief and a group of scavengers went out looking for sunken ships to resupply the city, and they haven't been seen since. That was three weeks ago and Amara is willing to trade a diamond worth 1,000 GP to anyone who can bring them home or discover what happened.

Every four years the tide of Emerald Sands rises at midnight during a full moon. Pulling with its full might, the veil between the Water and Material Plane is torn. They call it Taua Vai, and warriors of the Sunken City protect the Material Plane from whatever may come until the sun rises. Adventurers who fight for more than just coin may find themselves overwhelmed with honor and pride after a successful defense of the city.

DYLIA'S LAGOON

In the marshland of Emerald Sands, all rivers flow from Dylia. In the natural center of the marsh is a crystal blue lagoon with a small island in the middle. Indigenous life blooms here. Herrings, cranes, and owls perch near the water's edge or in trees. Long trout circle the island and crocodile beach on the bank. On the island, a massive red maple has its arms stretched out to hug the lagoon in cool shade. Shack-sized gray stones with druidic runes carved into them encircle the tree. Atop the closest rock, you can see a white tiger sleeping on one of these sun soaked runic stones.

Dylia is the benevolent cultivator of the marsh and its inhabitants. There is a single freshwater lagoon, deep in the forest, that Dylia calls home. From there, her presence flows into the waters and keeps the brackish darkness in the bay. She is the tide. Her presence rises over the marsh, nurturing its people and life. Then it's gone, for months or years at a time, waiting to be needed again, always returning when the marsh is most fallow.

NOTABLE FIGURES

Dylia

Druid She/Her, Lamentium. Never far from her tigress companion, Mel. Ally of the marsh and its people, sees them as if they were any other inhabitant. Dedicated to the balance, will not tolerate those who take more than their share.



ADVENTURE HOOK

The man the locals call 'Punch' has been stirring up trouble in the marsh. The man's got a temper, that much is true, but Dylia left him alone until he started overfishing the estuary. At low tide, the water creates shallow pools where young marine life can thrive. The pools create wonderful nurseries and provide food for cranes and gulls, but Punch has been scooping the hatchlings out by the netful, says he's using them to flavor his soup. His disruptive behavior must be stopped, preferably by non-lethal means. The benefits of an Archdruid's favor are left to your imagination.

LADY SHADY'S LIGHTHOUSE

If you ride horseback north along the coastline of Emerald Beach, you'll reach Shade Pointe in half a day. The waves on the north side of the marsh are strong and choppy, barreling into the coast, crashing against a lighthouse that rises directly from the ocean floor. The structure is about three hundred ft. from shore, and jagged rocks play peek-a-boo as the waves rise and fall between it and the beach. No light swirls from the top of this lighthouse, no candle burns in the window, and no soul enters without permission. No one has been in the old lighthouse for a decade or more, but the locals know an ethereal green bridge appears between the mainland and lighthouse every night at low tide.

The Lighthouse has three floors, each with various rooms that should be filled with appropriately leveled undead. In addition to these creatures, players will find The Shady Lady (Banshee, Pg. 118, Basic Rules) and the following treasure.

Floor 1

A chest with 10d12 Gold Pieces, a +1 Longsword, and a +1 Shield

Floor 2

Two Potions of Healing (Greater) (Pg. 187, Basic Rules), Two Silver Rings.

Floor 3

The Shady Lady's Crown (Headband of Intellect, Pg. 173, Basic Rules)

The children of Emerald Sands have a nursery rhyme that applies to Shade Pointe. You may overhear some of them singing while playing tag, or you can find it written on the wall of Davy's Crock. It reads.

LADY SHADY'S RHYME

Lady Shady gives a fright!

Lady Shady in the night!

Lady Shady! Hide from sight!

Lady Shady! Burn your light!





SABLE

To enter into Sable is to endure a trial of fire and sand. First you must walk into the desert, under scorching sun and searing heat until your feet blister and you taste nothing but the sand around you. Then you will see an olive tree standing alone amid the sand. It is here where the trial begins. Protected by a magical sandstorm and the vicious creatures of the desert, Sable is an oasis paradise often beyond the reach of those hoping to visit it. Build under the swirling sands in a massive stone chamber, Sable is a sprawling city boasting the finest species, oils, and a library to rival the great Niveau Maximum of La Cambria. Sand pours from large vents in the ceiling down into the streets below, where it flows in long rivers towards the Alhawi, a great chasm leading down deep into the earth. For those who see Sable for the first time, the flowing sand appears like a great hourglass, the movement of people and sand becoming one.

Sable is a glimmering oasis hidden amid the rolling dunes. Nicknamed the “Timeless Treasure” for those traveling to the city and to the residents living there, Sable has grown in notoriety and has become a valuable resting place for those traveling throughout the region. Sheltered from the surrounding world, Sable wrestles with a growing sense of isolationism and a desire to be a force in the world. Given the dangerous environment beyond their chamber, many of the city’s residents find themselves happy to remain in the city for their entire lives, though younger generations often seek freedom from the confining dome of their home.

In the center of the city is an expansive chasm into which sands from the desert above steadily flow into. Explorers who ventured into the chasm discovered that it descends forever into darkness. Scholars and scientists have

hypothesized that the chasm leads to a demiplane or other world filled with sand. Not inherently dangerous, the people of Sable built around the chasm, letting it serve as a drain for the falling sand above.

Unlike other cities in Aroria, Sable is a sovereign monarchy with power firmly in the hands of the Corviri family. Queen Anetha Corviri and her two children, Prince Resh and Princess Zahra, rule the city efficiently and cautiously. Queen Corviri is the most outspoken in keeping Sable secluded from the world, while her children enact policies that conservatively invite outsiders into the city. Beyond their politics, the royal family are avid patrons of the arts, the library, and music, devoting a large sum of their treasuring to cultivating these ventures.

IMPORTS, EXPORTS, AND MARKETS

Sable’s exports consist primarily of glass, silver, salt and premium spices. As isolationists, Sable prefers to be self-sustaining and its imports are far fewer than its exports. Sable’s scholars and scribes help spread the city’s deep reservoir of knowledge to the surrounding world. Books are published in bulk to be sold across the continent. Markets throughout Sable overflow with trinkets, furniture, and alchemical supplies.

RELIGION

Sable is loyal to Remblace and though all religions are welcomed, the other Masters and Lost Gods are not officially supported. Believing in the power of growth and developing the self, many in Sable make offerings to Remblace as they change and take on new opportunities. The Living Terrace is the primary church in Sable, its many tiered gardens creating spaces for residents to tend to various crops while worshipping.

LOCATIONS IN SABLE

THE DIAMOND OF SABLE

Amid the sandstone, beige buildings that make up a majority of the city stands the “Diamond” of Sable, a majestic lapis lazuli tower adorned with thousands of panes of glass. This structure is peculiar as magic has been imbued on the glass panes, causing them to reflect various images or colors based on the whims of the Corviri family. When not displaying a specific thing, this structure appears to be transparent, though this is an optical illusion, and it is how it gained its nickname. From this tower, the Corviri family spreads their policies throughout the city, watching over their people and sprawling kingdom.

The Diamond of Sable, commonly known as “Diamond” is a magically constructed tower of near pure glass. Crafted when Sable was young, the tower’s original creator was a wizard named Jasmine Al-Dahir, who was said to be a genius artificer. Within the building are hundreds of chambers of glass, each of which can be adjusted to make them obscured or visible as those inside wish. The Corviri family lives in the upper floors of the tower while the lower floors are used for political and bureaucratic business.

NOTABLE FIGURES

Queen Anetha Corviri

Human She/Her, Duskworn. Anetha is a tall woman with a strong, muscular physique. She has long black hair down to her waist, often bound in a long braid. Formerly a warrior priest in her young age, Anetha truly entered royalty in her late teens when her siblings perished under mysterious circumstances in Northern Aroria. Anetha easily claimed rulership of Sable through political maneuvering and has won the hearts of many throughout the city. She easily laughs at jokes and is prone to playing games of chess while talking politics. Those who spend time with her discover that under a laid-back mask is an extremely calculating and strategic woman, driven to support her family and city.

ALLURING EMBERS

Carved into the sandstone building is a large oak leaf with smokey wisps, bearing the words “Alluring Embers.” A simple building on the market road, it appears, at first, like any other residential building throughout the city, except for a steady stream of smoke that billows lazily out of windows carved above the door. Entering into the shop, visitors are assaulted by the strong smells of tobacco and ammonia, the shelves lined with ornate soapstone boxes filled with cigars of every type and flavor. Bundles of incense hang from the ceiling and in the back of the store is a small counter full of aged brandy. A small counter flanks the front door, behind which the owner, Kehpri, watches the word between puffs of her jade pipe.

A building nearly as old as Sable itself, the Alluring Embers is owned and operated by Kehpri, a human merchant who’s worked hard to develop a large following of devoted patrons. Having served the Corviri family on multiple occasions, the Alluring Embers has become something of a tourist destination for those who visit Sable. Many who enter the store come for the fine brandy and finer cigars, but nearly an equal amount of visitors come to speak to Kehpri, herself. More than once those, both young and old, will seek out Kehpri’s wisdom over a cigar, drink, or glass of water. Rumor has it that if you are lucky, Kehpri will share one of her many stories of years past, their message always seeming to guide you to the best decisions.

NOTABLE FIGURES

Kehpri

Human She/Her, Soulstice. Kehpri is a slender human appearing in her late twenties. Her hair is jet black and her eyes are calm, but sharp and hard. She often wears a long purple robe embroidered with gold. She is never without her jade pipe, carved in the shape of a soaring phoenix, from which she frequently smokes a variety of tobaccos or other herbs. No one in Sable knows how old Kehpri is, and there is currently a 1000 gold bet that Kehpri runs for anyone who can guess her age. While the truth behind her agelessness is unknown, she enjoys cultivating various rumors, including the most recent one that she brokered a deal with a demon in exchange for some of her rarest tobacco.



STRANDS OF SAFFRON INN

A simple building of red sandstone, Strands of Saffron, nicknamed, "Saffron" is a popular bed and breakfast in Sable. Humble on the outside, the interior gives off a welcoming, home-like feeling. Granite floors, and magical cooling devices keep the building a pleasant temperature while lounge sofas and a long dining room table create spaces for visitors to rest and chat in comfort. A small staff of attendants move throughout the inn, working to fulfill the requests of their patrons under the watchful eye of Lazarus the innkeeper.

A simple, well established inn, the Strands of Saffron is usually the first place visitors are directed to when they arrive in the city. Well equipped to help those not accustomed to the heat of Sable or the surrounding area, the Strands of Saffron caters predominantly to foreigners. The inn is owned and operated by Lazarus who often invites those visiting to sit down and share their stories with him. Built nearby the great gorge in the center of the city, Saffron is often facing legal troubles regarding building codes and safety regulations. Lazarus is quick to dismiss and deal with these issues but the continued streak of hearings and court dates has become something of an inside joke amongst the neighbors.

ADVENTURE HOOK

While Saffron's perpetual legal woes are a joke to some, for Lazarus it often means that visitors and potential patrons avoid the inn and seek out other options instead. His main competitors have started taking many of his clients to his annoyance. He has asked anyone willing to help him spread the word about Saffron so that he can gather more clients while also removing any advertisements from his competitors. Lazarus has no doubts that the innkeepers are doing the same thing back to him and warns those who help him that there could be a fight or two in the alleys.

HALLS OF MYRRH

The sound of clattering sand fills the air as you approach the Halls of Myrrh, the grains bouncing from grand domes of cobalt and red laterite to the ground below. The outside of the hall is adorned with intricate mosaic designs that have been carved into the stone, depicting scholars of old and divine beings bestowing knowledge to the people. Entering the building, the mosaics continue, lining the walls, ceiling, and floor, leading off into various hallways and bookshelves. The sounds of scribbling quills mix with the steady tick from the sand above, and from the entryway, you can look down upon rows of busy scribes. In the center of the building is a moving jade sphinx, who appears to be directing the library staff, a large hourglass embedded into the creature's chest.

The Halls of Myrrh is one of the cornerstones of Sable, drawing visitors and residents alike to its magnificent halls. Staffed by dozens of libraries and scribes, many who visit purchase wills, peruse books, or seek the advice of Sabaset the sphinx. The Corviri family are the patrons of the library, and frequently send emissaries to check on the work done inside, much to the annoyance of the librarians. Amid the scholars working in the

library, many are traveling professors, who host classes in large lecture halls in exchange for room and board. Anyone wishing to learn of the outside world or who has a day off often finds themselves attending these lectures.

NOTABLE FIGURES

Sabaset

Androsphinx. Sabaset is the head librarian in the Halls of Myrrh. Carved from pure jade and imbued with life from a long past wizard, Sabaset now curates the wealth of knowledge gathered by Sable and its scholars. Sabaset has large, hawk-like jade wings, and an intricate crown of gemstones that drift lazily around his head. He enjoys greeting new visitors to the library and invites them to wander the halls. He does not appreciate the oversight the Corviri family impedes on him, and he will often treat the emissary with open disdain.

ADVENTURE HOOK

Kareema has always struggled to return the books she's reserved on time, despite the repeated punishments Sabaset has decreed. Many say that the mighty Sphinx has deemed her his favorite. Yet, this time, she has failed to return a valuable first edition which has greatly annoyed the library's master. Having placed a tracking spell on the book, Sabaset wants someone to track down Kareema and return the book in one piece.

COBRA'S EMBRACE AND THE SCALES

If you walk through Sable long enough, you will eventually discover that the streets and alleys begin to twist around, leading to deadends, looping in on themselves or seeming to intentionally lead you astray. People call this effect, the Cobra's Embrace. At the center of this strange phenomenon is a statue of a Cobra, carved of lapis lazuli that presides over a small but bustling market locals call the Scales. Here visitors can find nearly anything for sale for the right price. Among the various wares, rumors of other nations and their political maneuverings will always fetch a high price. Once you find yourself in the Cobra's Embrace, something must be bought or traded to leave.

Sable's "black market" isn't technically illegal in the letter of the law but isn't openly accepted either. Discovered by its merchant founders when they became lost in the city streets, the Scales have grown into a bustling secret market that can only be accessed by chance. Those hoping to sell or buy in the market must wander the city's streets for days hoping that they will be pulled into the Cobra's Embrace, a partial demiplane in which the market operates. Visitors discover that nearly anything can be bought or sold here, though anyone trying to sell must first acquire the patronage of a merchant currently in the market. This prevents outsiders from ruining the market and helps hold those there accountable.

NOTABLE FIGURES

Desmadonna and The Cobra

Halfling Twins, Duskworm & Fleurtime, with olive skin, yellow dyed hair, and lithe, muscular builds. Information brokers in The Scales and entertainers. They take turns performing a dance called Desmadonna and The Cobra, taking turns playing each role. When not performing, the two use their appearance to extract information from those visiting the market.

THE CRØSSING

The Crossing always seems to surprise those who see it for the first time. Approaching from the Triton's Spear allows you to take in the village-made-fortress from a distance, its two districts overlapping and building on each other above towering stone walls. If you approach from the freezing Dragon's Road to the north, the Crossing appears as if out of nowhere. From the higher vantage point, the roads make beautiful patterns amid the snow-covered roofs of the apartments and longhouses. In both directions, travelers speak of the overwhelming smell of savory food that hangs like a cloud over the settlement.

A humble fortress at the intersection of the Triton's Spear and the Dragon's Road - two major roads that span much of Aroria, the Crossing has become a hub for Adventurers, pilgrims, refugees, and anyone moving across the country. Straddling the mountainous border between Aroria North and the mainland, it serves as one of the best resting places for travelers looking to recharge after weeks on the grueling road. The Crossing is extremely diverse and is the perfect place to find friends, foes, and fantastic stories.

IMPORTS, EXPORTS, AND MARKETS

The Crossing trades primarily in tourism and hospitality, generating capital from the many travelers that move through its walls. Given its position in the continent, The Crossing relies heavily on imports from surrounding regions, often sending large trade caravans to barter and trade. Given its highly diverse population, visitors to the Crossing can find a nearly endless number of markets and bazaars throughout the city, though none is more famous than the Aldahmar, commonly known as the Market of Red and Gold.

RELIGION

The Crossing is home to many faiths and practices, each operating freely under the blessing of Rylan's Gang. Temples and shrines can be found throughout the settlement, offering alms and support to refugees and weary travelers alike. Evil-aligned temples are tolerated throughout the Crossing, though if these organizations grow too large or cause noticeable trouble, they will attract the attention of Rylan's Gang.



LOCATIONS IN THE CROSSING

ALDAHMAR

The heavy aroma of spice hangs thick in the Aldahmar and the bustling bazaar is filled with the friendly chatter of merchants. Entering you are met with piles of spices laid out on sprawling, multicolored rugs, high brass-gilded ceilings, and market stalls offering everything from glassware and imported delicacies, to recovered relics from the wartorn north. Coin and gossip flow easily here, and it is easy to spend an entire day in the Aldahmar, perusing the shops and speaking with the merchants there. For those looking, one can find nearly anything for the right price.

Located in a large building in the southern part of the Crossing, the Aldahmar hosts hundreds of market stalls, rented by visiting and local merchants. For the right price, visitors to the Aldahmar can find nearly anything for sale, legal or not. The Aldahmar is loosely governed by Rylan's Gang, with many of the laws and guidelines being created and managed by the merchants themselves. Rylan's Gang will only step in when internal disputes cannot be resolved. Given its popularity throughout the region and the relatively relaxed laws throughout the Crossing, merchants can easily make their fortunes or valuable connections while in the Aldahmar.

NOTABLE FIGURES

Zara Tawil

Human She/Her, Frostwane. Master Merchant of Tawil's Tapestries, Zara is a long standing merchant of the Aldahmar. She is very charismatic and intelligent. She does not forget a face and occasionally donates money to charity throughout the Crossing.

ADVENTURE HOOK

Illegal trade is ever present in the Aldahmar. Rumors spread of dangerous weapons, some with the capacity to destroy multiple districts of the Crossing, moving through the Aldahmar. Zara and other master merchants would like to discreetly handle this situation, offering to pay anyone willing to take on this task. Go undercover as journeyman merchants and learn where these weapons are being hidden and what they will be used for.

AMBER GATE

Offering entry into the Crossing via Triton's Spear, the Amber Gate is a wrought-iron gate supported by a pristine amber arch. Each segment of the arch holds a different creature encased in the beautiful resin, ranging from insects to a dragon wyrmling. Every morning, the Amber Gate is host to a dozen or more food stands, each waiting to collect coins from weary travelers.

Created from the generous donations of a wealthy lord years prior, Amber Gate stands as a prominent attraction in The Crossing. Visitors enjoy viewing the unique fossils encased in the resin while enjoying the delicious delicacies offered by surrounding food stands. In addition to the food stands, historian Nour Safar offers historical tours for the amber stones, regaling those who would listen with fantastical stories regarding the fossilized creatures.

NOTABLE FIGURES

Nour Safar

Half-Orc He/Him, Fleurtide. Nour is an eccentric man of middling years. He is well read and very perceptive, often sizing people before they have a chance to speak. Nour enjoys telling wild stories to gather crowds and weaving real facts in his tales.

ADVENTURE HOOK

Nour Safar has been offering tours for years now, so he was very surprised when he discovered a new piece of amber containing a strange, ancient coin, hidden among the stones. Wanting to know when and how that piece was added, Nour has offered an "opportunity" to anyone willing to steal the piece and return it to him. Nour has offered free tours for life and a small amount of pay for anyone willing to steal the piece right under the city guard's watchful eye.



HIGHGATE

Located in the upper district of the Crossing, Highgate provides access via the Dragon's Road. Highgate is well guarded and well-maintained, with a constant patrol of guards standing watch on dual watchtowers and the surrounding battlements. Simple in design and purpose, Highgate sees a steady stream of exhausted, beleaguered travelers passing through it, seeking refuge from the harsh mountain pass.

Unlike the Amber Gate, Highgate prioritizes function over flare. The more fortified of the two gates, Highgate has become a stomping ground for mercenaries, guides, and bandits picking out vulnerable targets or unprepared nobles to offer their services. While nothing happens within the walls of the Crossing, the rules vanish once travelers enter the Dragon's Road.

FORTUNE AND FAVORS

Located in the upper district of the Crossing, overlooking much of the settlement is a quaint, simple courthouse with large letters painted across its roof - "Fortune and Favors". Every morning a small line of honest merchants, refugees, and less-honest merchants forms in front of the polished doors, hoping to acquire a boon from the master of The Crossing, or pay off some long-standing debt.

Governed and operated by the tiefling Rylan Valchar and his gang, Fortune and Favors acts as the settlement's courthouse and official bank. Rylan and his gang live in the upper floors of the building, using the lower floors of the building to conduct "business" with the people of The Crossing. Rylan's gang is opportunistic, often providing deals and contracts to the various peoples who come to them seeking aid or fortune. Often these deals favor Rylan and his gang, and over the years Rylan has established himself as a powerful figurehead of The Crossing.

NOTABLE FIGURES

Rylan Valchar

Tiefling He/Him, Waking. Rylan is a short tiefling that appears to be in his late 20s. Rylan speaks with airy, excitable charm that disguises the ruthless nature he possesses. Rylan is not evil but firmly believes in seizing any and all opportunities before others. Rylan is happy with his current position in The Crossing and will work hard to maintain his power.

ADVENTURE HOOK

A day after arriving at The Crossing, you are woken by the sounds of knocking at your door. You find a letter inviting you to the Fortune and Favors at the behest of Rylan Valchar, offering an "opportunity of a lifetime." Along with the letter is a hand drawn image of a well-dressed Elf and a bag of 500 gold pieces.

ASHAM'S ALMSHOUSE

Located near the heart of The Crossing, underneath the shadow of the upper district, is a one-story church with the faded letters scrawled on the front of its staving, "Come Hungry, Come Wanting, Find Home." A small, but steady bustle of men and women move around the building cleaning up the street, repairing nearby apartments or handing out scraps of food to those in need. Overseeing this work is a frail man in his late 80s dressed in simple robes, a wide smile across his face.

Asham's Almshouse, commonly known as "The Almshouse" is a site for the poor, vulnerable, and injured to receive aid and sanctuary. For over 50 years the Almshouse has helped people find homes, jobs, and other necessities throughout The Crossing, while also avoiding the ire of Rylan's gang. Managed by Asham Said, the Almshouse has built a positive reputation throughout the community and has recently seen an influx of refugees from Northern Aroria.

NOTABLE FIGURES

Asham Said

Human He/Him, Pyrium. Asham is an elderly man in his late 80s. He is intelligent and soft-spoken, often choosing to listen to others before offering an opinion. Asham is deeply devoted to the people of The Crossing and has made his home here after fleeing a war in his hometown decades before.

ADVENTURE HOOK

With the increase of refugees from Northern Aroria and rumors of dangerous dealings happening in the Aldahmar, Asham and his volunteers have been hard pressed to acquire resources for the steadily growing poor that are entering the settlement. Asham is calling for volunteers to clear out a long-abandoned apartment complex of vermin and monsters so that he can offer its rooms to incoming refugees.





ELDERGUARD

The Jewel of the Barvassian Sea, Elderguard is the oldest and most culturally diverse city in Aroria. The city's stonework is a pearl-like limestone with deep blue sapphire accents on the renaissance architecture. While Eldguardians come in all shapes, sizes, colors, and creeds, the namesake Elderguard family bears the exclusive responsibility of governance. The ancient elven family has ruled over the city since its founding and they serve as compassionate stewards of the land and sea surrounding the city.

IMPORTS, EXPORTS, AND MARKETS

The economy of Elderguard is wholly unique and entirely apart from the rest of Aroria for one chief reason— money cannot buy anything within the walls of Elderguard. All goods and services in Elderguard are paid for by the Elderguard family and provided to residents and visitors at no cost. Housing is provided, food is readily available, and cultural arts are actively encouraged and promoted. As wise stewards, the Elderguard family holds a firm belief that humanity is designed to create and, if their base needs are met, will contribute willingly to the common good.

Elderguard accomplishes this idealist society in two ways. First, every ship, wagon, and traveler that enters the city gifts 10% of their gold for the right to enter the city. Elderguard is always buying and traders happily pay this fee for the promise of offloading expensive or hard to sell goods. Travelers also find refuge from hard times on the road and full bellies for as long as they need to recover. Many find the economic simplicity of Elderguard amicable and choose to stay long term. Those who do so may simply relinquish all

material wealth to do so. While this may be a difficult choice for wealthy adventurers, it's a godsend for the impoverished and orphans of the mainland. As expected, those who come to Elderguard with nothing make up the vast majority of Eldguardians and are the most loyal to its success.

RELIGION

All of the Lost Gods are highly respected by the Elderguard family and shrines to all four can be found in the city. Vol's is to the west on the sea. Ardeur's to the south by the mountain, Vera's to the east overlooking the mainland. Brise's to the north facing into the winds. These urban structures to the Lost Gods are the only man made structures of their kind. The four shrines are built directly into the walls of Elderguard and serve as the official gates of the city. The largest and most commonly used shrine is to the east, where Vera's outstretched arms welcome all from the Mainland into Elderguard.

The Masters of the Weave are recognized in all of Aroria, but Tromperie calls Elderguard home. With basic needs like food, shelter, and safety a non-factor, the people of Elderguard have the free time to pursue artistic endeavours and vices. Tromperie thrives on this overabundance and some in the artistic community aim to put on a grand enough show or performance to draw her presence.

LOCATIONS IN ELDERGUARD

RHEA'ILLIA ELDERGUARD AND APEP

Water flows from the Barvassian Sea, past a jetty of limestone, into a bay of glass, until it invades the palace of Elderguard to a pool around a statue of Charithra Elderguard. From there, water dives down a staircase deep into the earth, circling coral stairs into darkness, deeper and deeper into the earth until it bursts into an alcove the size of a country. There, water blindly runs through a salty river beneath all of Elderguard, touching the four gates, lurking beneath the crops of gold, and hungrily stretching into portions of the mainland. For three days the water travels the darkness, breaking the banks and filling the chamber, threatening to poison all that is above. Apep stirs. The water returns to the sea.

Long ago, when the Lost Gods were still in power and the Masters of the Weave were unborn, monsters ruled the land. Great beasts, planar visitors, and dragons wielded power that mortality could not match and they suffered under the thumb of power. That is until Charithra Elderguard sought sanctuary from the chaos in civilization. She believed in the power of mortal innovation and if given a safe haven to grow, they could rise up and defend themselves. She founded the city of Elderguard on the sea and for 100 years the city grew.

Apep, the great serpent of the Barvassian Sea, saw Elderguard's growth and was envious. All the treasures of his hoard in the sea wrought material wealth worthless, so he admired Elderguard from afar and marveled at what Charithra was building. Slowly, beasts began to descend upon the city. Wyverns, giants, and monstrosities foretold the coming of Arathorn, Heir to the Black Flame, an Ancient Red Dragon who would enslave all that Charithra had cultivated.

Arathorn was banished and the details of their contract are lost to time, but the spirit of the deal is honored by the Elderguard family to this day. In exchange for protection and prosperity of Apep, all of Elderguard would become a part of his hoard. In perpetuity, Charithra dedicated the Elderguard line to growing civilization and polishing the jewel of the Barvassian Sea until it satisfied the great serpent. Hidden beneath Elderguard, Apep soaks in the brilliance of Elderguards culture and joy while Queen Rhea'illia Elderguard serves as his secret stewardess.

NOTABLE FIGURES

Rhea'illia Elderguard

Elf She/Her, Frostwane. Rhea'illia Elderguard goes by many names: Your Grace, Captain, The Windwalker. However, she is affectionately known as Rhea to those who know her best.

GAMEMASTER NOTE

Apep is a secret entity with patron level power on par with the Masters of the Weave. His presence beneath Elderguard is justification for Elderguard's prosperity and magical capacity to maintain its lifestyle, but this source of power is known only to Rhea'illia. Players could adventure in Elderguard for years and never hear a whisper of his existence. However, should Elderguard's sovereignty or prosperity be threatened by any means, Apep will rise to defend its treasure.





RHEA'ILLIA ELDERGUARD

Medium Humanoid, Neutral Good

Armor Class 18 Plate Armor

Hit Points 85 (12d10 + 24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Dexterity +7, Charisma +6, Wisdom +6

Skills Acrobatics +7, Investigation +5, Persuasion +6, Stealth +7, Insight +7

Passive Perception 20

Languages Common, Elven, Halfling, Dwarvish

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. Rhea'illia makes 2 attacks or casts one spell.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 8 (1d8+5) slashing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 600 ft., one target.
Hit: 10 (1d8+5) piercing damage.

SPELLCASTING

Rhea is a 5th level spellcaster and knows the following spells. Her spellcasting ability is Wisdom. +8 to hit, DC 16.

Catrips (At Will): *Guidance, Mage Hand, Word of Radiance, Firebolt*

1st Level (4 Slots): *Bless, Detect Magic, Healing Word, Cure Wounds*

2nd Level (3 Slots): *Spiritual Weapon, Silence, Hold Person.*

3rd Level (2 Slots): *Mass Healing Word, Revivify, Spiritual Guardians*

SPECIAL ABILITIES

War Caster. Rhea'illia makes Constitution Saving Throws to maintain concentration on a spell with Advantage.

Windwalker. As a bonus action Rhea'illia teleport to an unoccupied space within 30 ft.

MAGIC ITEMS

Windwalker (Requires Attunement)

These boots allow the wearer to teleport to an unoccupied space within 30 ft.

Ring of Free Action

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Shield +1

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

RHEA'ILLIA ELDERGUARD

To truly understand Rhea'illia Elderguard, one must understand her family. The Elderguard family has overseen the existence of the human city of Elderguard in Aroria for nearly three millennia. In a wonderful combination of human ambition and elven foresight, the city of Elderguard is the crowning jewel of the continent. Rhea inherited the throne from her father, Dorren, and has pioneered Elderguard's diplomatic transition from isolationism to approachability. She is fierce, feisty, smart, and fights with moxie and flourish in battle while maintaining a regal tact in conversation.

MOTIVATION

Rhea is close to three hundred years old and has dedicated her entire life to the safety and prosperity of Elderguard's people. Often, Rhea is forced to ignore the kindness in her heart and delay gratification for the greater good. In rare situations, Rhea has been forced to sacrifice the joy of an entire generation for the prosperity of the next. That unwavering commitment to the success of Elderguard motivates Rhea in everything she does. However, one duty reigns above all else: Discovering her heir. In Elderguard, traditionally your heir is a birthright, but Rhea is set to change that. She has chosen to name her heir based on merit and is perpetually searching for the perfect candidate.

RHEA'ILLIA'S ADVENTURE HOOKS

Rhea has heard of an elven child with druidic powers far beyond her years. Her name is Diawynn. She and her family live in the woods just beyond the borders of Elderguard. If the party will investigate, learn the source of her power, bring her back, and she proves to be strong of heart, Rhea'illia will provide a favor that is only limited by the power of Elderguard.

Pirates have been harrowing merchant vessels off the coast. A goblin captain named Glux has been raiding the boats, taking their food and water, and slashing their sails leaving them adrift on the waves. If the rumors can be believed Glux takes no gold and kills no passengers/crew if it can be helped. Rhea will gift the party a vessel of their own if they can eliminate this problem.

A council member is planning a coup, but his future betrayal was quickly guessed at by Rhea. He has served faithfully for almost thirty years, and his human ambition is getting the better of him. She would prefer to see him alive rather than executed. The people of Elderguard respect him greatly, and he's more useful if scared into loyalty over death. Rhea offers a Carpet of Flying (Pg. 157, Basic Rules) in exchange for his new 'understanding'. His estate lies on the north side of town, and he is often seen throwing lavish parties to flaunt his wealth.

LADY VERA'S GATE

The sounds of travel and the earthen scent of fresh cut grass accompany you all the way to the eastern gate of Elderguard. Lush wheat fields of verdant gold a week away from harvest flank both sides of the road as you walk. Looming in the distance, thirty foot high pearlescent limestone walls converge from the left and right to the arch of Lady Vera. This gate to Elderguard lacks a portcullis of any kind, this gate is always open. In place of guards, dozens of elven auditors with long azure blue robes greet travelers with smiles and hope as they process hundreds or even thousands of people into Elderguard. Above the gate, with outstretched arms, is a colossal statue of Lady Vera. Her arms stretch toward the golden fields in welcome. Her eyes appear closed—face turned unto the heavens.

There are four entrances to Elderguard open to the public but 90% of all the traffic passes beneath Lady Vera's Gate. Each time an individual or adventuring party enters into the city, they are subject to a 10% tithe of their net worth. To determine this value, auditors simply touch visitors with an osten, a black glove with jeweled meridium woven into the fabric so it refracts a purplish light. This revelation is non-negotiable, impossible to cheat, and includes magic items, property, and other material wealth while subtracting debts owed. For most, this entire process can be completed with a quick handshake and the exchange of a few silver pieces, others are simply waved through to orientation with no transaction involved. Those fortunate enough to pay a significant amount of gold to enter the city are escorted into the walls to complete their transaction. Once the tithe has been paid, travelers are escorted to orientation where each member is provided a Medallion of Elderguard. The medallion is your key to the city. Adventurers use this medallion to acquire goods and services, attend artistic performances, and enter Dorren's Doors. Travelers and citizens of Elderguard are required to keep the medallion on them at all times and being caught without a medallion inside the city is a great crime.

NOTABLE FIGURES

Valendra

Elven She/Her, Aurous. Extremely short for an elf. Attempts professionalism but often devolves into silly behavior. Orientation leader, Valendra process all high value travelers into Elderguard.

ADVENTURE HOOK

Valendra nervously informs the party that three individuals were processed yesterday and forgot to take their medallions. This happens from time to time, but guards usually return them to the gate within a few hours. The medallions are traceable and she is beginning to think she was swindled by the Genasi, believing they knew about the tracer and left them behind for some nefarious purpose. In exchange for their capture, Valendra will upgrade the party's medallion's from visitors to citizens at no cost, allowing them free access to Elderguard in perpetuity.

DORREN'S DOORS

The final crescendo of violin, brass, and light reaches its peak just as the concert comes to a close. The performance was spectacular. You revel in the shared experience with the other attendees as your ears ring and wine runs in your blood. When the adrenaline fades, you realize your ft. hurt and It's just then that you begin to dread the walk home. That only lasts a moment, because you remember the medallion around your neck and the beauty of Elderguard. Grasping the medallion firmly in your palm, it begins to glow a faint emerald green. Shimmering before you in the same light, a doorway to a humble room. Stumbling in, you flop onto the double bed and your head spins.

There are no taverns with rooms for rent in Elderguard. Instead, each Medallion of Elderguard connects to its own extradimensional space. For travelers, the room always appears as a 15x15 humble room with a double bed, desk, and wardrobe. For citizens of Elderguard, the room can be any size or layout and multiple medallions can connect to the same door. While Dorren's Doors can be entered from anywhere, one can only exit at one of the four gates or a location listed in this section.

NOTABLE FIGURES

Tanner

Half-Elf He/Him, Frostwane. Butler of Dorren's Door. Tanner is relaxed, charismatic, and helpful with almost any task while in one of Dorren's Door.

GAMEMASTER NOTE

Dorren's Doors are incredibly useful for any party, but can introduce extreme complications for finding hideouts and villains who may be lurking in the city. Antagonists who lurk in their own Dorren's Door may be plotting and planning completely out of sight. If this is the case, it is possible that only Tanner can help the party into and out of someone else's Dorren's Door.



AGUBONNE

ALL GLORY IN BATTLE - UNDER DOLERITE TO VICTORY

The stormy coast of Agubonne is not for the faint of heart. Built up on land that overlooks the Barvassian Sea, the higher portions of Agubonne rest atop Basalt columns, formed thousands of years ago and shaped by the insistent battering of the waves. Much like the land itself was formed from strife, so too was the city. Built by a militaristic clan of Dragonborn, Agubonne retains its roots as a combative civilization. Once a smaller community, Agubonne now technically consists of "upper" and "lower" Agubonne, primarily separated for means of defense. Upper Agubonne rests high atop the Basalt columns, and Lower Agubonne in the more fertile soil just a short distance below, built up around the reinforced harbor. The walk between the two portions of the city is also fortified by a long, wide wall that guides citizens down onto the top of the fortifications for Lower Agubonne. Though this strategic construction of the town allowed the centering of defense structures in Upper Agubonne whilst Lower Agubonne could focus on industry and community, the available land for farming within the walls is unable to sustain the Agubonnians. Now the people of Agubonne fight not only outside their walls, but within - as they seek to improve their quality of life.

IMPORTS, EXPORTS, AND MARKETS

With natural resources sparse, Agubonne's primary export comes from their navy. Merchants traveling the area can hire Agubonnan frigates or galleys as protection against marauding pirates. Beyond this export, Agubonne struggles to maintain a lucrative trade economy. Everything that arrives in Agubonne for trade must go through a thorough inspection at

the Gaol before it is put to market. The people of Agubonne are not well off and have little to spend, which does not encourage merchants to make the trek to the city. Plunder obtained as the spoils of war or when commandeering pirate ships is distributed amongst the people of Agubonne based on need, often decided by the politicians and those who work at the Distribution Center. With highly limited or restricted imports and exports, foreign luxuries are rare and often highly sought after by those with the coin to buy them. Visitors to the city may find themselves hard pressed by residents to donate supplies to those in need, while others are robbed at sword point, or blackmailed out of their supplies.

RELIGION

Agubonnians officially hail themselves as the followers of Dolerite Agubonne, though there are many who also worship Bouclier due to his focus on strength. Not actually a god, Dolerite Agubonne was the original military leader of the Dragonborn clan that founded the city of Agubonne. Throughout the city, there are various statues and temples devoted to Dolerite. Homes are expected to have shrines of Dolerite where weapons of fallen family members will be displayed. When a warrior passes in battle, their family is provided with an etching in basalt with the common phrase "All glory in battle under Dolerite to victory." Though Agubonne's citizens do not attend any formal religious gatherings, they are expected to pledge their loyalty to Dolerite and the city of Agubonne every morning in front of their shrines. Beyond Dolerite and Bouclier, small sects and cults worshiping other deities can be found in Agubonne, though these groups are secretive and highly selective towards new followers. Since the city's founding, there has been a strong presence of cultists devoted to the lost god Vol. Anyone caught worshiping the kraken god are tried and sentenced to a minimum of 10 years in prison.

Battered by fierce winds, mighty waves, and knife-like hail, the northern coasts of Aroria test the will of everything living there. Those born in the region faced adversity from their first, bone-chilling breath, and this has hardened their bodies, minds, and souls. The Agubonne region, named for the large settlement, is a land of strife. Strength and the will to survive define life in Agubonne, and is reflected in its people. Originally settled by small bands of dragonborn, the region's history began with these tribes raiding one another and legends of great heroes rising from these skirmishes. Eventually, the ever-worsening weather and the rise of Warlord Dolerite Agubonne forced the tribes together, founding the city of Agubonne.

LOCATIONS IN AGUBONNE

THE GAOL/COURTHOUSE

An imposing Upper Agubonne structure among the fortified buildings, the Gaol is not merely a place to hold prisoners, but also the place where their sentences are conducted, and where political decisions for Agubonne are made. It is in the dungeon of this place, dug out of the solid rock on which the city stands, where everyone from petty criminals to prisoners of war are held - sometimes indefinitely. In stark contrast to the cold, damp dungeon, the rest of the Gaol may be one of the more comfortable buildings in Agubonne. Decorated with furs and skins to warm the primarily-stone building materials, the above-ground interior consists of a courthouse on the first floor, and the offices of commanders and other important politicians on the second. The only building that is more well-defended than the Gaol is the nearby barracks, a fact which has likely deterred its fair share of attacks.

NOTABLE FIGURES

Gargiban Rockhand

Dragonborn He/Him, Waking. Grand Marshal and head of the Agubonne military, Gargiban Rockhand is Dragonborn with dark, shining obsidian scales flecked in silver. He is a tall and imposing figure, with many scars - including a deep gash over one eye. Gargiban is rarely seen without some form of chainmail, despite the fact that he primarily works in the Gaol. He rose through the ranks of the Agubonne military steadily throughout his young adulthood, and found himself in the position of Grand Marshal when the former Grand Marshal passed. He is ruthless, bordering on sadistic, and takes great pleasure in torturing the prisoners who have committed more heinous crimes. It is well known that even his closer subordinates are afraid to find themselves on his bad side, and because of this power, he rules the military and therefore the city with an iron fist.

ADVENTURE HOOK

Bavarssian Pirates have been plundering the coastline and Grand Marshal Rockhand wants them stopped. Anyone looking to fight with pirates are invited to the Gaol and learn of the Marshal's latest plans to put an end to the pirate menace.

THE YOUNGLING'S HOME

One of the more sobering facts of war is the number of orphans that it leaves behind, and Agubonne is no stranger to this reality. The Community Youngling's Home is a place where trained and designated caretakers look after children who are orphaned by the constant military campaigns of Agubonne. This is a two-story building in Lower Agubonne - the bottom floor consists of everything one might need to house children. This includes a reception room with a large fireplace, where the children are known to play and relax during Agubonne's many stormy days, as well as a kitchen, a dining hall, a schoolhouse, and a few smaller administrative rooms. Upstairs, there are dormitory rooms for the children, and private rooms for the caretakers. It is not simply a home for orphans, however. Many children stay at The Youngling's Home if all of their guardians are away serving mandatory military service. Though the rations are as tight as anywhere else, most of the children growing up in The Youngling's Home have relatively fond memories of it. Supposedly, the caretakers are warm and kind, though there is a rumor that they sow political mistrust and encourage rebellion in their teachings.

NOTABLE FIGURES

Serbina Shalearm

Dragonborn He/Him, Rimewomb. Serbina Shalearm works as a Youngling Caretaker at the Community Youngling Home in Lower Agubonne. She is a small dragonborn, her bronze scales matte, save for the tips. She is well-regarded in Lower Agubonne, always willing to go out of her way to help someone, even if they have no relation to the Youngling Home. A jack of all trades, she has been known to mend clothing, teach the younglings, assist on the farms of Agubonne, and bring herbal remedies to the ill and elderly. Though Serbina does what she can to keep Lower Agubonne running, she knows that it is still too little. She often visits the Barvassian Overlook to listen to Axan the Bard and swap ideas. She is not shy to share her opinions with her students, and it is by her own usefulness and luck that she has not run into trouble for it.

ADVENTURE HOOK

Recently, Serbina Shalearm has noticed that a few of the children are sneaking out at night. She would like someone to investigate why they are sneaking out and what they are up to. What she does know is that the group is led by their ring leader, Melrose Everbar, and that some residents in the nearby district have been complaining about loud noises in the night. She is offering a small reward to anyone able to figure out what is going on.

DISTRIBUTION CENTER

The Distribution Center is a fact of life for the majority of those who live in Agubonne. Due to the limited resources available to the people of the city (both by their own low production and their limited trade agreements), Agubonnians are granted a certain percentage of the city's yield based on their family size and perceived need. A representative from each family reports weekly at their designated time to receive their rations. Like much of the city, The Distribution Center is well defended, which deters any disagreements about portioning. Agubonnan opinion of the distribution center varies wildly depending on their views of the current leadership, but the building itself is stark and cold, with a warehouse in the back and a large room with a built-in queue up front. Most people of Agubonne have memories of waiting in The Distribution Center line with their caretaker as children.

ADVENTURE HOOK

There is always a need for aspiring adventurers to enter into the Distribution Center and help clear out giant rats and other vermin from the stockpiles of food and other wares. Those looking to ingratiate themselves to the people of Agubonne, or who are hoping for reliable coin are invited to the Distribution Center.

BARVASSIAN OVERLOOK

Easily one of the most strikingly beautiful places in Agubonne, the Barvassian Overlook in Upper Agubonne looks out over the Basalt columns that descend into the sea. A large open space makes up the overlook, with a stone balcony jutting out from the cliff-face, giving viewers the chance to look down to the rocks below. On days without rain, this area becomes a popular place for Agubonne's citizens, soaking up a chance at sunshine as well as the breeze and views from the seemingly endless sea. Though the starkness of Agubonne is not lost in this area, benches have been placed around some of the perimeter, and there is a green space designated for recreation nearby. There is not much frivolity in Agubonne, but The Barvassian Overlook is a breath of fresh air from the strife and work of a commoner's typical day, and is shadowed only in a literal sense by one of the many guard towers in strategic locations nearby.

NOTABLE FIGURES

Axan Ravodhall

Dragonborn He/Him, Fleurtime. Axan is one of the few local performers in Agubonne and the only performer born and raised in the city. Over the years, Axan gathered a large crowd of local and visiting fans through his songs and oratories. Growing up in the harsh environment and under the rule of the callous Dolerite regime, Axan has become a prominent figure speaking out in support of the people. Axan uses the Barvassian Overlook as a platform to gather followers and rally movements to benefit the people of Agubonne.

WEAPONSMITH AND ARMORY

It is, perhaps, no surprise that a renowned warrior city would have an equally impressive Armory and Weaponsmith. Agubonne has exactly that, both positioned together in Upper Agubonne. The two industries are headed up by families that have been crafting for generations, which is shown in the quality of the products. Even those who do not fight for Agubonne's military often seek to have weapons and armor made in Agubonne, but because of strict trade restrictions, they are not common for anyone who has not originated from or lived in the city. Primarily outfitting Agubonne's military, if citizens happen to come into some money or something of trade value, the Weaponsmith and Armory are open to their needs. In fact, because of their quality workmanship, both have branched out into other work, as well. It is not all that uncommon for an Agubonnan family to have a private stock pot or fire stoker made or reinforced by the craftsmen at the Agubonne Weaponsmith and Armory.

NOTABLE FIGURES

Moris Flinttail

Dragonborn He/Him, Aurous. Moris Flinttail is the youngest of a long line of Flinttail craftsmen, working as a weaponsmith in Agubonne. A tall but lithe dragonborn with bronze scales, Moris is well-known for his superior quality of work, and is both aware of it and proud. It is his life's goal to find stronger, better materials and craft them into weapons that are unheard of in other areas of Aroria. He has already gained quite a name for himself, even outside of his family's repute, and his craft is his pride and joy. However, things are not so cut and dry for Moris. Close to several of the Youngling Caretakers, including his cousin Serbina Shalearm, Moris is privy to the realities of Agubonnan life that escapes many of those who live and work in Upper Agubonne. Knowing the strife of the citizens, he finds himself contemplating a difficult dilemma: does his work feed a regime that cares more for its battles than its people?

ADVENTURING TOOLS

Flinttail Weaponry

Etched with an interlocking geometric design signature to the Flinttail family, the weaponry created in Agubonne has the ability to cause an enemy to bleed out quickly.

Weapons created with this feature that would normally create piercing damage deal an extra 1d4 damage on the enemy's turn after a successful attack.

Silverskull Armor

Emblazoned with the Silverskull crest, this armor appears like the scales of a dragon and can be adjusted to jut out from the body like spikes or become sleek and smooth.

Agubonne armor is typically designed to be worn by Dragonborn, but can be re-tailored to almost any size. Silverskull armor is designed to protect against ranged attacks, and is worn faithfully by Agubonne's Navy. Those who don this armor may force a ranged attacker to roll at disadvantage once per day.



NEW REACH

New Reach began merely as a remote monastery, and operated this way for many years. Though it was self-sufficient in its own right, the beauty of the area and the renown of the monastery's order began to attract pilgrims to the site. As the monastery grew, those who did not wish to join their ranks began to settle on the outcropping from which it was built. Now a bustling city, the only ways to visit New Reach are the path up from the river valley below, or down from the nearby mountain pass. Entering through the main gate, visitors are immediately greeted by a lively marketplace of colorful stalls that display a wide variety of goods from the furthest reaches of the continent. Fountains, colorful tiles, and bunting decorate the common areas, even as they extend past the market into the shops and residential district. Beyond this lies the monastery, built sturdily into the cliff-face, surrounded by several tiers of rice paddies that help to feed the people of the city.

IMPORTS, EXPORTS, AND MARKETS

Trade is overseen by the monastery and tithes must be paid to the Apidae Order to set up a stall. Aside from the fee and the enforcement of fair trade, the people of the monastery do not meddle much in economic affairs. Rice is not only a staple of the people in New Reach, but also one of their main exports. Over the years the market has grown into a flourishing square, filled with laughter and the steady exchange of coin. Beautiful clothes of lavish material, incense, fruits, vegetables, and even magical items attract visitors to the district. Beyond their markets New Reach boasts two unique sights for tourists and locals alike. The Apidae Order has kept bees for many generations and exports a curative honey that is found nowhere else in the world. New Reach is also known as the origin of a musical instrument called a Lyote, a small hand-held string instrument that plays a tune reminiscent to that of life in New Reach. Locally invented, anyone native to New Reach can instantly tell when a Lyote is being played, often stating that the music is unlike anything else in the world.

RELIGION

Though the New Reach Monastery is devoted to Savion, the inhabitants of the city itself vacillate primarily between good and neutral. The Apidae Order keeps law and order, but does not insinuate their belief system on the people of the city. Due to the fact that people have settled in New Reach from across the world, there are a variety of other religions in the city, though they still constitute a minority as many of the settlers were once pilgrims. The arcane is widely accepted as well, and even practiced by many of the devotees of Savion. Though it is not a place of complete peace, the mutual understanding that the Monastery has with the people of New Reach involves a general acceptance of all beliefs and backgrounds, as long as they are not aligned with evil.



LOCATIONS IN NEW REACH

THE MONASTERY

Carved into a towering cliff face, New Reach's monastery is a sight to behold and many who visit the city flock to witness this artistic and engineering marvel. The Monastery itself is six stories tall, its many levels disappearing and re-emerging from the rock face. One of its defining features, the Monastery's facade is made of white stone, which contrasts starkly with the surrounding darkened stone of the cliff face. Reflecting ages long past, the building itself is a beautiful and imposing masterwork of architecture, sturdy and well-maintained despite the weathering of time.

The icon of New Reach is also the home of a small but powerful military group called the Apidea Order (composed primarily of monks, paladins and fighters). It is considered a pilgrimage site to Savion and several very skilled clerics tend to the needs of their devoted followers who make the journey to the temple. Many of Savion's devotees train here at the New Reach Monastery before being sent to their respective temples—only the best of the best are allowed to stay in perpetuity, training new recruits and defending against the evils of Agubonne. The city and the monastery are both highly defensible due to their strategic location on the cliff wall and New Reach has gained the nickname, "The Unbroken Hive." Disciples of Savion often tell stories of how Savion showed the cliff to a faithful architect before instructing her to build the monastery to defend the world from Agubonne.

NOTABLE FIGURES

Korel the Wise

Halfling They/Them, Aurous. Korel is the head cleric at the New Reach Monastery. They appear rather young for the position, but their wisdom and skill have quickly moved them up the ranks. Korel has a commanding presence despite their stature. They keep their chestnut-brown hair kept in a loose, high-bun and their blue eyes framed by round silver spectacles.

ADVENTURE HOOK

Rumors have been spreading both within and beyond the Monastery's walls that Korel is too young for the position they have earned. With the recent passing of a few senior members of the monastery and Master Peitr falling ill, many eyes have fallen on Korel with suspicion and expectation. Hoping to clear their name and dispel these rumors, Korel has called for adventures to help conduct an external investigation on the Monastery.

THE NIGHT MARKET

Lighting up in the evening, the night market is full of countless food stalls, each unique and full of tasty treats. Lanterns fill the night air with an inviting light while Glitterdew Spores, phosphorescent fungi dance in the darkness like shooting stars in the wind. Locals say that the night market brings out the best of everyone in New Reach, and those looking for authentic, regional cuisine find only the best here. In addition to lanterns, the night market is notable for being lit up by the Glitterdew Spore, a region-specific creature that floats about the area at night, casting additional light from their phosphorescence. These friendly creatures are a small, sentient fungus that live and breed on the cliff-face. The night market is both a local staple and an attraction to visitors, full of both local and distant foods brought by pilgrims and settlers to New Reach. The Monastery, itself, even operates a stall, where it provides simple but tasty rice dishes as well as sweets made from the curative honey produced by the order.

The New Reach Night Market extends out from the marketplace in the old square, down a wide side-street that dead-ends at the cliff-wall. It is primarily abandoned during the day, but is lit with activity and life at night. Hosted for three months out of the year, this market has become an opportunity for the people of New Reach to celebrate the passing of Winter and welcome Spring. During this season, Glitterdew Spores, a region-specific fungus that floats about the cliff-sides at night, casts additional light from their phosphorescence. These friendly creatures are a small, sentient fungus that live and breed on the cliff-face. The people of New Reach see these Spore as a blessing from Savion and a sign of a vibrant summer. In addition to the hundreds of merchants, cooks, and performers who work the market, the Monastery, itself, operates a stall. Here the Apidea Order provides simple but tasty rice dishes as well as sweets made from the curative honey.

ADVENTURE HOOK

While walking the main streets of the Night Market is relatively safe, those who step off the beaten path often draw the attention of thieves and pickpockets. As you walk through the busy market, a shout tears through the air, drawing the attention of everyone around you and a figure bursts past you, clutching a bulging, jingling bag in one hand. As you watch the figure vanish around a corner, you realize that your own purse has disappeared.

NOTABLE FIGURES

Xor Tunna

Human They/Them, Pyrium. An enthusiastic disciple of Savion, Xor works more in the aspects of humanitarianism, working the night stall in the evening and a community feast table during the day. He is charismatic and charming, always remembering the faces of those he meets. He wears his brown hair in a topknot with the sides close-shaven, and his dimpled, smiling cheeks are dotted with freckles from the sun.

THE (WARLOCK'S) CONSORTIUM

At the end of a street near the Old Square, there is a rather unassuming building nestled amongst a row of stately residences. It is well-appointed so as not to stick out in contrast to the lavish homes, but a few things would strike a particularly observant onlooker as odd: there is no doorknob, no address, and no light from the windows. Those lucky enough to go inside discover that there is an abundance of luxurious rooms for both relaxation and study, decorated in dark velvets and silks. If you wait long enough in the evening, you may see a passerby step up to the door, and knock a strange sequence before the door opens and the figure disappears inside.

A secret society where warlock and warlock-hopefuls gather to study and socialize, the Society of the Endless Word is run through a board of members, headed up by the owner of the mansion, Gurian Banewood. Banewood and the Society have a trove of connections to otherworldly beings willing to give contracts to the right candidate. Admittance is strictly on invitation, and initiated members are provided with a magic ring that will open the door to the manor. While Banewood and the Society do not strictly perform illegal acts in New Reach, the society's interests do not align with those of the Monastery. As a result, the society is careful to avoid attracting the wrong people and will often go into hiding if they catch wind of any investigations into their work.

NOTABLE FIGURES

Gurian Banewood

Human He/Him, Soulstice. Gurian is a wealthy and timeless figure, somehow maintaining the look of his youth even as the years pass. His long, dark hair is rarely seen out of a ponytail, and his piercing eyes are of an equally dark shade, framed by thick brows and a serious countenance.

ADVENTURE HOOK

One of the monastery monks, Kotel the Wise, has heard rumors that the Society of the Endless Word is operating again. Interested in their work, Kotel has asked a group of adventurers to find the Society's place of business and create an opportunity for the monk and the Society members to talk in private.



THE ADVENTURER'S INN

True to its name, The Adventurer's Inn and Tavern is the gathering place for many notable adventurers. Run by folk hero Maya Ralson, the energetic redhead is often seen amongst the patrons, playing cards or challenging them to drinking games and arm wrestling matches. The setting itself is not as remarkable as the energy lent by the patrons and owner, but it is serviceable for the needs of travelers and adventurers looking to rest their head in New Reach. The bottom floor primarily consists of a large room filled with long, sturdy tables and many chairs, as well as a worn but reliable bar. Behind the bar, a doorway amongst the shelves of liquor leads to a reasonably large kitchen and several storage areas. Upstairs, there are a number of rooms to accommodate visitors of various size and number, and each guest of The Adventurer's Inn is treated to breakfast and dinner as prepared by the resident cook. Prior to leaving everyone is invited to sign their name in the massive "Guestbook" that sits beside the hearth.

A simple place for those looking to stay in New Reach, the Adventurer's Inn and Tavern has become a place for merriment, rumors, and everything else an aspiring adventurer might want. A relatively recent addition to New Reach, the inn has had its share of strife with town locals and is currently involved in a number of basic legal suites. While visitors and adventurers love the place, locals hoping for a quieter city, can be heard often complaining about the place as they pass by.

NOTABLE FIGURES

Maya 'May' Ralson

Human She/Her, Lamentium. May for short, Maya Ralson is a spirited redhead with energy, vigor, and a long list of adventuring accomplishments. Having not yet truly outgrown her former station as a fighter, she is often found challenging patrons to contests and can't resist a good bar fight.

ADVENTURE HOOK

A good night of drinking and a potential fight are synonymous with the Adventurer's Inn, but that isn't the only thing. Now people talk about all the legal troubles May and her people face with the city, the most recent being that the Inn's neighbors are complaining of burglaries with the only culprit being May and her patrons. May has asked for someone to help her solve these burglaries before her neighbors add another thing to her growing list of lawsuits.



THE OLD SQUARE

The Old Square marks the original center of the town. Here you can find shops, the market, a couple of restaurants, and a small museum. The Museum tells of the first settlers to the region and how, from a small pillar on display in their VIP exhibit, the city has since expanded. The center of the Old Square is decorated by a beautiful water fountain and plaza, both adorned with colorful tiles in intricate designs. Lining the center of the Old Square are several green spaces, where children are often found playing and laughing. Nearby the square is The Olive Tree - a casual cafe open all day where older residents frequently place dice and chess. In the afternoons, a group of aspiring bards come to the square to practice the Lyote and sing tales of heroes long passed.

The Old Square is a meeting space for the residents of New Reach, and many come here to relax, read, enjoy their lunches and socialize. Many of the buildings directly surrounding the Old Square are businesses, among which include a music shop, a papermaker, and a cartographer. There are several restaurants in the Old Square as well, including the Marrow - the place to enjoy a high-end evening meal. The New Reach museum is adorned with banners boasting new exhibits (often small) that teach about the town's history. They also offer an hour-long walking tour of the Square and surrounding neighborhoods to anyone willing to pay.

NOTABLE FIGURES

Trurio the Bard

Half-Elf He/Him, Frostwane. Trurio is well into his middle age, but has a soft countenance and expressive dark brown eyes. The original inventor of the Lyote, Trurio has become famous throughout New Reach and bard colleges, though he is rarely seen outside of his music shop. Considered a recluse, Trurio is soft spoken and comes off as shy to those he first meets. While polite and short-winded to non-musician patrons, any bard or aspiring performer that walks into his shop experiences an entirely different man. To those with an ear for music, Trurio often talks excitedly and openly about his craft and about the magic of song, stories, and art. Novice and veteran bards often visit Trurio to have their instruments tuned and repaired, while they try to learn the secret designs that give the Lyote its unique sounds



ARCANUS DARCANUS - THE CRYSTAL SHOP

Located on a small side road away from the bustling marketplace, Arcanus Darcanus is a small, cluttered and fragrant shop filled with knick-knacks and the occasional rare item. The crystal shop, which is what the locals call it, is larger than it looks from the outside. Glittering sunlight, refracted by hundreds of crystal baubles and glass ornaments dances through the floors of this building, leaving rainbow prisms on the walls and floors. The atmosphere of the entire shop is very whimsical, aided by the soft sound of a lyre that magically plays on its own, and the wafting of various heady and floral fragrances throughout the various rooms.

Arcanus Darcanus, commonly known as “The Crystal Shop” is a popular store in New Reach. Filled, almost to bursting, with oddities and tchotchkes, The Crystal Shop is deceptively spacious compared to what you initially see from its storefront. The shop is three stories tall; the third floor serving as the owner's home while the other two are filled to the brim with mundane and magical curiosities. Mora Darcanus owns and operates the store and has made a name for herself throughout New Reach. Everyone and anyone looking for something magical starts with her knowing that if she doesn't already have it, she's probably heard of whatever they are looking for.

NOTABLE FIGURES

Mora Darcanus

Tiefling She/Her, Duskworn. A coppery-red tiefling who adorns her large, curved horns with chains, rings, and jewels. She is often seen in flowing robes of many layers, somehow managing both comfort and style. Her hair and eyes are matching burgundy, and she favors letting her curly hair flow loosely around her shoulders.

ADVENTURING TØPOLS

The Lyote

The Lyote is a small, handheld string instrument that is easy to carry and conceal. When played, it seems to match the ambient volume of your surroundings, making it easier for bards to be heard in busy taverns or in bustling marketplaces. The Lyote was first created in New Reach by a Half-Elven Bard named Trurio, and those pieces that are made and enchanted by him carry his signature on the handle. It lends a +1 to performance checks while in use, and the instrument itself is a masterwork of craftsmanship, often inlaid with gold or silver to enhance its beauty.



SUNSPELL

Situated on the middle finger on the Dragon's Claw, Sunspell is a city of vibrant limestone amid a luscious jungle and luxury. The city is famous for its decadent food, generous citizens, and picturesque beaches. Sunspell is a place to get away from the rough, tumbling adventures filled with monsters, fiends, and danger. It is a place to dip your toes in the sand, sit a spell, and deepen party relationships.

IMPORTS, EXPORTS, AND MARKETS

Tourism is the largest economic industry in Sunspell. Only about ten percent of the homes in Sunspell are occupied by permanent residents, the rest are rentals or vacation homes for the wealthy. The city is most populated in the winter months. Many of the families from the mainland will make the long trek north to avoid the harsh southern winter. Tourists and warm weather birds flock to the city and spend their coin on elaborate theatrical performances, unnecessarily intricate food, and the occasional booze cruise to the Emerald Sands or surrounding islands. Outside of the tourism industry, the surrounding bays and marshes are ideal for scallop, shrimp, and oyster farming and the jungles are ripe with tropical fruits. Local restaurateurs combine these unique ingredients with sweet-heat spices for a one-of-a-kind culinary experience.

RELIGION

Like most cities in Aroria, nearly all deities are welcome in Sunspell, but Tromperie is preferred by those who live here. Tromperie and Sunspell are a match made in heaven. She and her followers yearn for the opportunity to enjoy the luxuries wealth and time provide and Sunspell is constantly feeding that urge. Artists get to share their work with new travelers each and every day and their passions are multiplied from the exposure to the eclectic audience. Additionally, Tromperie loves a good story and the idealistic location is prime for drama and storytelling. Visitors come to Sunspell seeking peace and quiet and often find themselves caught up in an accidental adventure or winter romance.

LOCATIONS IN SUNSPELL

PRISMS OF THE PORT

Seven docks reach out into the calm bay between Sunspell and New Reach. Each of the docks is home to a long monochromatic floating barge. The siblings are nearly identical to one another, save for their color. Each is decorated and themed for one of the great chromatic and metallic dragons in the history of Aroria.

The Prisms are a set of booze cruise barges owned by Hostus Brightscale. A few hours after sunrise, each of the prisms sets out on a four hour cruise full of dancing, drinking, and all sorts of frivolous activities. Tourists enjoy a day in the sun and return to Sunspell good and truly drunk. Later that evening, when the sun is set and the tide is in, the ships take turns embarking on an invite only night cruise. The extravaganzas thrown on these night voyages are said to be legendary.

NOTABLE FIGURES

Hostus Brightscale

Dragonborn He/Him, Pyrium. Bubbly and boisterous, Hostus owns each of the Prisms and takes the fun and entertainment of his guests personally. Hostus loves dragons and is quite the historian to their nature.

ADVENTURE HOOK

The Prisms, like all of Sunspell, are designed for fun and relaxation and danger should not lurk in the bowels of these ships. However, the names and lore of each ship are a perfect foreshadowing opportunity and are omitted intentionally. Use the ships to showcase a great Red Dragon in the Badlands or a scourging White Dragon in the Arctic desert.

SUNBEACH

No vacation in Sunspell is complete without a trip to Sunbeach. The shore is nearly a hundred yards wide and languid waves roll over a third of it packing the sand hard beneath toe-deep water. Vibrant shades of sapphire, ruby, and emerald dot the dress of all those who have come to enjoy the merriment of the waves. Depending on your location, upbeat music is either faint on the wind or pounding in your heart. Most wish their day on the sands would never end, and the sunset seems to oblige most nights. Locals say that when the music is right and the beach is full, the sun will pause on the horizon, lingering to glimpse one last look upon the reverie.

On the west coast of Sunspell, there is a beach that stretches for miles and miles. This is where all the fun happens in Sunspell. Bards and bands set up stages with large audiences and dance floors. Impromptu bars are established wherever the people are gathering and bikes with snacks and cocktails ride the coast, servicing clients. Beautiful people in extravagant attire soak in the sun and frolic on the sand here.

NOTABLE FIGURES

Kaeso Maro

Gnome He/Him, Rimewomb. Kaeso operates a mobile bar he affectionately calls The Boozemobile. His little gnome legs can be seen pedaling all along Sunbeach with some of the sweetest cocktails in Sunspell.

ADVENTURE HOOK

This morning, visitors to Sunbeach were greeted by an unseemly sight. Driftwood and trash covered the beach from sea to shore and it took volunteers hours to clean up the mess. When the tide rolled in, more debris began to coat the beach. Officials suspect that someone is dumping rubbish nearby and they need adventurers to investigate.

THE BOWL

The Bowl is the hottest ticket in town. A pier on the northside of Sunspell leads far out in the ocean and then drops below the surface. A glass tunnel leads you into a coral reef to a large chamber beneath the waves. Sparkling blue refractions bathe the chamber in dim light and a circular stage turns slowly on its own in the middle of the room. Thousands of tiny tangs, several schools of silvery fish, and a few sharks circle above The Bowl expecting to eavesdrop on the show with you.

Sunspell is home to many theatrical and musical troupes, and all of them fight tooth and nail for the chance to play at the bowl. Located beneath the waves, The Bowl is an intimate environment for audiences no larger than a few dozen. Magically enhanced glass protects the performers and audience from the sea above and the coral reef that surrounds The Bowl could be an entertainment source all its own. Tickets to a show in the Bowl are extremely expensive, but those who have spent a night there will assure you that it's worth the price of admission.

NOTABLE FIGURES

Oriana

Dragonborn She/Her, Duskworn. The white dragonborn is sleek and slender with an ear for musical talent. She is solely responsible for selecting which performers make it onto The Bowl's schedule.

ADVENTURE HOOK

A local troupe has been attempting to play The Bowl for over two years now. It's said that Oriana will be at their show tomorrow night and it's their chance to show off. They want to add a little extra flair to the performance and are enlisting adventurers to enhance their performance.

BLACKBEAR TRAIL

Deep in the heart of the jungle surrounding Sunspell, at the end of Blackbear Trail, there is a tavern in the trees. Above a natural spring, where shallow clear water flows pools widely before falling a hundred ft. to a river below, two large treehouses are connected by a swinging bridge. Made from bamboo and boat rigging, the Inn is almost always filled to the brim with all manner of visitors getting out of the city for the night.

Famous for its exposure to wildlife and beautiful waterfalls, Blackbear trail is a must see for anyone in Sunspell. The trail could be walked in just a few hours, but may find themselves there all day. Around each and every bend, there's a bright new flower, lingering animal, or thundering waterfall and accompanied by a swimming hole. Once you are halfway done with the trail, you'll find Blackbear Cove. Swimming hole is never more than two ft. deep and the natural spring keeps the water crystal clear. Statia operates a small tavern here where weary hikers may stay the evening and drink to their heart's content.

NOTABLE FIGURES

Statia Blackbear

Half-Orc She/Her, Lamentium. Half-Orc, Half-Dragonborn, Statia Blackbear is a goliath individual with thin bronze scales covering her entire body. She enjoys a cold mug of ale after a good brawl and is extremely protective of those visiting her tavern.

ADVENTURE HOOK

Blackbear Cove is under siege. Beasts in the surrounding wood have been attacking travelers along the trail and ambushing those who stray too far from the cove. Beasts lurk in the darkness and are being controlled by some unknown entity deep in the jungle.

LAZULI COVE

As you approach Lazuli Cove, a tunnel large enough for three ships to pass side-by-side breathes cool air onto the sea. The tunnel is surrounded by a massive carving that depicts Vol, God of the sea. A harbor lies within the gaping mouth, and you are swallowed by Vol as your ship sails into Lazuli Cove's Harbor. As the ship pulls into port, you see dozens of massive iron lanterns hanging from a vaulted cavernous ceiling. The lanterns illuminate the inviting cove, and their light is reflected off vibrant cobalt blue striations of Lapis Lazuli glittering in the walls and on the ceiling.

Lazuli Cove is an independent port town outside the jurisdiction of all but the most encompassing authorities. The people here enjoy a comfortable lifestyle and are afforded the luxury of free time and frivolity. Located in the northern portion of the Barvassian Sea, Lazuli Cove is just a three day sail from the western shores of New Reach Two figures dominate the political scene of Lazuli Cove: Commodore Etheridge and Lord Rouvalin. Commodore Etheridge is a jovial man with a charismatic smile. Born into privilege, the Commodore has made Lazuli Cove his home for four decades and uses his merchants wit to gain wealth and power in the cove. He often throws lavish parties at his estate to boost his ego and flaunts his riches to buy more votes in the elections to come.

Lord Rouvalin is the opposite. A miner by trade, the Lord of the Dirt has dug for every diamond he owns and keeps quite a collection of gems in his home. The father of six sons, Lord Rouvalin doesn't make time for politics or trade, but the bounty of his mines have made him abundantly wealthy. Some say he has more wealth than the Commodore, but no one knows for sure. The Commodore and The Lord are rarely seen together. They do not seem fond of one another, but they say opposites attract. Together, they maintain control over Lazuli Cove and ensure its long-term survival and prosperity.

IMPORTS, EXPORTS, AND MARKETS

Lazuli Cove exports luxury Lapis Lazuli products such as fine jewelry, artisan boxes, pigments, crafts, and clothing all in the vibrant Lapis Lazuli within the cove. Merchants are always looking to purchase raw materials like silk, cotton, and leathers and often have the gold to buy high value magic items. Locally, fishmongers offer an array of Yellowfin Tuna, Snapper, and Grouper, fresh, on a daily basis. The Cobalt Cask offers a signature blue tinted ale for sailors. Outside of these traditional trade goods, you can find magic items of all sorts, including Lapis Lazuli at the Blue Bauble.

Black markets and black daggers, the Lazuli Cove economy would be incomplete without mentioning the Obsidian Order. The Obsidian Order is organized under Aleksanda and is a small group of thieves responsible for most of the larceny, mugging, and crime within Lazuli Cove. They're not an ambitious group, preying on fat merchants and feasting on crimes of opportunity.

Anyone who cares to look can find members of the Order lurking about in the Satin Sapphire.

RELIGION

Close proximity to large quantities of Lapis Lazuli can cause feelings of self reflection and confidence for adventurers. For this reason, many seek the cove for its beauty and inspiration. Worshipers of Brise flock to the cove to reconnect with their deity in the forgotten temple within the mines. Some say she is the force that drives the ever-present wind out of the cove, others point to the natural phenomenon of 'Cave Breathing'.

LOCATIONS IN LAZULI COVE

GROM'S CLOCK TOWER

Nearly adjacent to the harbor, Grom's Clock Tower overlooks the bay and serves as a beacon for drunken sailors returning to their ship. Steam billows out from awkward pipes that protrude from the walls, and the mechanism behind the clock face squeaks with every tick. Surrounding the tower are three well maintained saltwater wells. Upon closer inspection, the wooden buckets are reinforced with Lapis Lazuli bands that give off a subtle radiant glow.

The Clock Tower is home to Grom Scrivit, a creator and master of arcane invention. Most in Lazuli Cove know better than to bother the eccentric artificer, but the Obsidian Order can't help but be drawn to the valuable materials and creations he makes. Grom spends an equal amount of time on his personal projects as well as community service and many of his clever tricks can be found around the city benefiting the citizens of Lazuli Cove.

NOTABLE FIGURES

Grom Scrivit

Halfling, He/Him Rimbwomb. Thick glasses and spindly hair trademark the apparent introvert. He comes alive with chatter when speaking about his wild inventions and contraptions. He is almost always seen with his Jeweled Jaeran, Plato.

ADVENTURE HOOKS

Grom is seeking adventurers to retrieve an elemental power source within the Rouvalin Mines. He believes that an ancient temple to Brise exists within the mines and that a remnant of her power is hidden there. Adventurers who recover the remnant are given access to the Airship he intends to build with it.

On the far side of town is an old abandoned well. Grom is willing to enhance the well with his purification system. It would certainly make life easier for citizens on that side of town. However, the beast that guards the well will need to be dealt with.

Several weeks ago, Grom ordered parts for tinkering from the Mainland and they haven't arrived yet. The merchant ship they were aboard was supposed to dock three days ago. Without the parts, Grom can't tinker, and that would drive him mad! He's offering 100 gp to anyone who can find them.

THE COBALT CASK

If it's your first visit to Lazuli Cove, you might think the Cobalt Cask was a horrible accident. Situated directly adjacent to the port is the wreckage of a grand caravel that has been drug up onto the shore, laid on its side, and renovated. The belly of the ship has been torn out to make room for dockside dining. The mast has been sanded down and converted into a long bartop and the helm is free spinning, apparently converted into a drinking game of some kind. No matter where you go inside the Cobalt Cask, lapis lazuli glistens and shimmers among the cutlery, furniture, and decor.

The Cobalt Cask is a two-story tavern that services pirates and merchants who frequent the cove. The interior resembles a ship's cargo hold with barrels for stools and nets lining the weather worn bar. Lapis lazuli accents every mug, fork, tap, and key given to guests. Bravis owns and operates the Cobalt Cask with his son Revio.

NOTABLE FIGURES

Bravis

Human He/Him, Fleurtide. Former sailor, medium build with a more grey than black beard. Speaks with salt in his voice.

Revio

Human He/Him, Sunbask. Tall but slender boy no older than 16. Clean shaven face with dark black hair and brown eyes. Has short-term memory loss from a run in with a malicious traveler.

ADVENTURE HOOKS

A poster is pinned to the wall of the Cobalt Cask. It reads: "The semi-annual Spice Showdown begins next Saturday, two hours before sundown. Participants must register with Bravis at The Cobalt Cask and pay their entrance fee. 100 gold pieces.

A dwarf named Bronze limps from table to table in the Cobalt Cask. He smells like dynamite and his dirty blonde beard nearly drags the floor. He's looking for adventurers to travel into the mines to recover a pocket watch he dropped on his last day in the mines. A cave-in crippled his leg and nearly claimed his life. Now, he'll pay 50 GP to anyone who can bring it back to him.

You find Thieves Cant carved into the wall of the bathroom. It reads: "Lord Rouvalin is not what he seems. If you agree, come find us." -Jarvis, Obsidian Order.



SILKEN SAPPHIRE

Adventurers get their first glimpse of the Silken Sapphire as they enter the harbor. The ladies of the Sapphire call themselves 'Gems' and have made a habit of enticing sailors from outcroppings overlooking the harbor. The Silken Sapphire is built into the east wall of Lazuli Cove. The windows are always latched tight and magical sapphire light emanates from sconces flanking the open door. Inside, conversation pits honeycomb the floor and intricate rugs line the paths between.

The Silken Sapphire is an upscale brothel for the nobility in Lazuli Cove and the most successful privateers. Madame Tourmaline runs a tight ship and all manner of pleasure and delights can be found within its walls. It is a place to let loose and recharge after long weeks at sea and the gems are renowned for their skill and beauty. Many of the important people in Lazuli Cove frequent the Silken Sapphire and make regular visits. Secrets become rumors quickly at the Silken Sapphire and for the right price, Madame Tourmaline can sell you either.

NOTABLE FIGURES

Madame Tourmaline

Tiefling She/Her Sunbask. The Gems of the Silken Sapphire are constantly under the protective eye of Madame Tourmaline. Her dark hair is often pulled up into a tight bun behind curved horns and her dark tanned skin is freckled with small sun spots. A sailor in a past life, she runs a tight ship and is known to have little patience with unruly guests.

ADVENTURE HOOKS

Lord Rouvalin's sons and daughters are getting too comfortable around the Gems and some reports reveal direct harassment. Madame Tourmaline can't publicly humiliate a member of the Rouvalin family, but she will pay with good coin and her undying gratitude to anyone who can talk (or beat) some sense into them.

Jade is trying to get out of this town. She hates seafood, it's always dark in here, and the salt air makes her nauseous. She'd be on the next boat out of here if she could pay off her debt to the Obsidian Order. She needs 500 gold pieces to pay the debt and book passage on a ship. If someone could settle the debt or make other arrangements, she'd be willing to part with her Cobalt Ring (Lazuli Stone) as a token of gratitude.

Madame Tourmaline believes she has a thief in her midst. Vintage bottles of wine have been going missing from the cellar and last week she had to order new silverware for the common room. She suspects it's one of the Gems but she can't accuse one unless she knows for sure. She's offering free lodging to anyone who can solve the mystery and reveal the thief.



ALEKSANDA BY
DEANNA SMIT

ALEKSANDA

Medium Human, Chaotic Good

Armor Class 15 Leather

Hit Points 30 (4d8 + 12)

Speed 30ft. Walking, 30ft. Climbing

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	17 (+3)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Dexterity +5, Intelligence +4

Skills Acrobatics +5, Stealth +5, Perception +4

Passive Perception 14

Languages Common, Thieves Cant

Challenge 4 (1,100 XP)

ACTIONS

Dagger. Aleksanda slashes a creature within range. +5 to hit, range 20ft/60ft, one target, Hit 6 (1d4+3) Piercing damage.

Unarmed Strike. Aleksanda strikes a creature within range. +5 to hit, range 5ft, one target, Hit 2 (1d4-1) Bludgeoning damage

SPELLCASTING

Aleksanda is a 3rd level spellcaster and has the following spells prepared from the Sorcerer spell list. +5 to hit, Spell Save DC 13

Cantrip (At Will): *Friends, Firebolt (1d10), Prestidigitation, Green-Flame Blade*

1st Level (4 Slots): *Absorb Elements, Distort Value, Sleep, Charm Person*

2nd Level (2 Slots): *Blur, Knock*

SPECIAL ABILITIES

Sneak Attack. When Aleksanda has advantage on an attack roll or an ally is within 5 ft. of her target, she may add an additional 1d6 to her Dagger attack.



COMMODORE'S ESTATE

A cobblestone road winds up a small hill to a lake in front of the Commodore's Estate. Dammed water rushes from seven small cut outs, falling to town level nearly thirty ft. to the base of the estate, forming a small river that pours into the harbor. The building itself has Gothic architecture and is well lit from a large opening in the ceiling. Simple gardens grow about the grounds and stone benches wait for weary walkers.

The Commodore's Estate is the ideal backdrop for a masquerade, wedding, or get-together of any kind in Lazuli Cove. The Commodore adores beings surrounded by new and exciting people and will throw party after party at his own expense to satisfy that thrill. The Commodore is often in search of Adventurers to solve a few of his many problems. For party's with a more lavish lifestyle, or those who simply do not wish to stay at the crowded Cobalt Cask, the Commodore's Estate could serve as a base of operations while adventuring in Lazuli Cove.

NOTABLE FIGURES

Commodore Etheridge

Elf He/Him, Pyrium. Stocky for an Elf, Commodore Etheridge has a charismatic smile to pair with his blonde hair and cloudy eyes. Always the center of attention, the Commodore is famous in Lazuli Cove for his lavish parties and gluttonous drinking habit. As Lazuli Cove's prime overseer, the Commodore has a great many connections in town and doesn't hesitate to exploit them when necessary.

ADVENTURE HOOKS

At last night's party, Commodore Etheridge had one too many margaritas and misplaced his familial sword. Such carelessness is bad for his reputation, and he can't have that. He's offering 1,000 gold pieces to find his sword and frame someone, anyone, for its theft.

A Mysterious Murder? At one of Commodore Etheridge's lavish parties, a citizen was murdered! Someone in the Spice Showdown poisoned the plate presented for judging. Who could it be? We'll soon find out because no one is going anywhere until the culprit is hanged.

BLUE BAUBLE

The Blue Bauble is a magic shop owned by the quirky Half-Elf Gigi. The structure vaguely resembles a church bell and is adorned with trinkets and mirrors that languidly twirl in the breeze. Swinging saloon doors are the only known entrance to the shop. Inside, driftwood shelves along the walls display potions of all sorts, carved pieces of Lapis Lazuli, and fossilized sea creatures Gigi has found within the mines.

NOTABLE FIGURES

Gigi

Half-Elf She/Her, Pyrium. Born Grivina Daevalur, Gigi has lived in Lazuli Cove for the past half-century. A geologist by trade, Gigi came to Lazuli Cove to study the Lapis Lazuli more closely and operates the Blue Bauble to fund her research.

MAGIC ITEMS

In addition to healing potions appropriate for your players level, Gigi has the following items available for players searching for something interesting.

Lazuli Stone

When attuned to this Lazuli Stone, you gain resistance to one magical damage type of your choice. After you finish a Long Rest, you may choose to switch your current magical resistance to a different one.

Robes of Rapid Oxygenation

An oxygenated breeze seeps through the fibers of this bright aquamarine robe. While wearing this robe, you may call upon the power of the Elemental Plane of Air to disperse non-magical gas and fog within 60 ft. of you as a bonus action.

Wand of Jumbles

While touching this wand to a document, you speak the command word and distort its image with an illusion unique to the wand until you repeat this action. While distorted in this way, the document cannot be deciphered or destroyed by any means outside of Wish. If the document is on the same plane of existence, you know its location. If the document is on a different plane of existence, you know which. If you use the Wand to distort a second document, the illusion fades.



DIGBRAND

Towering pyres and magnificent stone statues of mighty dwarven warriors flank a finely crafted road that leads towards the mountain's heart. Those who travel this promenade are reminded that they are small in comparison to the statues, the mountains, and the stone doors that lead into Digbrand, and as they draw close to the city's doors, they find themselves encased in shadow. Beyond the doors, however, visitors bear witness to the brilliant crystal chandeliers of the metropolis, washing the city with flickering light. All through the city, visitors can note the fusion of old architecture with new inventions. Digbrand is a city of discovery and a city of tradition. To those hoping to find adventure, or an opportunity to prove themselves, Digbrand never fails to deliver.

The Dwarven city of Digbrand is a sprawling metropolis carved out of the heart of a mighty mountain, known as the Relentless Rise. Located amid the Vera mountains, Digbrand has become known as the "Diamond in the Rough" for many who travel the region. Composed of multiple districts, Digbrand constantly negotiates the ancient traditions of the first settlers who carved out its streets and buildings and the influx of newcomers, who bring with them the inventions of the world.

Digbrand is home to King Argentus and Queen Kalium along with their children, the prince and princess of the city. Acting as the figureheads of Digbrand, the royal family observe the management and operations that happen throughout the city. They host grand gala's and attend festivals held in their names. While the Royal Family is held in high esteem throughout the city, seven ancient houses hold the true political power in Digbrand. These families are known as the Onyx Conclave and they each manage a branch of the city's government, making decisions on behalf of the Royal Family.

IMPORTS, EXPORTS, AND MARKETS

Digbrand's imports and exports consist primarily of raw materials - stone, coal, and marble- though precious metals are also gathered and refined in the city. Managed by the Burnsilver family, Digbrand's markets overflow with local and exotic goods, aimed at fulfilling nearly every of those who visit the markets. Digbrand suffers from a lack of lumber and water, both of which are imported into the city from the surrounding region. A majority of the imported water is used to run massive waterwheels, furnaces, and in the refining processes of the local breweries scattered throughout Digbrand. Prices for freshwater and lumber are always marked up, and visitors find Digbrand ale often cheaper than water itself. Finally, Digbrand's artificers and engineers frequently find opportunities to trade their inventions with the surrounding world and aspiring entrepreneurs discover that there is a robust patent trade in Digbrand.

RELIGION

The official religion of Digbrand is dedicated to the god Bouclier, though nearly all religions are welcomed and supported. Recently, the Royal Family has become deeply devoted to Bouclier, and as a result, the official religion has only recently been changed. Small shrines to Vera are also found scattered through each district, serving as sites of prayer to miners and the superstitious. Evil-aligned deities have also taken root within Digbrand, though with the recent shift of Bouclier as the dominant religion, all evil-aligned temples have vanished, their followers going into hiding throughout the city.

LOCATIONS IN DIGBRAND

SOVEREIGN PEAK

Rising from the city is a polished, stone temple. Onyx steps spread from the temple in every direction and a large, stone statue of Bouclier stands sentry in front of the palace's doors. Home to the Digbrand royal family, Sovereign's Peak is a place of subtle opulence. Stone accented with gems, coins, and precious metals make up the entirety of the palace. A fence of reinforced brass surrounds the palace, frequently patrolled by royal guards. Within the palace grounds stands a squat tower that overlooks the city, where the Onyx Conclave frequently meets.

Sovereign Peak is home to Digbrand's parliament, the Digbrand royal palace, and is one of the beating hearts of the city. Well-organized gardens surround the palace, ranging from glittering gem-encrusted flower fields, to a small grove of petrified trees and sculpture garden. Sycophants, guards, and politicians move through the palace grounds, talking quietly with one another about ongoing events throughout the city. Those hoping to walk the palace gardens or step into Digbrand palace require an invitation from either the Digbrand royal family or the Onyx Conclave.

NOTABLE FIGURES

Kurim Silverhide

Dwarf Male, Frostwane. Kurim is a member of the royal guard and lives on the palace grounds in a small barracks that houses some of his colleagues. While not on duty patrolling the grounds and surrounding walls, Kurim sculpts various statues and pieces of art, hoping to be noticed by the royal family.

ADVENTURE HOOK

Recently, new sculptures have been appearing on the palace grounds. At first, the royal family and visiting diplomats found the statues exquisite, enthralled by their masterwork design. However, as more sculptures have begun to appear, they've grown more and more gruesome in their depictions and now it's become a problem. Royal guard Kurim Silverhide has called for assistance to find out who or what is making these statues while also protecting himself from suspicion.

DIGBRAND



THE AMETHYST GARDEN

An indoor garden of vast amethyst spires, trees and monuments, the Amethyst Garden is a sight to behold. Created at the behest of the Digbrand royal family, everything in this chamber is made of amethyst. In the center of the chamber runs a roaring waterfall of crystal, its soft clatter filling the chamber with a steady ring. The only features of this room that are not created out of amethyst are two statues that flank the glittering waterfall. Carved from frost marble, the statues pay homage to members of Digbrand family.

The Amethyst Garden is a prime attraction in the city and recognized as a national monument. The garden was conceived and founded by Lady Lolite Digbrand and her daughter Amia Thystia-Digbrand, whose statues stand in the garden, who were both killed in an assassination attempt. Maintained by local taxes, the Amethyst Garden is open to the public, though heavily guarded. Any who enter are searched meticulously to ensure that they do not attempt to leave with any of the precious crystals inside. A small sect of clerics, called the gem wardens, work in the garden, maintaining the amethyst and carving new statues into the ever-expanding monument.

STATUES

Statue of Amia Thystia-Digbrand

A young dwarven girl is carved from the marble. Her hair is wavy, flowing to just under her chin. A wreath of gemstones sits atop her head. She has plump cheeks with a cherry nose. She has a thick dress on with thick straps over the shoulders and large buttons clasped on each side with the symbol of Digbrand on them. The little girl has a pile of gems pulled up in her dress as she stands near the waterfall to wash them. A plaque beneath the statue reads: 'The Heart of the Mountain. The Gem of Digbrand.'

Statue of Lady Lolite Digbrand

Looking over the statue of the little girl and carved from similar frosted marble stands a regal woman in middle-age. A wreath of gems are braided around her brow and her face shows a discerning but soft countenance. Her clothing speaks of royalty but the artist who carved this statue also managed to represent humble origins for this woman. Intricately carved on her robe is the symbol of Digbrand, and a brilliant diamond brooch is wrapped around the statue's stone neck. A plaque beneath the statue reads: "Warrior. Mother. The City's Whetstone."

NOTABLE FIGURES

Brooke O'Leary

Gnome She/Her, Aurous. Brooke serves one of the gem wardens. She lives in a small apartment complex nearby the Garden and works the early morning shift. She is soft-spoken and introverted, often preferring to talk to the rocks that she tends to rather than the people around her. Brooke always carries around a small mole named "Peridot" who she allows to wander the garden while she is working.

THE FUZZY NAVEL INN

Nestled on the corner of a bustling thoroughfare stands the Fuzzy Navel; a three-story building weathered by time, and years of boisterous patrons. The sounds of clinking glassware, laughter, and song spill from the saloon style doors of the tavern. Stepping inside, visitors see a series of alcoves carved into stone walls, with finely polished wood tables and mahogany floors. Torches burn bright throughout the tavern, illuminating a series of long tables and a small dance floor in the center of the room. Barhands and waiters bustle around the room, tending to the needs of the inn's many patrons. A bard is always on staff in the Fuzzy Navel, their songs matching the mood of the patrons within.

The Fuzzy Navel inn is a favored spot by both locals and visitors alike. One of the original buildings carved when Digbrand was founded, the inn reflects old traditions and modern conveniences. The inn is owned and operated by Belgain Vigor, a prominent figure throughout Digbrand. Those who visit the inn or stay there are bound to meet Belgain and have a chance to try the specialty drink of the inn - the Fuzzy Navel which is described below. Often, visiting diplomats or aspiring merchants will stay at the Fuzzy Navel, giving those ambitious enough a chance to create strong connections in Digbrand.

NOTABLE FIGURES

Belgain Vigor

Dwarf He/Him, Rustium. Innkeeper and Last Vigor in the Dwarven Legacy. Belgain is the innkeeper of the Fuzzy Navel and lives in one of the rooms of the Inn. He has gingery blonde hair tied up like a top knot and has a beard braided, neat and trimmed. Belgain is a member of the Vigor family house - a disappearing, ancient dwarven household.

Specialty

FUZZY NAVEL

Fizzy, tastes heavily of peaches, on the sweeter side. and as it hits your belly the bubbles kind of bubble back up. Tickling your stomach and you must make a DC 14 Constitution Saving Throw or immediately start to laugh and giggle as it tickles your belly.

ADVENTURE HOOKS

Normally, Belgain Vigor, the innkeeper of the Fuzzy Navel moves through the inn and tavern floor laughing with guests and making sure the patron's cups are always full. But over the course of the last week, the once cheery manager has appeared more somber, and in the last few days, he hasn't been seen on the tavern floor. Rumors from the barhands and waiters tell of Belgain facing some legal issues and are offering a small reward to anyone able to check in on the innkeeper while they maintain the tavern.

TENACITY TEXTILES

A small brick and mortar building on the east side of Digbrand, Tenacity Textiles brings in a devoted group of tailors, merchants, and socialites. Designed in the fashion of traditional Digbrand architecture, the building is orderly and utilitarian. Inside, colorful fabrics drape from the ceilings and hang from the walls. A small sign greets visitors as they enter the building stating, "Please ring the bell for service." Beside this sign is a small, silver bell. Somewhere in the building you can hear the sounds of people going about their work.

Tenacity Textiles is very clean and traditional. Large columns line the building, with many fabrics hanging from them. Operating for over 20 years, Tenacity Textiles has gathered a small crowd of dedicated patrons that swear by the quality and price of the fabrics sold there. Tourists looking for a unique experience can visit the shop and receive a custom fitting by designer extraordinaire and owner, Marbelle Pebblegrit.

NOTABLE FIGURES

Marbelle Pebblegrit

Dwarf She/Her, Sunbask. Marbelle is a short woman in her mid-forties. She wears thick spectacles and has a tattoo of measuring tape running up her left arm. Marbelle is eccentric and devoted to her work, often talking in depth about the latest fashions while working with her patrons.



THE EARTHEN BASIN

Located in a lower section of Digbrand is the Earthen Basin, a spa and bathhouse for all who live and visit the Digbrand. Great bath chambers are carved into the stone, with steam vents rising up and helping heat the city. Private and public clay baths, saunas, and massage parlors line a series of hallways that make up the Earthen Basin. Visitors pass through an archway of glittering quartz as they enter the Basin. Attendants of all races move through the spa, practicing their healing arts on those in need. A dwarven woman with light brown hair greets all who enter with the same phrase, "Welcome to the Earthen Basin. We revitalize the strength of the mountain. Glory to the Strong."

The renowned spa of Digbrand, the Earthen Basin has maintained the people of Digbrand for decades. The spa imports water into great vaults deep beneath the city, which is then warmed by lava flows that have been carefully channeled for this purpose. The Earthen Basin is accessed via three elevators that move up and down a vast chasm, and foreigners to Digbrand require a reservation to access the spa. Owned and operated by Deedra Goldlight, the Earthen Basin has been passed down from generation to generation within the Goldlight family.

NOTABLE FIGURES

Raine Peltier

Orc They/Them, Lamentium. Raine is one of the attendants in the Earthen Basin. Born and raised in Digbrand, Raine started working at the Basin as an adolescent and found joy in talking with their fellow staff and the patrons. Raine is tall and lanky, with a soft face and black hair cut at shoulder length. They are a little awkward around new people but are friendly and occasionally too informal with those they've met before.

Services

CLAY BATHS- 3GP

COMMUNAL BATHS- 5SP

MASSAGE- 1GP

HEALING STONE THERAPY- 2GP

ADVENTURE HOOKS

Recently, patrons and staff in the Earthen Basin have been complaining about the baths being overly hot and a visiting ambassador was scalded by the searing heat. Hoping to respond quickly and efficiently, Deedra Goldlight has called for a small group of adventurers to enter into the chambers beneath the baths to investigate why there are heating issues. In her call, she has directed them to speak to attendant Raine Peltier to gain access to the tunnels.



IRØNBURRØW

Built into the side of a mountain, exemplary of dwarven craftsmanship and ingenuity rises in the cavern around you. You struggle to comprehend how much time and effort was needed to carve the enormous, smooth dome that reaches high above the buildings and towers. Multiple city levels, connected by grand, iron and stone ramps sit above and below you and you can see both up and down the entire height of the city

The sounds of chorus singing, ringing hammers, and the sonorous toll of bells fill the glittering city of Ironburrow. Located amid the vast mountain range of Mt. Vera, Ironburrow is home to many who've discovered their love for precious metals and cavernous mines, including powerful dwarven, gnomish, and drow families. Carved beneath and through a mountain, Ironburrow is made of four major districts stacked atop one another. Visitors easily marvel at the architectural genius of the city and enjoy standing on the Stitkbro- a polished, marble bridge that grants a view of the entire city, top to bottom.

IMPORTS, EXPORTS, AND MARKETS

Iron is the primary resource collected and traded from Ironburrow, though precious metals including: gold, silver, and copper are also mined and minted in the city. As a large trade center, visitors can find a diverse range of markets and nearly everything may be found if the buyer looks hard enough. Wood is one of the few resources that Ironburrow predominantly imports from the surrounding region, using in their expansive mines and as support for their elaborate structures. Visitors hoping to purchase any object made of wood or with wooden components finds the price easily 25 to 50 percent higher than normal. Finally, religious idols of Vera and other deities can be easily found throughout Ironburrow as the culture holds the old god and all religions in high esteem.

RELIGION

The official religion of Ironburrow is devoted to Vera, though a large population also worships the Masters of the Weave. Temples connected to Vera are scattered throughout the city, commonly known as singing halls, where the faithful gather to sing and pray. Bouclier and Lavie have gained a foothold in Ironburrow, and new temples to these Masters have been built recently. Evil-aligned deities are discovered, investigated, and often removed from Ironburrow.

LØCATIONS IN IRØNBURRØW

THE STITKBRØ

On the uppermost level of Ironburrow stands the Stitkbro, a polished marble bridge that seems to stretch out into the void above the entirety of the town. Tourists, and residents alike flock to the bridge, to take in the sites of Ironburrow and enjoy the various street performers that work on the bridge.

The Stitkbro is the main tourist attraction of Ironburrow. Appearing as a bridge between two sections of the Silver Strand, with a glass viewing platform at its center, An iron-wrought anvil stands as a statue at the center of this platform, laden with hundreds of rings. Rumor states that if you and your partner leave a ring on this statue, you will have good luck and happiness for years to come. The street entertainers vary widely here, from human statues, fire breathers, dancers, and impressionists. Due to its position in town, jugglers are banned.

NOTABLE FIGURES

Tonral Mizzruae

Drow He/Him, Pyrium. Fire Dancer on the Stitkbro. He is a lithe, silver-haired man in his late 40s. Tonral is very charismatic and enjoys chatting with visitors.

ADVENTURE HOOK

Rumors have been spreading that the ghost of Terje the Magnificent has started appearing before those who walk the Stitkbro late at night. Much to the dismay of the entertainers, more tourists have begun walking the bridge at night. Tonral believes that the rumors are a stunt put on by his rival, Galna Swiftbell. Tonral is offering a reward to any who reveal the truth of this rumor.

SILVER STRAND

The street you stand upon is flecked with silver gilding, and torchlight gleams off of the metal like tiny stars at night. Even at midday, the Silver Strand of Ironburrow feels timeless with little natural light streaming into the city, save through tunnels drilled through the roof near the city gates. A group of dwarves, dressed in priestly robes of rich gold and indigo pass you as they walk the main street, singing cheerily. The priests' song mixes with the ring of hammers, merchants shouting, and sounds of industry.

The Silver Strand is a bazaar and the main street running through the upper level of Ironburrow. Nearly anything can be found in the Silver Strand and always at the highest quality. The Silver Strand is made of mixed use buildings, with shops lining the street level and the shop owners living above. Visitors to Ironburrow might find themselves spending an entire day wandering from storefront to storefront. Common magic items can be found in the Silver Strand and occasionally uncommon magic items may appear on display in storefront windows.

HALL OF STONE

In the Upper Level of Ironburrow, lay the Hall of Stone, a towering cathedral of gold, silver, and copper. The Hall of Stone is the largest church of Ironburrow and is the primary place of worship for Vera. Built as an octagonal church, visitors sit amid the hundreds of pews to attend service and pay homage to Vera. A massive brass organ dominates the back of the building and music pours from the Hall of Stone every night. The Hall of Stone is maintained and guarded by the Priests of Song, an order of clerics devoted to Vera and Ironburrow. At the center of the building stands the Singing Stone, a magical relic imbued with Vera's power.

NOTABLE FIGURES

Singer Bellick Basalt

Dwarf He/Him, Lamentum. Singer Bellick serves as the high priest for the church. He is serious but optimistic, tending to err on the side of a laugh than to give into despair. Bellick has a fondness for sweets and often will go too far to acquire them.

ADVENTURE HOOK

Important music belonging to the Chorus has been taken and Singer Bellick has called for its recovery. The only clue they have was a symbol of Lavie scratched into the stone. Join as one of the many search parties and spread out throughout the city to track down the thief.

SECOND LEVEL OF IRONBURROW - THE FURNACE

Traveling to the end of the Silver Strand leads to the second level of Ironburrow, which is dominated by the district called The Furnace. The Furnace is the beating heart of Ironburrow, an endless drum of hammers on iron rings throughout the district. Great plumes of smoke and ash hang in the air before rising into long funnels bored into the rocky ceiling, creating an ever-present smog that threatens even the hardest of visitors. Those who work in the sweltering factories wear specialized leather hoods and tunics to protect them from the heat and ash. At the center of the Furnace is a soot-stained brass guildhall, where all manner of crafts folk gather to trade knowledge and advice.

The second level down in Ironburrow, connected to the end of the Silver Strand, the Furnace a series of factories, guildhalls, smithies, and forges, all designed to process and refine the raw iron and other precious metals that are harvested from the mines. For those unprepared, traveling through the Furnace is a grueling task. Characters that enter this area must make a DC 14 Constitution Saving Throw or suffer 1 level of Exhaustion. Every hour that passes, the characters must repeat the saving throw, on a success, nothing happens, on a failure, they take another level of Exhaustion. If a character succeeds in two Constitution saving throws in a row, all levels of Exhaustion they had are removed and they cannot be affected again for 24 hours. Characters may acquire specialized leather hoods and tunics that make them immune to the surrounding heat.

SECOND LEVEL OF IRONBURROW - HOUSE OF RESONANCE

Rising from the sea of smoke and ash is a soot-stained brass building gilded with silver and platinum. An iron-wrought sign hangs over two heavy stone doors, with the name, "The House of Resonance" emblazoned beside a sigil of a spike breaking a mountain. Beyond the din of surrounding factories, you can make out the sounds of amiable shouts and arguments from within the building. Various carts and wagons surround the building, filled with merchandise and smith's tools. Barred windows reveal long rows of weaponry and armor lining the walls within the building and you can make out the shadows of various folks milling around inside.

This building acts as a market and home to the most expert crafts folk of Ironburrow. Led by Volga Steelpike, the House of Resonance built its reputation by selling equipment to residents and adventurers alike. The building's first floor is filled with various stalls, all specializing in weaponry, armor, and tools for melting and refining various metals. Characters may buy nearly anything here except for magic items above common rarity. Characters may also request items or designs to be created but most creations have a base charge of 75 gold pieces.

NOTABLE FIGURES

Volga Steelpike

Dwarf She/Her, Waking. Volga is a stocky, powerful dwarf of middling years. She is the chief overseer of the Foundry and owns the House of Resonance. Volga is business-like and quick to correct those who err in front of her.

ADVENTURE HOOK

Wandering through the Foundry is both difficult and dangerous, especially when you weren't planning on it. After a particularly fun night in the Silver Strand, you've accidentally stumbled into a Steelpike smithy. The following morning, you awake to a knock at your door, and a gruff dwarven voice informing you that Lady Volga would like to see you.

THIRD LEVEL OF IRONBURROW - THE PIT

Beneath the glimmering streets of the Silver Strand and the Furnace's smoke filled halls is Ironburrow's third district – the Pit. The district streets are often empty and visitors frequently feel isolated in this district. But, when the roar of the steam whistles signal the start of a new shift the streets are flooded with ore laden carts, overseers, and miners moving like clockwork. At the center of the Pit, far below the Stitkbro bridge above, stands the Iron Hook, a tavern and diner that serves many of the working class. The constant sounds of off duty workers echoes from this building, sweeping into the nearby streets and calling to any who feel alone.

Located in the third level of Ironburrow, this portion of the city is filled with apartments and barracks that the miners of Ironburrow call home. The Pit's buildings and streets are built in rough utilitarian style, with everything falling into a predictable grid pattern. The residents here are suspicious of newcomers and frequently visitors find themselves approached and questioned before they get far through the district. Churches to Vera and other divinities are easily found here, with many of the miners often seeking a blessing before their shift in the mines.

THE IRON HOOK

At the center of the Pit stands the Iron hook, a four story tavern and restaurant. The endless laughter of its patrons fills the nearby streets and the soft yellow lamp light appears as a beacon against the surrounding darkness. Inside the tavern, long tables sweep across the room, and a well stocked bar stands against the west wall. A small stage occupies a corner of the room with live music every night. This design is copied on the second and third floors, though with increasing opalescence. Two fire-haired gnomes move through the room effortlessly, seeming to bring cheer and energy to everyone around them.

This building serves as one of the most popular taverns in The Pit. Serving anyone, most folks who are asked direct newcomers to this establishment and its owners - the Cobblestep twins. Characters that inquire further, learn that the Iron Hook can help anyone acquire a space to live, somewhere to work or specialized tools, provided you have enough coin.

NOTABLE FIGURES

Fenwyn and Fanwyn Cobblestep

Fenwyn She/Her, Gnome, & Fanwyn Cobblestep He/Him, Gnome. The Cobblestep twins are jovial trickers and shrewd owners of the Iron Hook. They are quick to joke and offer you a beer but as soon as talk turns to business or to an opportunity, they are quick to appear at your table to join in the conversation.

ADVENTURE HOOK

Recently, there has been growing trouble in the mines beneath Ironburrow. Miners have been disappearing more frequently, and there is an increase in monster sightings. The Cobblestep twins don't want trouble for their customers and would like some extra help in dealing with the issue. Go into the mine and find the source of these monsters.

FOURTH LEVEL OF IRONBURROW - THE MINES

A vast network of tunnels make up the mines of Ironburrow, which are worked for nearly every hour of the day. Miners of all kinds dig, gather, and transport the precious metals that make up Ironburrow's chief commodities. Unlike the levels above, the mines are terribly dark, and only the dim glow of lanterns offer solace against the encroaching shadows.

The mines of Ironburrow are nearly endless and offer many opportunities for workers and adventures alike to seek out opportunities for riches, combat, or adventure. While there are no unique locations in the mines, their expansive reach provides ample chances for encounters with ancient ruins, deadly dungeons. Any attempt to make a map of mines, other than those possessed by volga Steelpike are utterly useless as the mines often twist and turn upon each other.



POINTS OF INTEREST



THE ASHEN OBELISK

The tower before you was once the Mystic Conservatoire, a symbol of knowledge among mages. What you see now is far from an institute of learning; it is a crumbling blackened ruin, burnt out in places, but still climbing aimlessly toward the sky. The immediate area around it matches in both content and color, the Ashen Obelisk emerging from ashen ground where nothing will grow. Outside of the radius of ash, however, is a thriving wilderness to the North and West, foothills to the South, and low mountains to the East. Well into both the forest and the hills, forming a rough circle around the Ashen Obelisk, lies a number of former mines called the Deeprock Tunnels, laden with deposits of Meridium. In the forest to the North you will find the Northern Outpost, a checkpoint for rangers, and in the foothills to the South you will find the small trade village of Cordelay, a once booming mining town.

Once a beautiful, thriving wildflower meadow, the area immediately surrounding the Ashen Obelisk is now desolate. Nothing grows here, and there are few alive who remember a time when it did. Like a rotting bullseye in the center of a ring of black grit, the Ashen Obelisk is the crumbling remains of what was once a thriving Wizard's tower. In antiquity, this tower was known as the Mystic Conservatoire. Though most of its history is lost to the annals of time (perhaps purposefully so), it is generally agreed that the Mystic Conservatoire was once a small but well-respected institution of magic, frequented by studious and powerful wizards who would take up mostly-temporary residence to focus on their areas of study.

Then, there was the accident. Little is known about what happened, but in one great explosion, the Mystic Conservatoire became what is now simply known as the Ashen Obelisk. The most likely cause of the explosion lies deep below the ground - a Meridium mine, now long abandoned. A ring of soot and ash surrounds the once-beautiful tower, spanning out to the edges of nearby forest, foothills, and low mountains. Though adventurers have explored the area, few (if any) have yet been able to ascertain the fate of the Mystic Conservatoire or, indeed, all those who were lost in the explosion.

LOCATIONS

BARENHAD FOREST

Once outside the ring of ash and dead land, you will find forests, foothills, and even low mountains. To the North and West of the Ashen Obelisk lies the Barenhad Forest, full of old growth evergreens and other such flora to suit a cool but temperate climate. The forest is home to wild beasts including roaming wolves, herds of moose, and the occasional bear. Those who travel

through the forest encounter winding, challenging paths and unprepared adventurers find themselves quickly lost amid the trees. Within the Barenhad Forest lies the Northern Outpost, temporary home to Ranger Heloyn Whiteclaw of the Whiteclaw Rangers.

NOTABLE FIGURES

Heloyn Whiteclaw

Half Elf She/Her, Sunbask. Heloyn has been keeping a close watch on the newly developing zombie situation and can be found in a small outpost north of the Ashen Obelisk. Though it seems to pose no immediate threat to any nearby settlements, where one zombie walks out of a tunnel, there are surely more to follow. Should adventurers wish to enter the mines, Heloyn and the rangers at the Northern Outpost are able to provide the safest and most direct route.

NORTHERN OUTPOST

The outpost is a place of function rather than form, made up of several simple wooden cabins on stilts with a central watchtower, but there is space for travelers to stay for the night. The Ranger Heloyn Whiteclaw lives in the central tower with a few of their fellow rangers, watching over the Barenhad Forest and the surrounding region. Heloyn's presence is not one that is easily overlooked in the setting of the outpost, often dressed in furs or leathers that help them blend into the natural surroundings of the forest. They stand at a slightly above-average height, with a dark complexion and piercing brown eyes, their brown hair often in braids or pulled back to keep it tidy as they work. The Northern Outpost is an orderly place and visitors find themselves occasionally drawn into daily chores and tasks that Heloyn and their comrades perform.

NOTABLE FIGURES

Candelza Morrowyn

Human She/Her, Wisterius. Indeed, according to some, these stories are not simply fables. Candelza Morrowyn, a lithe, strawberry-blonde bard who wanders nearby towns and delights in regaling jumpy listeners with tales of the ghosts she has encountered on the grounds of the Ashen Obelisk. She is often found in the corner of a tavern strumming her lute, her long, wavy hair loose over her signature burgundy tunic.

CORDELAY

Upon heading into the foothills to the South, you will eventually come upon Cordelay, a close-knit, trade village that once was filled with eager minors and their families. However, it now relies primarily upon the fruits of the land in other ways, and Cordelay truffles and mushrooms are well respected in the region. The village of Cordelay consists mainly of wattle and daub cottages, their white exteriors standing out in a picturesque fashion against their thatched roofs. Though it is not nearly the size it once was, the people who remained seem happy and relatively prosperous. The Blue Piglet, the town's inn and tavern, is popular with locals and travelers alike, and you can usually find the bard Candelza Morrowyn there, regaling patrons with tales of the Ashen Obelisk.

THE BLUE PIGLET

An often-rowdy but generally friendly inn and tavern, The Blue Piglet is the haunt for Cordelay locals and visitors. Constructed of wattle and daub (like most of the town), it is clear that the tavern was once a one-story building, and that its addition was built with somewhat questionable workmanship. The second story leans slightly to one side, but Mardo the innkeeper swears that it's perfectly stable. A tall, broad, intimidating human, Mardo is actually quite amicable. If you've been to The Blue Piglet more than once or twice, he knows your name, your order, and he'll greet you with a booming voice as you walk through the door. Inside, you'll find roughly constructed wooden benches and tables, with some smaller ones pushed into quiet corners, and larger tables out in the center of the room, lending to the community atmosphere. It's unlikely to see this tavern empty, but it truly begins to boom in the evenings as the townsfolk wrap up their daily work.

REGIONAL EFFECT

No matter how you first approach the Ashen Obelisk, its dark visage leaves an imprint on your memory. Even as you leave the grounds, you are haunted by a deep feeling of unease, that creeps into your subconscious thoughts. Adventurers who have spent too much time in the tunnels discover that their perception seems to temporarily change, and they may notice distortions in solid materials - almost if their very composition could be shifted with a simple effect. If you are the sort to dream, you may find yourself questioning if you are asleep or awake as you return to the Ashen Obelisk in your nightmares - a side effect of the Meridium essence that lingers there - finding yourself among those trapped, wandering the barren wastes, hopeless for so long that you've forgotten who you are. Though you wake in a cold sweat to find yourself comfortable in your bedroll with the campfire crackling nearby, something pulls you back toward the former Mystic Conservatoire....

Adventurers with nightmares of the Ashen Obelisk may incur one point of Exhaustion.

DEEPROCK TUNNELS

Survey of the area surrounding the Ashen Obelisk has produced one unusual feature: a number of underground tunnels leading directly to the Ashen Obelisk from a series of man-made caves in the nearby foothills and forests, spread out in a rough circle around the former Mystic Conservatoire. With plentiful Meridium veins in the area, it is no doubt that mining was one of the motivations for creating these tunnels. Though it is clear that the tunnels led into the basement of the Conservatoire at one time, there is no record regarding what else they may have been used for, or what their intended purpose may have been.

Inside these tunnels, it is not unusual to encounter wild animals who have made these places their homes, or more rarely, cave and underground-dwelling monsters. Even these creatures tend to stay toward the tunnel entrances, using the man-made caves and the openings close to the hills and forests as their dens rather than venturing into the vast emptiness underneath the Ashen Obelisk.

Despite its barren dereliction, the area surrounding the Ashen Obelisk is not always quiet. It is said that in the dark of night, or on the anniversary of the explosion (though no-one knows when that was, exactly), visitors are likely to encounter a host of spirits and monsters, the grand majority of which are incoherent and uncommunicative. It is not uncommon for the light of the moon to brighten the area around the Ashen Obelisk, shining oddly in corners of the ruin, causing your eye to catch a glint of something.... Or perhaps, nothing. Was it just a trick of the light?



THE ASHEN OBELISK ADVENTURES

They Come From The Deep

You've heard talk of zombies emerging from the Deeprock Tunnels, and your group has been sent to investigate. Liaise with Heloyn Whiteclaw at the Northern Outpost or investigate on your own, choosing one of the many entrances to the Deeprock Tunnels to start from. Navigate your way through the maze-like Deeprock Tunnels, through the former Meridum Mines and under the Ashen Obelisk to discover the origin of the undead.

Ghost Stories

The bard Candelza Morrowyn often tells ghostly tales of the Ashen Obelisk, but she's running out of new material. She's asked you to accompany her to the grounds of the Ashen Obelisk to observe the spooky goings-on, but warned you that you should probably come armed - it wouldn't be the first time she's run into trouble.

The Lonely Revenant

The bard Candelza Morrowyn often tells tall tales, which was what everyone assumed the *Ballad of the Lonely Revenant* was. Much to the shock of the regulars at the Blue Piglet, a traveler burst into the tavern, claiming to have had an encounter with the very phantom from the ballad. Now, the townspeople want an answer once and for all - and have asked you to return with proof of the Revenant's existence.

The Lonely Revenant, Part 2

Upon finding the Revenant, you believe that it may truly be trapped on the grounds of the Ashen Obelisk. Explore the former Mystic Conservatoire for clues to discover what dark magics keep it bound. Will you fight and destroy the Revenant, or will you help it find absolution?

Lost to History

What really happened at the Mystic Conservatoire? Starting in the tunnels and working your way up each level of the tower, can your party make it all the way to the top and discover what catastrophe befell the mages who once took up residence there?



TREASURES OF THE MYSTIC CONSERVATOIRE

Rod of Unyielding Ambition

A black rod imbued with Meridium. It is a sentient rod that cannot speak, but can convey emotion to the user. The Rod of Unyielding Ambition allows the wielder to add +2 to one Charisma roll per long rest. When the wielder reaches level 7, the Rod also allows the user to add an additional 2d6 to one damage roll per long rest. It requires attunement.

Ring of Minor Respite

A dark grey band that shimmers like stars under the moonlight. This ring allows the user to heal 1d4 hit points once per long rest.

Mage's Bracers

A pair of leather bracers with intricate designs burned into the edges, these bracers provide a +1 bonus to AC and automatic proficiency to anyone who attunes to it.

Fire Pendant

A beautiful red gem on a chain that seems to speak to you. With a successful Investigation Check (DC 16), the owner learns that they can break this gem to release a Fire Elemental (Pg. 126, Basic Rules) which cannot be healed but will accompany you until it dies.

Pickaxe of Endurance

Heavy, two-handed weapon. 2d6 piercing damage, 7lbs. Allows the user to ignore the first point of exhaustion. However, when a second point of Exhaustion is reached, the user will take both conditions as normal.

Amphora of Flowing Water

A small clay pot with an unending supply of water, held in a woven bag.



THE ARCTIC DESERT

A snow-filled tundra stretching for miles around, many come to the Arctic Desert for adventure, rumors of strange ghost sightings, and some come with an ambition to seek out the legendary, elusive Lusherum of the lake. With harsh, frigid conditions, the people of this region have grown up hearty and filled with a love for food, drink, and a warm hearth. Those visiting the region for the first time find a land of simple hospitality and locals who are welcoming but highly superstitious. Given its proximity to the enigmatic Ashen Obelisk, the region sees a large number of ghost hunters and those willing to risk everything for lost knowledge or treasures buried within the snow.

Snowy year round, the Arctic Desert has still developed many livable settlements. Most notably is the former mining town of Cordelay, now well-known as a food lover's village. Cordelay truffles and mushrooms are foraged from the nearby Barenhad Forest, are a staple of the town and attract visitors from across the continent. The Arctic Desert was also once home to the Mystic Conservatoire, which was reduced to a husk of its former glory after an accident. It now stands as a grim reminder of the cost of magic, known as the Ashen Obelisk. The bards and townsfolk who gather in Cordelay's tavern, The Blue Piglet, often tell tales of the hauntings of the Ashen Obelisk, and of the many creatures that inhabit the less populated areas of the Arctic Desert, including the Lusherum, a lake monster sighted only rarely.

The settlements in the Arctic Desert are hearty and jovial, as many of the people who have settled here are steadfast and believe in playing just as hard as they work. To the far south, hills lead into mountains that are virtually impassable. Deep in the Barenhad Forest, adventurers may stumble upon Pleati, a log cabin village built on stilts due to the significant annual snowfall. About a day's trek from Cordelay is the largest town in the Arctic Desert, Murtoikk.

LOCATIONS

BLIZZARD VALLEY

Blizzard Valley was named due to its unpredictable, intense, and dangerous blizzards. One of the valleys on the route to Murtoikk, travelers are warned not to stray from the main road while they move through this area of the Arctic Desert. Due to a strange supernatural phenomena, common magical and scientific instruments become useless. It is easy, even for the most proficient of rangers, to become lost here. It is also one of the most likely places for those on the road to encounter intense blizzards, including unending white outs. Many adventurers have gone missing whilst trying to understand the strange phenomena in Blizzard Valley, and so far, no one has been able to discern the cause. For now, it remains a dangerous mystery.

PLEATI

Originally an Elven settlement, Pleati had long ago opened its doors to other residents, and is now a small, multi-cultural village. Composed primarily of wooden structures, the buildings are built almost entirely on stilts in order to accommodate for the snowfall that the area receives. The residents of Pleati are dedicated to the power of nature, and do not necessarily worship a god or goddess, but rather the power of the life around them. There are four annual festivals in Pleati, each to mark the progression of the year. Though snow can occur for more than a third of the year, there are still four distinct seasons, indicated by temperature change and the transformation of deciduous plants. The inhabitants of Pleati have a great community feast at the end of every week to celebrate the hard work they have all done. The people of Pleati are predominantly vegetarians and, as a result, they have a great number of creative and tasty herbivorous dishes. They are happy to teach their foraging and cooking skills to visitors.

MURTOKK-LEAI BASE CAMP

Having reached the height of its popularity about a century ago, the Murtoikk-Leai base camp was the epicenter of the mountain climbing craze that swept through Aroria after Dwarven adventurer Buren Stronghand and his team were the first to fully ascend Mt. Leai. Thousands of climbers followed suit, hoping to claim glory or discover new weather patterns, creatures, and magic. However, as time passed, the urge to climb died down, with curious tourism giving way to the exploits of serious climbers and researchers. Though the Murtoikk-Leai base camp is still in operation, there are many abandoned cabins and only small cohorts of climbers moving through the area. In the off season, the base camp is maintained only by a skeleton crew, and it becomes incredibly difficult to traverse the region during that time, isolating the permanent residents and forcing them to rely on food prepared to last until the thaw.

NOTABLE FIGURES

Buren Stronghand

Human He/Him, Lamentium. Buren Stronghand is a retired adventurer that has now settled in the Murtoikk-Leai base camp. He spends his days selling maps of the area, advising potential climbers, and generally assisting with the day to day operations of the camp. He also raises a small herd of Fleetram that can be hired out to climbers and explorers in order to carry their supplies. About a century ago, Buren and his party were the first to ascend Mt. Leai to the summit, gaining renown and acclaim for their act of stamina and athleticism. Though he and his party explored many areas of Aroria, he chose to settle down at the Murtoikk-Leai base camp, fond of the atmosphere of nearby Murtoikk and surrounded by pleasant memories of his success and younger years.

MURTOK

Once a small settlement of humans, Murtokk continued to grow into a diverse and bustling town located at the end of major roads in Aroria. Not far from the Murtokk-Leai Base Camp, this town serves as a starting point for many mountaineers hoping to make new discoveries or to summit Mt. Leai. Several stores focus on the sale and trade of supplies, dried foods, furs, game, equipment, and other necessary accouterments for traversing the harsh conditions there. The short climb up to the Murtokk-Leai Base Camp becomes almost impassable during the harsher months, but when the weather is nicer, trade and tourism passes freely between the two. Much of the Arctic Desert is relatively unexplored, and it is considered one of Aroria's frontiers. It is unsurprising, of course, to run into adventurers, explorers, scientists, aspiring mages, druids, and rangers here, all using Murtokk as home base for their work. In addition to the various shops, there are two inns, several taverns, restaurants, and other municipal utilities seen in larger towns and cities.

THE PARTWAY SHELTERS

With the town of Murtokk at the end of the main road, the popularity of it increased the need to traverse the long and sometimes treacherous path there. The Partway Shelters are small stone cottages scattered throughout the Arctic Desert, primarily along the main road. Marked with the sign of a horseshoe above the door, they are open for any travelers to rest, especially as conditions are known to be unpredictable and volatile. They are equipped with basic needs, a fireplace, wood (unless it has run out), and often extra blankets. It is not uncommon for those who regularly make the trek to leave things for others in the huts, so a snowed-in adventurer may find themselves in possession of some freshly baked bread, or necessary provisions for their travels. There is a general understanding that these are left for adventurers and travelers, and at times, multiple parties will find themselves sharing the accommodations at one time. This can lead to tension, but more often than not, leads to new acquaintances and camaraderie.

THE BADLANDS

An endless expanse of dust and dried dead plantlife, the Badlands are dangerous to any who attempt to traverse them. The badlands is a land of extremes, with ruthless heat during the day and bitter cold at night. Long ago, the badlands were lush and fertile, until endlessly mined by industrious fire giant settlements. Those traveling through the land see the battered ruins of long lost civilizations that have tried, and failed to stand the test of time. Now, mighty rocs roam the land and scattered bands of small fire giants rove throughout the territory. This barren land has given the hardest adventurers a chance to carve out their own stories and stalwart cities to rise from the dust.

The Badlands were once home to a thriving community of Fire giants (Pg. 126, Basic Rules), who all shared a passion for craftsmanship. At the height of their civilization, all of

THE ARCTIC DESERT ADVENTURES

Monster of the Deep

Some of the visitors to the Arctic Desert come to try and catch a sighting of the Lusherum, a mythical lake monster that has been spotted by adventurers, but never caught, cataloged, or interacted directly with. To what degree these rumors are true is hotly debated but one is certain: something is out in the lake. Aspiring artist and known gossip, Victoria Lanceret wants to see the Lusherum and has offered a handsome reward to any group willing to protect her and camp with her for a week while she searches out the mysterious creature.

Surprise Storm

A vicious storm has blown into the region trapping a group of climbers caught unawares on Mt. Leai summit. Buren Stronghand has called for any brave group of adventurers to go on a rescue mission to try and save the trapped climbers. Can you climb the mountain without succumbing to the elements or getting trapped yourself?

The Nails in the Wind

Local folklore speaks of a cursed adventurer lost in a blizzard long ago. Legend says their spirit hunts anyone foolish enough to wander out into the arctic desert during a storm. Perhaps you can finally put their soul to rest and find out what cursed them so long ago.



Aroria knew of their creations. However, they were soon consumed by their greed and harvested everything they could from the land. Eventually, this caused the land to turn against the giants as the excessive mining and foresting eroded the ecosystem. The community collapsed and most of the Fire Giants migrated to other areas. Those who remained were ultimately scattered after brutal confrontations with a flock of Giant Roc which have laid claim to the land. Now all that is left are the ruined structures.

The Badlands is a dangerous place for unprepared adventurers but for those ready for a challenge, there is no place better to test your strength. Facing both grueling weather conditions and vicious monsters, the Badlands offer endless adventure and chances for rare and unique encounters.

LOCATIONS

LAST OASIS AND SELIA THE WHISPERER

Hidden amid a ruined fortress lives Selia the Whisperer, a lamia (Pg. 325, Basic Rules) illusionist who tempts the unwary into the surrounding wilds of the Badlands. Creating her lair in the halls of an ancient fire giant castle, Selia rules over her children, her slaves, and a pack of Gnoll (Pg. 137, Basic Rules), who she uses to raid nearby villages and traveling caravans. Over the years, her name has grown in infamy and many travelers now question whether the oasis they approach is real or a cunning trap. Driven to feed her hungry followers, Selia sometimes ventures into the nearby towns, posing as an expert guide to the area, or a rich noble seeking "safe passage" through the desert. She'll pull any number of schemes to allure her victims back to her lair.

TARNE

Nestled on the edge of the badlands lies the small town of Tarne. One the last stops for weary travelers, Tarne boasts a simple, rustic hospitality to those who need it. Many who pass through stay at the Sinking Sands Inn, and spend their coin at The Mirage, the local tavern and brothel where their signature drink makes you see visions of your greatest desires. Everything in Tarne is owned by the innkeepers, Simone Holloway and their family. Often looking to recruit passersthrough to help remove the nearby monsters and raiders, the Holloways are keen to warn everyone of local troubles and rumors.

LA CAMBRIA ARCHEOLOGY SOCIETY

Recently, the Holloways started hosting a group of archeologists, explorers, and rangers calling themselves the La Cambria Archeology Society "CAS" for short who are interested in uncovering the secrets of the ancient fire giant society that once lived in the area. Led by naturalist Carson Cunningham, this group has started successful research and trading ventures with local fire giant settlements. In the process they've begun to uncover relics from the surrounding ruins. They are in constant need of adventurers willing to protect them from Selia's pack, roaming Stoneskin barbarians, and to carry their heavy equipment to the next digsite.

SKYBREAKER

A colossal roc that nests in the Badlands, Skybreaker is the last Roc that once fought with the Fire Giants over this territory. Over the years Skybreaker has grown more intelligent, learning more about the land and people that live below him. Skybreaker has an Intelligence of 7 in addition to the normal Roc stat block (Pg. 342, Basic Rules). Colored in dark blues and grays, Skybreaker appears like a thunderous cloud while in flight. Everything in the Badlands cower in fear when they hear Skybreaker's call and the massive bird has grown accustomed to occasionally feasting from shrines built throughout the Badlands by the Stoneskin Barbarians.

NOTABLE FIGURES

Stoneskin Barbarians

Led by Shale, the Stoneskin Barbarians are a group of nomads that roam the Badlands. Having adapted to their harsh environment, Shale and her people have become well known to any who traverse this region, either seen as helpful guides or a danger to be avoided. The Stoneskin Barbarians are a matriarchal society: with leadership being passed down each generation. Recently, Shale's mother, the current leader of the tribe, has fallen ill and Shale has now begun to step into a position of leadership. During these transitions of leadership, the clan grows more volatile, as dissenting groups seek opportunities to seize power or leave the group altogether.

Jodo the Radiant

A myth on the lips of many who live in the badlands, Jodo is a Dao that was bound by the Fire Giants years ago. Trapped on the Material Plane, Jodo has made the Badlands their domain, wandering the region as a traveling merchant in search of any who may free them from their imprisonment. Unfortunately for Jodo, the Fire Giants that created the binding spell prevented Jodo from speaking of their plight. Those who tell stories of the genie, speak of a nomadic being that speaks in metaphor, riddles, and doubletalk, all in an effort to return home. The years of imprisonment have not been kind to Jodo, whose mind has begun to leave them. Their mood and actions are often chaotic, governed by their mood day-by-day. The Stoneskin Barbarians consider Jodo a trickster god, testing those they encounter, while the Hollowdays consider the genie simply a myth on the same level as Selia the Whisperer.

The Forger

Those who travel deep into the badlands swear of hearing the "clang" of metal on metal, and often see illusory furnaces burning brightly in the night. Many of these reports are unfounded, those lucky few discover a hermetic Fire Giant calling himself the Forger living amid the ancient ruins of his ancestral home. The Forger has long forgotten his real name, and offers aid to any foolish enough or brazen enough to be lost amid the endless expanse of the region. The Forger is an Introverted craftsman who has a deep reverence and understanding of his work. Those who tell stories of him speak of a grumpy old caretaker who's gruff demeanor hides a deep well of sadness.

THE BADLANDS ADVENTURES

Mining Expedition

Carson Cunningham and his team have a new digsite that they want to start working on immediately. Travel out to the area before Carson's team gets there and clear out any beasts that may be a threat. When the archeology team arrives, protect their work for the next week from anything that tries to attack them.

Talking with Fire Giants

Recently, both the Hollowdays and the La Cambria Archeology Society have had bad interactions with the local Fire Giant clan, with some of the exchanges resulting in violence. Both Simon Hollowday and Carson would like you to liaise with the Fire Giants and see if you can come to an amenable agreement. Hopefully things won't go badly.

Hallowday's Holiday

Every 5 years the Hallowday family travels into the Badlands in search of the mysterious wanderer Jodo the Mad. Part of a family tradition rooted in wishes, dreams, and fantastic treasures, the locals of Tarne call this Hallowday's Holiday. While the family is away the general rules of Tarne fall away and the town becomes lawless and wild, usually resulting in a massive party put on by the residents. The Hollowdays would like adventurers to help maintain a semblance of peace while they are away and to prevent their liquor stores from being entirely emptied.

BARVASSIAN SEA

The bow of your ship bobs up and down softly with the waves of the Barvassian Sea as you make headway toward adventure on the horizon. The turquoise ocean shimmers in the Arorian sun like a dragon's horde and you can't help but imagine the gold that might glisten beneath those waves. Freedom. Treasure. Adventure. The sea offers all of this and more, but this isn't a fairytale. Warships, pirates, and beasts lurk above and below the surface and only the boldest and bravest sail these seas for long.

Aroria is on the west side of a large landmass and waves from the Barvassian Sea crash all along its coast from Elderguard to New Reach. Ships on the sea typically remain close to the coast, popping between ports in La Cambria, Sunspell, and Agubonne. The further out to sea you go, the more dangerous your travels become and many have made a career of braving those waters. Islands of all sizes with treasure, danger, and magic wait for the bold to discover them.

Travel on the sea is commonplace in Aroria and most captains will ferry passengers from city to city for a relatively low cost, less if they can contribute to the crew. Travel to the islands in the western sea is rare though and only swift ships made for running sail those waters. Ancient powers bait souls to the western sea with legends of magic and wealth, but typically just introduce budding heroes to a watery grave. The north is safer, but not for your purse. The islands in this area are much closer together, many within eyesight of one another. Schooners and agile ships with pirates surprise unsuspecting merchants and travelers with the sole intention of sending them into poverty.

LOCATIONS

THE GRAND STORM

A cross between a Man-O-War and a trireme, The Grand Storm is a battleship built for speed. Captain Devlin has commanded the great ship for half a century and amassed a fortune guiding explorers and academics into the dangerous waters to the west. No one on the Barvassian Sea knows those waves like Devlin, and even the scholars of Niveau Maximum heed his warnings, when he chooses to give them. If adventure and mystery calls you to the western sea, and you need a crew to get you safely there and back again, The Grand Storm is up for the challenge.

NOTABLE FIGURES

Seaward Blue

Merfolk He/Him, Lamentium. Seaward Blue is all bravado and all muscle. The boson is fearless in a raging storm and generous with open liquor. Seaward spent nearly a decade in Niveau Maximum researching the lost city of Alcindair, but no evidence of the city could be found, so he enlisted his services to The Grand Storm and is hoping to discover the city with firsthand experience.

THE BLOOD PHOENIX

The small ketch was built to be quick and agile rather than fast and strong. It takes a skilled captain like The Scorned Siren, Iveria Reefborn, to maneuver the joystick of a vessel between the islands the northern part of the Barvassian Sea. The Blood Phoenix is a pirate ship. Though the crew would never call themselves that, they plunder and ravage the islands and ships around Sunspell nonetheless. The Blood Phoenix sails are known up and down the Sunspell peninsula and merchants often pay double for bodyguards when she is quiet for too long.

NOTABLE FIGURES

Iveria Reefborn

Merfolk She/Her, Duskworn. Her lavender skin is contrasted by deep purple hair that covers turquoise eyes. Under each, a black tattoo lines the lid and drips down to a point. Her right ear is pierced in several places with a gold chain draping between each piercing. A golden rough coral necklace is wreathed upon her neck. She dons a dark red overcoat cinched with black leather around a corset with gold buckles. Dangling around her waist is a gold coin with a foreign language, a cork with a symbol burned into it, a rusted small broken circular mirror, a pencil thin leather cylinder, and other trinkets. To most on this freezing ocean, she is known as The Scorned Siren but you just call her Captain.

MAP OF THE BLOOD PHOENIX

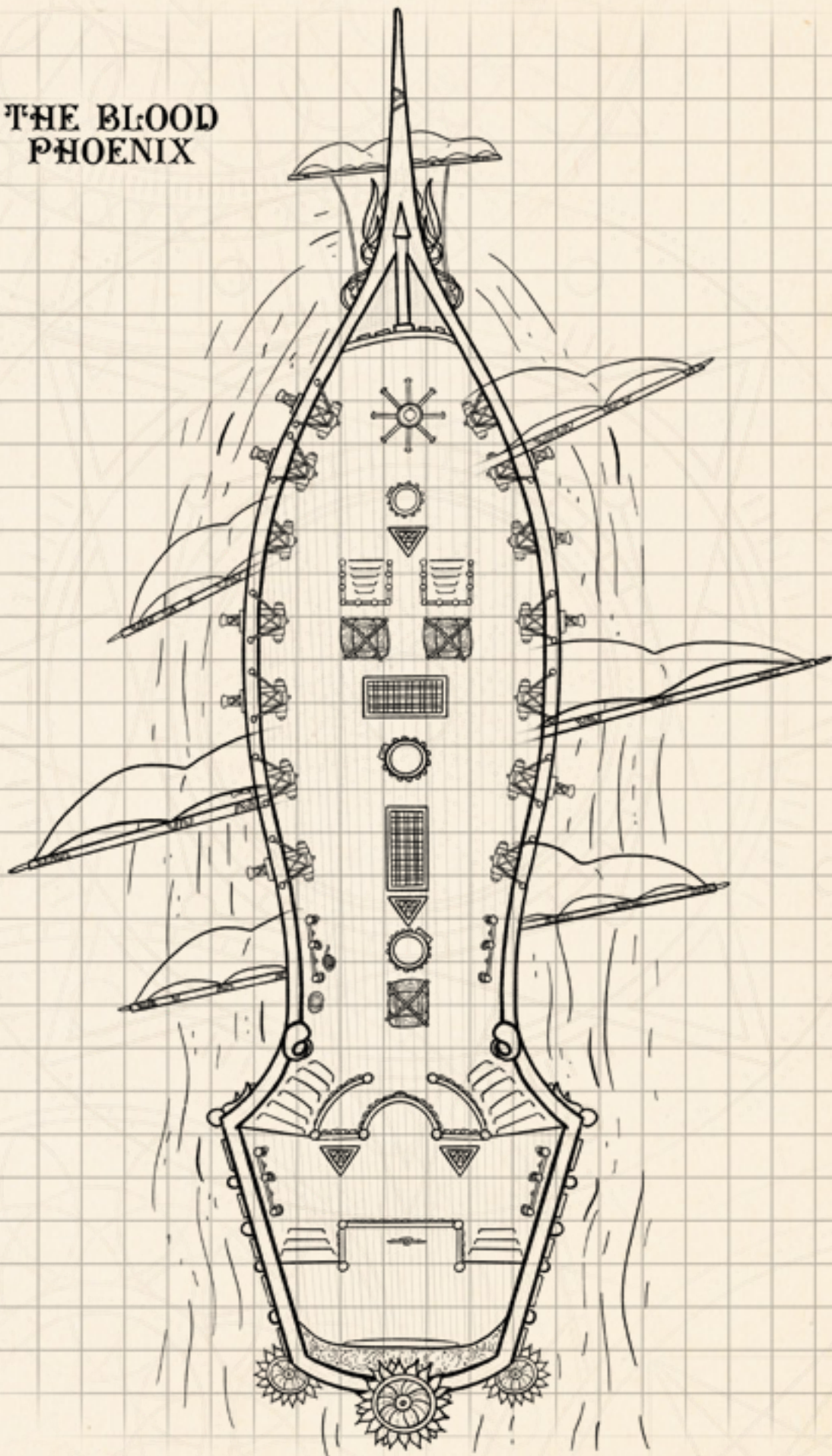
The Blood Phoenix is captained by Iveria Reefborn and can typically be found near Sunspell in the Barvassian Sea. However, Iveria is known to travel the globe and could be anywhere on the Barvassian at any time to serve your purpose. Additionally, time may have marched past. The Scorned Siren and The Blood Phoenix could have passed to a new captain, should your story require it.

ALCINDAIR

Long before the fall of the Lost Gods, deep in the depths of the Barvassian Sea, a city was forged from Meridium and magic. Alcindair was a utopian society mythically renowned for its integration of magic in everyday life. Wells of fresh water flowed from nowhere into rivers protected by magical barriers to keep children from falling in. Levitating carts with complex propulsion systems dotted the streets and the protective shield over the city kept the city a brisk 68°. Clerics in the city were said to have discovered the secrets to all disease, including those currently thought to be incurable.

All this was due to the intrinsic knowledge of Meridium Cindarians were said to have. They were the first to mine the substance and their city was built upon that spot, deep under the ocean. In today's gold, Alcindair would have more wealth than the rest of the world combined three times over. Unfortunately, all of these wondrous ideas are myth and legend. Everyone in Aroria treats the legendary city as a child's dream and a fool's fantasy. The city, if it ever existed, is lost to time and prophecy.

THE BLOOD PHOENIX





IVERIA'S ADVENTURE HOOKS

Captain Kenley, a notoriously vicious pirate and his crew have occupied a peaceful village on the coast. Liberation is a common theme among Iveria's travels, and she has a soft spot for the innocent under the rule of the unjust. To double down with a personal connection, this village is the home of Everiss, the Blood Phoenix's navigator.

The party finds Iveria in a tavern. She is deep in her cups and more trusting than usual. Soon, the party is invited to come along on a day trip to her island where the sweetness of the pineapples is matched only by the strength of the agave moonshine. When you arrive, Iveria's hideout has been ransacked! All that remains is a cryptic note from an anonymous source.

Once wild and arrogant, Iveria Reefborn has aged gracefully onto the right side of the law as an admiral of her own fleet. The Scorned Siren is now Protector of The Barvassian Sea. Some scars never truly heal though, and Marwin, the man who made the Siren, is on this side of the world for the first time in a century. There's a secret bounty on his head of 2500 GP, 5000 GP extra if it's still breathing.

IVERIA REEFBORN

Medium Merfolk, Neutral Good

Armor Class 17 Studded Leather

Hit Points 128 (14d8 + 56)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	16 (+3)	19 (+4)	13 (+1)	13 (+1)	20 (+5)

Saving Throws Dexterity +8, Charisma +10, Constitution +9

Skills Survival +11, Persuasion +15, Insight +11

Passive Perception 16

Languages Common, Primordial

Challenge 14 (11,500 XP)

ACTIONS

Kraken's Bane. Iveria slashes at a creature +9 to hit, range 5ft, one target, Hit 12 (1d8+4) slashing damage.

Dagger. Iveria throws a dart at a creature +8 to hit, range 30ft, one target, Hit 6 (1d4+3) piercing damage.

SPELLCASTING

Iveria is a 14th level spellcaster and knows the following spells from the Bard Spell List. +10 to hit, DC 18.

Catrips (At Will): *Vicious Mockery, Light, Message*

1st Level (4 Slots): *Cure Wounds, Disguise Self, Fog Cloud*

2nd Level (3 Slots): *Gust of Wind, Hold Person*

3rd Level (3 Slots): *Counterspell, Lightning Bolt, Speak with Dead*

4th Level (3 Slots): *Storm Sphere, Dimension Door*

5th Level (2 Slots): *Mass Cure Wounds, Scrying, Wall of Force*

6th Level (1 Slot): *Programmed Illusion*

7th Level (1 Slot): *Magnificent Mansion*

SPECIAL ABILITIES

Kraken's Whip (5/day). As part of an Attack action with Kraken's Bane, Iveria can extend the range to 30ft and add an additional 3d6 force damage to the attack. The creature makes a DC 14 Strength Saving Throw or is knocked prone.

Lucky. When Iveria makes an Attack Roll, Ability Check, or Saving Throw, she may choose to roll with Advantage. Iveria may use this feature 3 times a day.

Skilled. Iveria adds a +2 bonus to all ability checks.

MAGIC ITEMS

Kraken's Bane

This Rapier adds a +1 to damage and to hit. As a bonus action combined with an attack action, the range of the rapier extends to 30 ft as a magical whip of water strikes a target. On hit, the target takes an additional 3d6 force damage and makes a strength saving throw, DC 14, or is knocked prone. The player can use this feature a number of times equal to their proficiency modifier per day.

Ring of Water Walking (Pg. 193 Basic Rules)

A ring with a bright blue glowing gem surrounded by filigreed seaweed. When worn grants the wearer the ability to walk across the surface of water.

Pennywish

This coin is platinum on one side and copper on the other. As an action, you flip the coin in the air and cast Wish using three words or less. Roll a d20, 1-10 the wish is interpreted as poorly as possible. On an 11-20 the wish is interpreted as advantageously as possible. After casting, this feature cannot be used again for 7 days.

IVERIA REEFBORN

Captain of the Blood Phoenix, Iveria "The Scorned Siren" Reefborn has captured the hearts of many men and women who have fallen in love with her. Those that hold her attention the longest are individuals that are strong, fierce, decisive, and unfaltering. Long ago, this gorgeous vixen fell in love, and her heart was broken in the most brutal heart-wrenching way possible. Her hardened heart is immune to 'Romantic' love and has twisted her view of it. Love is foolish, unrealistic, and naive. Truth is loyalty and she is loyal to her crew alone. They are her family of choice.

MOTIVATION

Every decision The Scorned Siren makes is carefully calculated with her crew in mind. Often, she places their needs above her own, enabling them to prosper and grow. She finds joy in the sexual attention of men or women. The more arrogant, attractive, or resistant of her pursuit, the better. She enjoys making these individuals look foolish or silly, and embarrasses them for the opportunity to be with her. She promptly sends them on their way before dawn.

IVERIA'S SEA SHANTY

*The wind at our backs and depths down below.
Where do we sail oh where do we go?
A home on the seas and a home on the reef.
With crewmates so fair and nary a grief.*

*Sing way oh way! My bonnies my crew.
The ones with flames in their hearts.*

*How loudly we sing, our voice in the sky,
Our lady, the wind, in the night hears our cry.
Our lips are sweet and sinful as rum.
They'll make you forget where it is you hail from.*

*Sing way oh way! My bonnies my crew.
The ones with flames in their hearts.*

*A storm on the seas is vicious and fierce,
But pales to a heart of the sea you dare pierce.
The cold of the depths as you'll sink down below,
The siren who caught you in her undertow.*

*Sing way oh way! My bonnies my crew.
The ones with flames in their hearts.*



DEATH'S DØØR

"As the door opened, stones screamed, trees shattered, and a mighty maw tore open in violent roars across the earth. Silence followed. A silence of disbelief as our eyes adjusted to the vast darkness of that gorge. And there, in the umbral mass, something writhed, waking from a deep slumber, its limbs stretching wide before us. A howl broke the silence, ripping through the chasm with a growing hunger that drove us near to madness. Then nothing. The gorge was empty save for a solitary door beyond which devastation lies."

Very little is known about the origin of Death's Door, though it is surrounded with many rumors, tales, and legends. Located in a deep gorge, it is said that an unnatural earthquake caused the land to split open, revealing a portal to the abyss. This is based on some verifiable truth as a fissure must have happened at some point in time and within this canyon there is, indeed, a portal to the abyss.

The most common legend regarding Death's Door involves two Masters of the Weave: Terror and Remblace. Terror and Remblace once joined together to hunt the avatar of the Old God Ardeur in order to usurp their power. After a long pursuit, they drove the avatar of Ardeur into a canyon, cornering them at the end of the gorge where the land had remained stitched together. Slaying the avatar, Terror and Remblace absorbed its power, but doing so threatened to tear the world asunder.

The canyon known as Death's Door does indeed look like the world simply opened up: a wide crack on one end with high canyon walls leads in to the gorge, narrowing over miles and miles and sloping subtly downward before, at its narrowest, it simply sinks into unfathomable darkness. From above, you can follow the canyon to Death's Door, where the split in the land leads into a cave. Here is where you can find the portal to the abyss. This gateway has had a powerful effect on the land and nothing is quite right in the area surrounding Death's Door. The closer you get, the stranger it is.

LOCATIONS

THE CANYON

One of the most notable and unavoidable facts about Death's Door is that, being a portal to the abyss, you're never entirely certain what you might encounter. The Abyss itself being a place of chaos and danger, it is not unusual to enter the canyon only to come face to face with abyssal horrors, abominations, or even dangerous demons. The outer edges of the canyon are relatively safe. It is not uncommon to find mages and researchers visiting the Shrine of the Gods, or monitoring the unusual activity of the Death's Door portal. A small river that runs into the canyon before it, too, disappears into the Abyss. The researchers working in the Canyon are quick to warn anyone wishing to approach the river of the terrible creatures hiding within it. Though the land seems relatively unaffected at the outskirts, scholars will tell you that even the air is laden with chaotic energy.

ABOVE THE CANYON

The area above the canyon is not exempt from the strange happenings caused by the portal to the abyss. Death's Door creates rifts in the planes and may even alter the flow of time. Adventurers who follow the edge of the canyon encounter strange and unusual beings, and sometimes discover that their travel has taken longer or shorter than expected as time moves erratically. Though relatively harmless, travelers have reported losing anywhere from an hour to several days while traveling along the canyon's edge, and often report strange dreams if they dare to sleep nearby.

SHRINE OF THE GODS

The Shrine of the Gods is a small, one-room monument erected in honor of the Legend of the fall of Ardeur, a favorite origin story of Death's Door Canyon. Inside the modestly-sized obelisk, there is a decorative burial vault dedicated to the Old God Ardeur, as well as a breathtaking mural on the wall, depicting the Masters of the Weave Terror and Remblace. Though the occasional disciple of Terror or Remblace will stop by to tend to the shrine, it is unknown how it remains protected and in good condition.

NOTABLE FIGURES

The Caretaker

Humanoid Unknown. Called only to care for the shrine, Caretaker's exposure to Death's Door and the surrounding air has left them inexorably devoted to their charge.

DEATH'S DOOR

Death's Door itself is the portal to the Abyss. What looks like a very dark cave at the end of a canyon is actually an unstable opening in the Abyssal Plane. Very few people seek to travel this far into the canyon or get close to Death's Door, lest they find themselves encountering terrifying beasts or be pulled through the Door to another world. Even for curious adventurers, there are few who make it to the very precipice. The closer you get to Death's Door, the stranger the world around you seems. It is an ever-changing domain of chaos, where one journey may lead you past a wall of eyes, yet another finds you passing a river of green ooze. The portal itself is unstable and there is no guarantee where in the Abyss you may end up. Even most interested researchers do not venture this far, and it is strongly advised against stepping beyond this realm.

DEATH'S DOOR ADVENTURES

Hauntings in the Shrine

A strange, ghostlike being has been seen around the Shrine of the Gods on more than one occasion. It is still a rare enough sight that it is a folktale rather than accepted fact. This being is not corporeal enough to be described as a revenant, banshee, or even ghost - rather it is a shimmering, vaguely humanoid shape, like a glitch in the fabric of the material plane. This being appears only within the shrine, and seems to move about, touching the mural and the tomb, seeming to pause and appreciate it as the many visitors do. Then, just as suddenly as it arrived, it disappears. Believing that this spirit is part of the anomalies coming from Death's Door, researchers would like a group of adventurers to track and encounter this being.

Visitor from Beyond

Travelers have reported an increasing number of wanderers claiming to be lost and looking for cities that are not from this world. Researcher Camden Lockwell would like to know who these people are and has called for adventurers to help gather these "visitors" so that the Death's Door researchers can talk with them.

Demons, Monsters, Oh My!

It is no unusual for travelers in the region to go missing and it is an accepted risk that you may be attacked by wandering monsters coming from Death's Door, but recently the number of missing persons has increased. Rumors are spreading that something malicious has been directing a new hoard of beasts, intentionally targeting those who are vulnerable. Many of the people throughout the region are willing to offer a handsome reward to anyone bold enough to travel into the canyon and discover who or what is behind these attacks.

Timeslip

It is not uncommon for adventurers in Death's Door Canyon or along the Canyon rim to experience timeslips. It is an unsettling fact for those that spend time near Death's Door, and is one of many reasons that few venture close to the canyon, let alone into it.

For every full day adventurers spend in the vicinity, roll 1d6 and consult the Timeslip Table below. Adventurers perceive this timeslip relatively and do not benefit from the effects of rest and magic items do not recharge as a result of the slip.

Timeslip Table

- 1 Adventurers lose one hour
- 2 Adventurers lose eight hours
- 3 Adventurers lose three days
- 4 Adventurers lose one week
- 5 Adventurers lose two weeks
- 6 Adventurers lose one month



DRAGON'S ROAD

The Dragon's Road is a terrible beast. At the head, Agubonne and the other Dragonborn cities in the north fight tooth and claw to shred one another making your passage south fraught with biting terror. You twist and dodge the predatory eyes of Krygos as you travel down the spine, criss crossing the wings and back again to avoid detection. From there, it's smooth sailing as you coast down the tail past La Cambria to Saltstone. Most who walk with the dragon choose not to travel this way again, choosing the Triton for future endeavors, though some like the danger and wouldn't have it any other way.

The Dragon's Road is an efficient highway in Aroria that forks away from the Triton in Saltstone and runs up the west coast of Aroria along the Barvassian Sea all the way to Agubonne. In the south, it's a beautiful road. One is never more than a day's ride from the sea, travel along the coast is temperate and smooth, and the traffic is sufficient to keep all but the boldest of bandits away. However, once you cross into the north, this changes dramatically—and it's all thanks to Krygos.

Krygos the Pale settled on the east side of the road thousands of years ago and claimed the road and everything within five hundred miles as his own. The lair itself is only a few miles around the lake, but Krygos' cold is felt all the way to the coast. At first, travelers thought moving closer to the sea would help avoid becoming prey, but wyverns and beasts hunted them anyway. Then they attempted to find the quickest path between La Cambria and The Crossing, but the open fields left them exposed. Now, the road twists, curves, and sprints to the safety of wolf infested forests. The trip between La Cambria and The Crossing is a week of hard riding, restless nights, and more than one skirmish, but it's a lot quicker than taking the long way around.

No one takes the Dragon's Road unless they have a good reason to. Time sensitive travelers make use of the road to shave weeks off their journey, merchants send caravans along the road to expedite their profits, and smugglers use it to avoid detection on the Triton or in The Crossing. In all these cases, Adventurers are commonly recruited to accompany groups as bodyguards or mercenaries.

LOCATIONS

AZAUN'S PROMISE

On the north and south side of Krygos' territory are twin outposts with the same purpose—to help travelers get from one side of the continent to the other. Sparrowhawks and other proficient woodsmen offer their services to would-be travelers who are unfamiliar with the dangers of the Dragon's Road. The guides are free to all those who ask due to the benevolence of Azaun Olvinik. The retired adventurer acquired quite the fortune guiding adventurers through the pass in his younger days, but after the death of his partner, decided safe travel along the road should not be reliant on coin.

NOTABLE FIGURES

Azaun Olvinik

Tiefling He/Him, Waking. Short and thin with small goat horns on his forehead, old Azaun Olvinik is more clever than quick these days. Azaun's sole purpose in his remaining days is to establish a long term future for Azaun's Promise. While his attention is pulled to the politics of transitioning his creation into public service, Azaun still ferries the occasional group from one side of the road to the other.

ALDERIS' RESPITE

Saving time on the north portion of the Dragon's Road is paramount and guides sometimes debate which shortcuts are best to take. The occasional sprint across an open plain or trip through a marsh may improve their time, but no one avoids Alders' Respite if they can help it. The cave entrance is so small, you might miss it if you weren't looking for it. Inside, the entrance opens up into a dry cavern lit by glowing amber crystals which seem to warm the space as well. At the end of the sanctuary is

a simple altar to Bouclier. The cavern is the only location in Aroria North on the Dragon's Road where travelers don't need to take watch, though many do anyway.

Dragons are too large to get in, beasts find no value in the shelter, and ne'er-do-wells refuse to disgrace the ancient temple with their treacherous intent. Most suspect the statue was erected by priests to bring comfort to those who needed the cave, but it's possible the statue was put there just to ward off bandits. Regardless, the cave is safe and seems to always be just big enough for anyone who seeks shelter and is a welcome respite from a dangerous journey.

THE NIGHTINGALE

Between Saltstone and La Cambria, there is a pier that reaches a quarter mile into the Barvassian Sea. At the end of that pier, there is a tavern made of driftwood and fishnets. The Nightingale shines with a warm yellow light, drawing travelers from the road and coaxing fishing ships to its bar before they return home. The water surrounding the Nightingale is unnaturally smooth and even as waves crash in the distance, no misty salt spray or stray droplet dares to dampen your spirits.

NOTABLE FIGURES

Kassie Lane

Half-Elf She/Her, Pyrium. Kassie is from Saltstone and her family has owned the Nightingale for as long as any of them can remember. Her father spends all day plundering the sea for pearls and scallops while her mother can be found behind the bar serving drinks to friendly patrons. Kassie's job, is to keep watch on the main attraction of The Nightingale, a single piece of meridium the size of a golf ball, which sits on display in the middle of the Tavern. It gets boring watching a rock all day, so Kassie passes the time by barding and mingling with guests.



AZAUN OLVINIK

Medium Tiefling, Lawful Neutral

Armor Class 15 **Leather**

Hit Points 40 (5d10 + 10)

Speed 30ft. **Walking**

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	18 (+4)	7 (-2)	18 (+4)

Saving Throws Dexterity +6, Charisma +7

Skills Stealth +6, Persuasion +7, Acrobatics +6

Passive Perception 11

Languages Common, Infernal

Challenge 5 (1,800 XP)

ACTIONS

Scimitar. Azaun slashes at a creature +6 to hit, range 5ft., one target, Hit 8 (1d8+3) Slashing damage.

Obsidian Dart. Azaun throws a dart at a creature +7 to hit, range 30ft., one target, Hit 7 (1d4+4) piercing damage.

SPELLCASTING

Azaun is a 5th level half-caster and knows the following spells from the Ranger Spell List. +7 to hit, DC15.

1st Level (4 Slots): *Cure Wounds, Hunter's Mark, Jump*

2nd Level (2 Slots): *Locate Object, Lesser Restoration*

SPECIAL ABILITIES

Hellish Rebuke. Azaun points a finger, and the creature that damaged him is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a success.

Channel Dryad (3/day). Azaun casts Greater Restoration without the need for spell components.

Devils Surprise (3/day). Azaun casts the Spell Dimension Door without the need for spell components.

AZAUN OLVINIK BY LAUREN HODGES

DRAGON'S ROAD ADVENTURES

Salt on the Roads

Salt is a dangerous party drug in Aroria and is typically sold in the slums of Thrice and other cities. The Sparrowhawks have gathered some intelligence linking a large distribution ring in La Cambria to a supplier in Saltstone. Travel along the road is being monitored, but the Sparrowhawks can't seem to narrow their search any further and need adventurers who pinpoint the exact location of the supplier.

Something's Gone Wrong

Two weeks ago, one of the guides at Azaun's Promise failed to report at the northern outpost. The guide was helping a particularly vulnerable group of priests from Savion's Sunrise get to Agubonne. Some think the guide pledged his sword to their cause and simply forgot to check in, others think they're all dead. Azaun's Promise wants you to discover the truth.

MAGIC ITEMS

Azaun's Scimitar

This +1 Scimitar is carved with druidic runes down the side of the blade. Once per short rest, as part of an attack action, the blade lights a flame to do an additional 2d6 fire damage.

Eyes of the Eagle

Crystal lenses fit over the eyes. While wearing them, you have advantage on Perception checks that rely on sight. In conditions of clear visibility, you can make out details of extremely distant creatures and objects as small as 2 ft. across.



ISLE OF GHOSTGUARD

Iveria is facing away from you, leaning heavily on the railing overlooking the bay. In front of her is a sheer cliff side almost 200ft high that is split vertically by a fissure down the middle. Two large sockets are recessed on either side of the fissure creating a jagged face that is smashed by violent waves spraying the spit of the sea into mist. Sharp teeth-like rocks rise from the mouth of the ocean, preventing the Blood Phoenix's approach. The fissure continues deep into the island with the wind breathing hard on your face.

Rising like a fist from the sea, the Isle of Ghostguard is a large cay north of the Arorian coast. Sheer cliff faces surround the isle and the sharp reefs hide just below the turbulent surface of the coast make approaching the isle an adventure all on its own. The only safe way onto the island is through the Throat of Vol, a cavernous fissure that bisects the island. There are no natural inhabitants on the island outside of the occasional flock for birds or oceanic roc. During storms, salty waves rise to drown the isle and convert any fresh water that has gathered to brackish.

THE LABYRINTH

The tunnels and caves that snake through the Isle of Ghostguard are unmapped, unknowable, and impossible to navigate outside of any means outside of Divine Intervention by a Cleric of the Lost Gods. Divination magic used to decipher the labyrinth, teleportation into or out of the labyrinth, and destructive magics that may damage the labyrinth, fail upon casting. Creatures who enter the labyrinth are immediately lost by magical means and are subject to the judgment of Aspira if they wish to escape. Unless otherwise specified, the Labyrinth is in total darkness, and a thin fog causes the entire area to be lightly obscured when lit.

The Isle of Ghostguard holds a dark secret. A labyrinth of man made caves and tunnels are a cobweb of mystery just beneath the surface of the cay. The labyrinth is home to a powerful monstrosity known as Aspira. The minotaur is the protector of the isle and uses its considerable strength, intimate knowledge of the labyrinth, and magical enchantments to ward it's domicile. Dozens of legends and myths surround the treasures that may lie at the heart of Aspira's Labyrinth, but no living soul has passed into the mists of the maze and returned.

Ghostguard is a marriage of two of the lost gods of Aroria, Brise and Vol. It is commonly known that when Brise divorced from Vol in the ancient lore, the storms that raged flatten forests and buried islands, but Ghostguard was immune to the break up. Acolytes of both Brise and Vol speculate that the cay is home to something, or someone, of hereditary value to both gods.

To represent the danger that lurks around every corner of this Labyrinth, take a standard set of cards and choose two suits, numbers Ace-10, 20 cards total. Shuffle and lay them face down in five rows of four. Roll 1d20 and resolve the puzzle, riddle, or encounter described below. If the party succeeds, have them flip one card and leave it face up before moving on to the next challenge. After they have three matching number sets (For example: 3 of hearts and 3 of spades) they are found by Aspira.

LABYRINTH ENCOUNTERS

1. A TEN FOOT GAP

The mist forms a waterfall of smoke falling deep into the crevasse. A gap about 10 ft. wide separates you from continuing into the maze.

It is possible to jump this gap with a DC 12 Athletics or Acrobatics check. However many spells will help solve this problem as well.

2. RIDDLE

Script is carved into a solid wall with Dwarven runes surrounding. Written in common is a riddle "What brightens the room, is a lie when forced, and breaks into laughter?"

The solution is "Smile"

3. PUMPKINS

A patch of many green pumpkins opens the claustrophobic path about 50 ft. wide. Each is rotted and sickly pulsing in place, connected by thorny black vines. Your path continues 80 ft. across the field.

Crossing this field is a perilous journey and players must make an Dexterity (Acrobatics) Check DC 10 to cross the field without touching a pumpkin. The pumpkins are all enchanted to explode with acid if touched. Players who do so make a Dexterity Saving Throw (DC 12) or take 2d8 acid damage.

4. SKELETONS

A horrible stench of bile, blood, and sinew is engulfing this corridor. Pieces of rib, tibia, and femur litter the ground and begin to shake at your presence. 9 (3d4+1) skeletons begin to rise.

The skeletons fight until death. If destroyed, the skeletons rise after 1 hour with all of their hit points.

5. ACIDIC WATER

The path leads to a small entrance that you must crawl on your hands and knees to enter. The ground is clean, smooth, and opens up into a cylindrical chamber about 10 ft. in diameter. A ledge to continue is 20 ft. in the air up the polished wall. Suddenly, a rock wall blocks your retreat and smoking water begins to fill the chamber, what do you do?

The chamber fills with acidic water in 1 minute. Players could float up with the water to the ledge to pass through, players take 1d4 acid damage for every 6 seconds in the water.

6. BRAZIER

Five levers are attached to five unlit braziers lined against an unbroken wall blocking your path.

Players must pull the levers to light the Braziers. Pulling a lever will light or extinguish that brazier, all adjacent braziers, and brazier 3 (i.e. Pulling lever 5 would light braziers 3, 4 and 5, then pulling lever 2 would light Brazier 1 and 2 and extinguish brazier 3). The exception is that lever 3 only alternates brazier 3. Many solutions exist, after three pulls, if all braziers are not lit, players pulling levers take 1d6 piercing damage as a cloud of darts are shot from the walls. Once all braziers are lit, the stone walls split, revealing a path forward.

7. WEREWOLF

Behind you, the faint scraping of iron on stone sends goosebumps up your spine. A high pitched howl waves through the air and the pounding of paws quicken. You turn just in time to see a massive wolf on it's back legs snarling with a gnarled spear, ready to sever your skull from your body. Roll Initiative.

Use the Werewolf stats (Pg. 158, Basic Rules). The spear it wields is a +2 Spear and fights until death.

8. RIDDLE

Script is carved into a solid wall with Elven runes surrounding. Written in common is a riddle, "I'm tied with two knots or slung over your shoulder. Wield me with accuracy and grace or lose your composure. What am I?"

Solution "Bow" spoken in Elvish only

9. POISON PATH

A cylindrical tunnel is about seven ft. tall and five ft. wide. You look into the darkness and don't see the end. The air smells of sulfur and bleach.

The Chamber that fills with poisonous gas if someone enters, disperses after 30 seconds naturally then resets after an additional 30 seconds. Players who enter take 2d6 poison damage and make Constitution Save (DC 10) or become poisoned.

10. LUCKY YOU

Your legs begin to tire from walking among the skeletons and ghosts of the Labyrinth. For the time being, you don't feel immediate danger and could take a rest if you wish.

The players may take a short rest without fear.

II. GLASS LOCK

An indestructible door reinforced with bands of hardened steel and bolts of titanium blocks your path. The keyhole to unlock the door is an intricate ballet of levers and pins made of glass. On the ground is a corked bottle with a matching glass key.

The bottle is indestructible, immune to magic, and the cork cannot be pulled. Players must simply push the cork in, at which point the bottle fades, and the key falls to the ground unharmed. Players may attempt to pick the lock, DC 25 thieves tool check, one fail yields the lock unusable and players must find a new way around.

12. DEATH RIVER

The music of bone and teeth gnashing together is worse than the sight of this undead monstrosity. A river of skeletons march right to left down a 30 ft. wide crevasse. There must be hundreds of them down there, luckily none of them have noticed you yet, what do you do?

Most players will find a way across without disturbing the skeletons. But those who fall into the pit will be overwhelmed by skeletons if they stay. The horde is endless and escape is the only option, they will not pursue players.

13. BANSHEE

For a moment, the mist clears, revealing tall oak trees and underbrush in this subterranean maze. How could a thicket exist in a place like this? The question fades from the forefront of your mind as a ghostly figure crosses the path several hundred ft. in front of you, disappearing into the woods. What do you do?

The Banshee (Pg. 118, Basic Rules) has not seen the party, but attacks on sight.

14. EERIE POOL

This strange room is teeming with magical energy as you enter. The dust and dirt seems suspended in the air, adding to the eerie ambiance. A five foot pool of water is on the floor, unrippling.

An underwater tunnel leads from this chamber to another, players need only to swim through it to advance.

15. CANDLES

Three candles sit on an old salted table. Left is red, the middle one green, and the right is blue. A stone door is closed until this puzzle is solved.

Each candle must be extinguished with a corresponding magical energy (Red= Fire, Radiant. Green= Necrotic, Poison or Acid. Blue= Lightning or Cold)

16. DRAGON

A cobbled stone archway leads into a new chamber. The bleached skull of a dragon ornaments the entryway.

A young black zombie dragon (Pg. 281, Basic Rules) is asleep, chained to the center of the 60 ft. square room, scorched bones litter the floor. If they awaken the dragon read, the 2nd flavor text. The dragon cannot break its chain and only has 84 HP.

You hear the rumbling of the great black dragon stir among the dust. Its chains creak and turn upon you. A deafening roar forces your heart to skip as sickly green glowing acid spills from the side of its mouth. Roll Initiative.

17. GRIFFON

What strange place have you walked into now? Spellcasters, arcane energy drains from the weave, and your focus turns sterile. Clerics and Paladins, the holy symbol of your God grows dark. A single Gryphon Feather floats alone next to a 100 ft. wide chasm, the bottom of which cannot be seen.

Any spell cast in this area by a player fails before a spell slot can be expended. Spells that require concentration drop. Holding the Gryphon Feather puts whomever is holding it under the effects of a Fly spell. The feather cannot support the weight of creatures with a combined strength score of 25 or greater at any given time. The player holding the feather makes a DC 12 Strength Check at advantage to hold onto another player as they cross the chasm. If the task proves impossible or too risky with the party make-up, the players may always choose an alternate route. The feather magically returns to the other side of the chamber when all players have crossed the chasm.

18. SPIDERS

The first silk thread you see hangs from the ceiling like beads in a doorway. The second is similar, just ahead. Then, the weave of webbing thickens, creating a dreamcatcher pattern with blankets of spider webs covering the walls. The silence speaks volumes here. What do you do?

Dexterity (acrobatics) Check DC 15 to avoid the webbing as they cross. Players who fail take 1d6 poison damage as poison stings fall from the ceiling. Repeat the save until they succeed.

19. GLUTTONY

Squalor personified begins to chase you from the shadows. Cockroaches, beetles, and locusts swarm at you from the mouth of an infested lumpy sack of filth. It laughs maniacally. Roll Initiative.

A Shambling Mound (Pg. 345, Basic Rules) approaches—it fights until death.

20. DEATH RIVER

The path opens up into a Victorian graveyard surrounded by dormant apple trees. The mist becomes more dense and falls to your knees, revealing the entirety of the yard by shielding your boots from sight. A few headstones seem newer than the rest. You see the labyrinth continue on 100 ft. or so away.

The newest headstones have the names of the party members on them. A specter attempts to possess the first party member who looks at a headstone. The target player must succeed on a DC 15 Wisdom Saving Throw or become possessed. Possessed players may repeat this throw when they take damage and attack the party until they are no longer possessed. The specter disappears into the mist if the possessed player succeeds on its saving throw or drops to 0 hit points.



ASPIRA

Medium Minotaur, Lawful Good

Armor Class 18 Plate

Hit Points 117 (13d12 + 39)

Speed 30ft. Walking, 30ft. Climbing

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Constitution +7, Dexterity +5

Skills Perception +7, Athletics +8, Religion +5

Passive Perception 16

Languages Common, Elvish, Deep Speech

Challenge 13 (10,000 XP)

ACTIONS

Multiattack. Aspira makes three attacks. Two with her Horns and one with her Greataxe.

Horn. Aspira slashes at a creature within range +8 to hit, range 5ft, one target, Hit 7 (1d4+4) Piercing damage.

Greataxe. Aspira smashes a creature +9 to hit, range 10ft, one target, hit 12 (1d12+5) Slashing damage

SPECIAL ABILITIES

Gore. When Aspira moves at least 10ft before hitting a target with a Horn attack the creature takes an additional 1d6 Bludgeoning damage and is knocked prone.

Judgement. As a bonus action, Aspira focuses her blue eyes on a creature within 30ft. If that creature has an alignment other than good, Aspira has advantage on attacks against the target for 1 minute.

Heart of Vol. When Aspira drops to 0 hit points she relinquishes the Heart of Vol to a good aligned character and demands they return the Heart when their noble quest is complete.

LEGENDARY ACTIONS

Aspira can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Aspira regains spent legendary actions at the start of its turn.

Charge (1 Action). Aspira moves up to her full movement and makes a Horn attack with the Gore feature.

Judgement (1 Action). Aspira uses the Judgement feature.

Lightning Bolt (3 Actions). Aspira casts Lightning Bolt at 5th level (10d6) with a DC of 16



KRYGOS LAKE

Krygos Lake is surrounded by ever-creeping snow and ice that claims everything it touches. Long ago, an ancient white dragon, Krygos the Pale, made the lake his home before being attacked and nearly slain by the local inhabitants. Hiding in his lair of ice at the center of the lake, the hatred of the great wyrm seeps into the surrounding land, corrupting all that it touches. The region around the lake is blanketed in bitter cold, chilling travelers to the bone and transforming the once verdant forests into frozen woodland. Further from the lake, runs a glittering river that seems to magically shimmer on sunny days. The residents of Oar's Rest, a small village nearby the lake, frequent the river, collecting the treasures that pass downstream. While the seasons have been kind these last 100 years, all fear that Krygos will awaken again and continue his revenge upon the land.

Many years ago, Krygos the Pale was wounded in battle, landing in Aroria North. As soon as he touched down, the climate began to change. Snow began to fall before winter and the once stable seasons were soon dominated by bitter cold. The local inhabitants attempted to drive Krygos away, if not kill the beast themselves. They drove Krygos into the lake and thought they drowned him, but overtime, the lake began to freeze. The creeping frost spread over the entire land, forever changing the terrain of the region. Krygos slept, healing himself and regaining his strength, until, finally, he rose from the lake, taking vengeance on those who had tried to end his life, and claimed this land as his own.

Krygos Lake was once a temperate climate, though it has been warped by the presence of the dragon. At the heart of the region lay Krygos Lake, seeming to stretch endlessly across the land. Here the temperatures are the coldest and unprepared travelers may find themselves freezing to death within an hour. A light winter fog rests over the frozen grass and wisps around the barren trees. Traveling away from the lake, you will find a hearty forest and the temperatures begin to warm slightly. The surrounding valley is rich in unusual game for the area, elk, deer, wolves, walrus, seals, arctic foxes, and the occasional bear.

Travelers come from all over Aroria to Krygos Lake to see the natural wonder and to participate in the flourishing fur trade that has become the staple for the people of Oar's Rest. Every year, the people of Oar's Rest flock to the Glittering River to gather the treasures that flow down from Krygos' lair and take their chances with roaming bandits. Would-be adventurers come to the region seeking a challenge, daring to face the more monstrous creatures that wander the forest including Bugbears, and Goblins or challenging the ever-growing bands of marauders that populate the region.

LOCATIONS

KRYGOS LAKE

A fog envelops you, chilling you to the bone. The sounds of the forest fade until all you can hear is the ice-covered ground cracking beneath your footsteps. The long dead trees cast shadows through the mist until you come upon a vast frozen lake that stretches into the horizon. As you approach the frozen edge there is silence. Total, frozen, silence.

Krygos Lake appears like a vast mirror of solid ice. Beneath the frozen surface of the lake is a labyrinth of tunnels and chambers, making up the twisting lair of Krygos the Pale. Unlike most dragons, who hoard all of their treasures in a single, large chamber, Krygos lines the walls of his entire lair with his hoard. The tunnels are lined with glittering coins and pristine gems, as well as prizes like ivory tusks, whale-bone sculptures, various magic items, and foolish hunters that are frozen alive into the wall. The tunnels criss-cross over themselves, with no real rhyme or reason, created in madness. In the tunnels, it's easy to get lost and there is a high risk of dying from frostbite, starvation, and of course, Krygos himself. There is a frozen cavern to the south of the lake that serves as the only safe entrance to what lies underneath. The entrance is pure ice, rising unnaturally out of the surrounding region.

Traveling Around the Lake

- ✦ The bitter cold of a Dragon's lair is unforgiving. Characters traveling around the lake must make a DC 15 Constitution Saving Throw to resist the effects of extreme cold.
- ✦ While walking across the lake, characters have a 25% chance of falling through the ice. If a character falls, they must succeed a DC 15 Dexterity Saving Throw or take 4d10 falling damage and find themselves in one of Krygos' tunnels.
- ✦ Whenever a character dashes while on the lake, they must make a DC 10 Dexterity Saving Throw. On a failure, they slip and fall on the icy floor, reducing their speed to 0 and leaving them prone and must make a 1d100 roll to determine the effects above.
- ✦ In the summer months, as the ice melts, some of the chambers may be flooded.



Random Events at Krygos Lake

Use the following table to determine random events while traveling around the lake.

Krygos Lake Travel Table	
1-10	The party spots a deer eating a bushel of goodberries. They are ripe and only slightly frosted. The deer runs off if approached. The party can pick 2d12 goodberries.
11-20	A local ranger gives the party directions to their next destination, reducing travel times by half.
21-30	The party finds an encampment of well armed, friendly humans. They may stay the night here and avoid a random encounter for the night.
31-40	The party encounters a polar bear stuck in a hunters trap. Do they let him go? Kill it and take the spoils? Let him be?
41-50	The party feels like they are being watched. Characters can make a DC 20 Perception check. On a success, the characters see the Yeti Man Adventure Hook.
51-60	The arctic winds are strong. DC 10 Constitution Saving Throw to resist extreme cold.
61-70	The party is attacked by a pack of 2d6 Goblins.
71-80	The party is being stalked by 1d6 wolves (If the party succeeds on a DC 15 Perception check, they notice the wolves. Otherwise, when the wolves attack, the party is surprised.)
81-90	The party is attacked by 1d4 bugbears.
91-100	Krygos flies overhead and requires a DC 15 Stealth check or else he will attack the party.

THE GLITTERING RIVER

A large river that feeds into the Lake. Krygos' lair is filled with treasures that are frozen into the literal walls of the cave and into the frozen icy ground beneath. In the summer months, and occasionally when Krygos sleeps for extended periods of time, the ice begins to melt, and the waters of the river flow. Sometimes it brings the treasures of the hoard with it. Platinum, diamonds, sapphire, gems, and silver can all be found floating down the river into any surrounding towns or villages. The people there may hold festivals and parties around these events, completely unaware of the treasure's origins. When winter returns the river freezes, once again trapping the treasures in a tomb of ice. This constant melting, and freezing gives the river an icy, reflective, mirror-like surface that looks like still water.

Use the following table to determine the types of treasures randomly found in the river:

Glittering River Loot Table	
1-10	50 silver pieces
11-20	1 Platinum pieces
21-30	Gem (+1 Arcane Focus)
31-40	Crystal worth 50GP
41-50	Aquamarine worth 100GP
51-60	Sapphire worth 500GP
61-70	Diamond worth 1,000GP
71-80	Ring of Warmth
81-90	Ring of Free Action
91-100	Crystal Ball of Mind Reading

THE RUINED VILLAGE

Deep within the forest, what's left of a ruined village sits in total solitude. Half-standing overgrown structures are all that's left of a culture that once populated this ruin. Half village, half reclaimed wildlife, these ruins are far from the lake itself. Elk, deer, and other forest creatures congregate here regularly. Sometimes Goblins may run off the wildlife to set up camp for the night or wolves stalk the vacant alleys searching for prey. Far from the Dragon's lair, the terrain is less ice and more snow and slush. Wildlife is prevalent here. Flowers bloom, berries can be picked from bushes, and a nearby stream flows more often than others. An explorer may find remnants of the civilization that once lived in this place, such as wooden tableware carved from trees, dolls made from tree roots and flower stems, even signs of a Fey circle that was once here, now broken and scattered. Some older magic items may also be found buried underneath some of the ruins. There is a Sylvan language carved into the surrounding trees that depict a culture of druids with a very deep reverence for the land and its creatures.

NOTABLE FIGURES

The Hermit

The "Bigfoot" of the area, there are lots of stories that come from residents of Oar's Rest. He has many names depending on who you ask: "Old Man Woodley," "The Yeti," "The Wolf-man," "The spirit of the forest." The only thing folks agree on is his ferocity when protecting the land and its creatures.

In reality, "Old Man Woodley" is the last of the first inhabitants who lived here before Krygos made this land his Lair. The Druid was young when the dragon first appeared and he helped drive the dragon into the lake, where they believed he was killed. To their terror, Krygos rose from the lake and sought vengeance, ravaging the village, leaving nothing standing. Those who survived the attack fled the land, all but "Old Man Woodley." This Druid is short, and stocky, with intelligent eyes and sharp features. He does not speak common, only guttural grunts, growls, and incoherent speech to anyone who doesn't speak Sylvan. He speaks to animals more than anyone else and he uses his entire body when he speaks. His body language is arguably more important than his spoken words.

He hunts small game only to survive, and he has been seen walking with a local Dire wolf (Pg. 123, Basic Rules). Characters that treat the land poorly will draw his attention and provoke him into attacking. He will also protect travelers who do no harm to the land from the Dire wolves. If the characters befriend him, he may take them back to his ruined village where they will have safety from the roving enemies.

KRYGOS LAKE ADVENTURES

The "Yeti Man"

The party hears stories of a beast that lives in the forest and are asked to investigate after the last group failed to return. Stories say that the creature is a "Yeti," an "Ice Giant," or maybe the vengeful spirits of the forest. No one is fully certain but all agree that the venture will be dangerous.

Festival of the Glimmering River

The people of Oar's Rest are gathering to collect the treasures of the river before it begins to freeze again. During the festival, a woman rushes to anyone who will listen and eventually approaches the party, frantic and crying. Her young son has ventured too far up the river and was chased by Goblins (Pg. 138, Basic Rules). She offers everything she's found in the glittering river as a reward to get her boy back.

Simple Hunting Quest

Take an opportunity to join a hunting party leaving Oar's Rest. Hunting near Krygos Lake is not easy and one wrong step may result in an attack from a bear, the "Yeti Man," or worse, the white dragon himself. Characters may travel throughout the region taking on any game they believe will fetch them the best price.

This Belongs in a Museum

The party is contracted by a pair of archaeologists requesting protection as they travel through the forest. They are searching for evidence of a lost civilization that once called this lake home. One of them, Oliver, wants to become famous for this discovery. He has no issue digging up graves, excavating items and taking books to display in a museum. The other, Ruth, only seeks knowledge. She would rather not disturb the site any more than necessary. Will the party support the archeologists in their drive for knowledge or challenge them as they uncover the secrets of the land?

The Most Dangerous Game

A group of seasoned, ruthless hunters stalk the party around Krygos Lake in an attempt to hunt the most dangerous game of all....the player characters. The hunters don't engage directly. They set traps, ambush, and attack with ranged weapons from the shadows until one or all of the party is low on health, then they go in for the kill. (This adventure can be layered over any other adventure hook to add more suspense, danger, and challenge for the players)

Krygos Attacks

A cocky adventurer in a local tavern boasts about stealing a great treasure from Krygos's lair - a white dragon mask made of scale and bone. While Krygos doesn't usually know or care about the things that leave his horde, the loss of this item in particular drives him to anger. Krygos emerges his lair, ravaging the land in an endless rampage until he is driven back to his lair.



MT. VERA

Rising above the mountains like a monolith of days long past is the primordial peak known as Mt. Vera. Trees claw up the mountain in scattered clumps, stopping before the ring of snow that encircles the towering stone before being lost amid the constant swirl of clouds that obscure the top of the mountain. The bones of Atym the Dread lay across the side of Mt. Vera from where the great dragon was killed. Visitors to the mountain tell of legends, magic, and mystery. Though there are many who claim to have climbed to the summit, none who have attempted to scale the mountain have succeeded. Some say the mountain is protected by the ancient magics of the old gods, others claim druids prevent anyone from reaching the top, and a few say the top is home to wild, dangerous beasts who slay all who draw too close.

A massive mountain that towers over everything in the region, Mt. Vera was formerly the site of power for the old gods. The touch of the ancient gods has left the region fertile and wild, filled with mystery and adventure. Legends literally rise and fall within the region, as the great blue dragon, Atym the Dread was slain by a band of heroes before the wyrm could retreat into the clouds surrounding the mountain. Atym's bones now lay on the mountain side, the spine of the dragon forming a set of stairs that seem to lead up into the vast emptiness of the clouds.

Aspiring adventurers and suspicious townsfolk from the nearby villages occasionally attempt to travel through the surrounding forest and scale the great mountain, though none make it to the top. Those who pass through the cloudtop can never return to the ground below. Those who've tried the journey are transformed into the forest creatures that populate the Dawn Wood. Beyond the folktales and gossip, the surrounding foothills are protected by a small band of druids, led by Novus the Mad; a hulking humanoid that is half man and half beast. Any who draw too close to the mountain encounter the druidic circle and are either driven away or conscripted into Novus' strange machinations. Only the boldest or most arrogant explorers attempt to scale the mountain side.



MT. VERA ADVENTURES

Lost in the Woods

Cathilda Honeywell recently learned that a group of children ignored their parents' advice and have gotten lost in the Dawn Wood. She's asked you to go and recover the children before something happens to them. She advises you to bring supplies and weapons because the Dawn Wood is vast and hopefully you will be the first to find the children.

Walking to their Death

Cathilda and Elring heard that a group of pilgrims passed through town and plan to climb the Dragonspine Steps to appease their obscure deity. Cathilda and Elring believe the pilgrims are walking to their deaths and want you to go out and try to stop them. The worshippers are being led by a young man who calls himself "The Chosen." Go out to the Dragonspine Steps before the fools start walking the path.

Storm of the Century

A one-hundred year storm fast approaches Mt. Vera and the Dawn Wood. The elders of Westhallow tell of the destruction that this storm will bring to the surrounding region. Novus' druids speak of a ritual to rise above the storm and survey the mountain top, where there is rumored to be a great city that hides above the clouds atop the mountain.

LOCATIONS

THE DAWN WOOD

Mt. Vera is a towering array of steep cliffs, but below it stands the Dawn Wood - a majestic forest of redwood trees that fill the air with the scent of earthy pine. For the most part it's calm, beautiful even, a vibrant, temperate forest. There's a rich supply of wild berries and mushrooms to be found, streams run along the base of the mountain, teeming with seasonal salmon runs. The Dawn Wood is home to wild beasts including wild hare, foxes, deer, and wolves. Mighty moose and brown bears roam land, and the forest is filled with birdsong. Those traveling the Dawn Wood are likely to encounter the Witching Groves, or see the majestic Dragonspine Steps.

NOTABLE FIGURES

Novus the Mad

Humanoid He/Him, Frostwane. Novus stands over 7 ft. tall, and strikes an impressive figure. His legs are mismatched, one humanoid and one hairy and cloven. His left arm appears like that of a brown bear's claw, tufts of feathers sprout from his chin and his head is crowned by deer horns. Novus is mysterious and enigmatic, often forgetting what he was talking about and never speaking of his origins. The druids that follow him believe that he is a divine being sent down from the mountain top, and some believe that Novus, alone, can walk the Dragonspine Steps without succumbing to the curse.

WITCHING GROVES

Scattered throughout the Dawn Wood are mysterious glades infused with magic. The druids and locals call these the Witching Groves and reports tell of those traveling them encountering wild, monstrous creatures. Witching Groves can range from 10 ft. to 60 ft. in diameter. When traveling through a Witching Grove, adventurers must be careful as any woodland creature that enters the grove will be affected by the ancient magic as if through the true polymorph spell. Woodland creatures may be transformed into wicked monsters or harmless insects. This transformation is left to the gamemaster's discretion.

The magical power of the witching grove only exists in the grove itself. If a monster leaves the grove, they return to their original form. If an adventurer leaves the grove, they immediately lose sight of anything inside. To discover the same grove again, players may spend 1 hour in the Witching Groves searching. Players then roll 1d100. On a result of 97-100, the players discover the same grove. Players may attempt this search once per day.

WESTHALLOW

A small hamlet nestled under the western shadow of Mt. Vera, the people of Westhallow make their living hunting, trapping, and providing tourist attractions to pilgrims hoping to visit the towering mountain nearby. Everyone knows each other in Westhallow and news travels fast. Residents of the town seem happy and live relatively peaceful lives. Every year, the townsfolk put on a play titled, "Dreadsfall Chronicles" - honoring the brave adventurers that slew Atym the Dread. The play is preceded by three days of feasts and revelry.

NOTABLE FIGURES

Cathilda Honeywell

Half-Elf She/Her, Rustium. Oversees the day-to-day dealings within the hamlet itself. A silver-haired woman, with a sharp, discerning face and powerful build, Cathilda holds court from her long-standing cheese cart in the hamlet square. Nothing happens in Westhallow without Cathilda hearing about it and newcomers to the village are quickly greeted by her warm smile.

DRAGONSPINE STEPS

Beyond the Dawn Wood lay the foothills of Mt. Vera and on them, the majestic bones of Atym the Dread. The Ribs of the dragon rise from the ground like long worn pillars of some forgotten ruin flanking the dragon's spine which lead up the mountain like endless stairs before being lost amid the clouds. Locals say the Dragonspine Steps are the only way to truly reach the top of Mt. Vera. While many have tried, none have returned to confirm the rumor.

Traveling along the Dragonspine Steps is a dangerous venture. Prior to his death, Atym the Dread screamed a curse to his destroyers and all who live beneath the mountain, denying them access to land above the clouds. Any who step upon the skeletal stairs find themselves struggling for energy, weakening with each step. Amid the pock-marked bones of the dragon are the scattered skeletons of those foolish few who failed to turn back before collapsing. Each step up the skeleton is an arduous process, the energy seeming to be sapped into the surrounding pillars.

While in the area, it is not uncommon to encounter the envious, spiteful shades who've failed to traverse the steps. Additionally, wild animals and predators are drawn to this place, either looking for refuge from hunters or looking to make an easy meal of weakened adventurers. These animals are careful never to tread on the wide dragon bone stairs, their natural senses telling them of the dangerous magic imbued into the bones.

NOTABLE FIGURES

Elring "El" Oakenridge

Wood-Elf He/Him, Duskworn. An imposing, black-haired ranger from the village of Westhallow adamantly dismisses any rumors of curses, vile magics, or tall tales of adventurers climbing the great mountain. El is obsessed with the hunt, frequently going out into the Dawn Wood in search of Witching Groves or any creature he can sink an arrow into. El is adored by the people of Westhallow and it is considered a great honor to be invited to his exclusive hunting trips.





SALTSTONE

Saltstone sits steadfast on the shores of the Barvassian Sea. The dark granite stone has streaks of white salt caked to the sides of its walls in dripping parallel waves. Wood, clay, and straw covers the roof and two tall towers stand on the front right and back left of the building.

Saltstone is on the western coast of Aroria between La Cambria and Elderguard and was designed with the adventuring party in mind. The multi-level stronghold has accommodations for half a dozen adventurers or more and features a training room for testing new skills, a greenhouse for growing herbs and poisons, a grand library for planning, and an enchanting grotto for relaxation. Locals around Saltstone service the castle by farming the surrounding fields, offering their trade skills for coin, and working the nearby Meridium mines.

Each of the rooms in Saltstone could be repurposed to fit your specific adventuring needs, but the descriptions below are a great place to start. The owners of Saltstone are intentionally left out of this book to allow the stronghold to be a reward for a worthy party of Adventurers who have served Aroria in a world-altering way. Alternatively, you could fill the occupancy with a Lord or Lady of your choosing to facilitate some other adventure.





REVENIR THORNE

Medium Humanoid, Lawful Good

Armor Class 20 Leather
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	15 (+2)	22 (+6)	16 (+3)

Saving Throws Wisdom +12, Intelligence +12
Damage Resistances Cold, Lightning, Psychic
Skills History +8, Insight +12, Perception +12, Persuasion +9, Survival +12
Passive Perception 22
Passive Insight 22
Languages Celestial, Common, Druidic, Dwarvish, Quori, Sylvan
Challenge 9 (5,000 XP)

ACTIONS

Multiattack. Revenir makes three attacks with her scimitar.

Scimitar. Revenir slashes at a creature within range. +10 to hit, range 5ft, (1d6+4) slashing damage.

SPELLCASTING

Revenir is a 20th level spellcaster and knows the following spells. +12 to hit, DC 20.

Catrips (At Will): *Druidcraft, Produce Flame, Message*
1st Level (4 Slots): *Cure Wounds, Faerie Fire*
2nd Level (3 Slots): *Moonbeam, Hold Person*
3rd Level (3 Slots): *Dispel Magic, Lightning Bolt, Speak with Plants*
4th Level (3 Slots): *Blight, Locate Creature, Polymorph*
5th Level (3 Slots): *Greater Restoration, Mass Cure Wounds, Wrath of Nature*
6th Level (2 Slots): *Sunbeam, Druid Grove*

7th Level (2 Slots): *Fire Storm, Draconic Transformation*
8th Level (1 Slot): *Control Weather, Sunburst*
9th Level (1 Slot): *Storm of Vengeance*

SPECIAL ABILITIES

Legendary Resistance (3/Day). If Revenir fails a saving throw, she can choose to succeed instead.

Vera's Champion (1/Day). Revenir awakens 3 Shambling Mounds (Basic Rules, Pg. 345) to fight alongside her.

Magic Resistance. Revenir has advantage on saving throws against spells and other magical effects.

Wildshape. Twice a day, Revenir can use an Action to magically assume the shape of any Beast of CR 1 or lower for one hour. While in this form, Revenir maintains her mental statistics, but uses the physical statistics of the beast. Revenir remains in this form until she chooses not to be. If Revenir drops to zero hit points in Wildshape, she is forced back to her humanoid form and any excess damage not taken by the Wildshape is applied to her humanoid form.

LEGENDARY ACTIONS

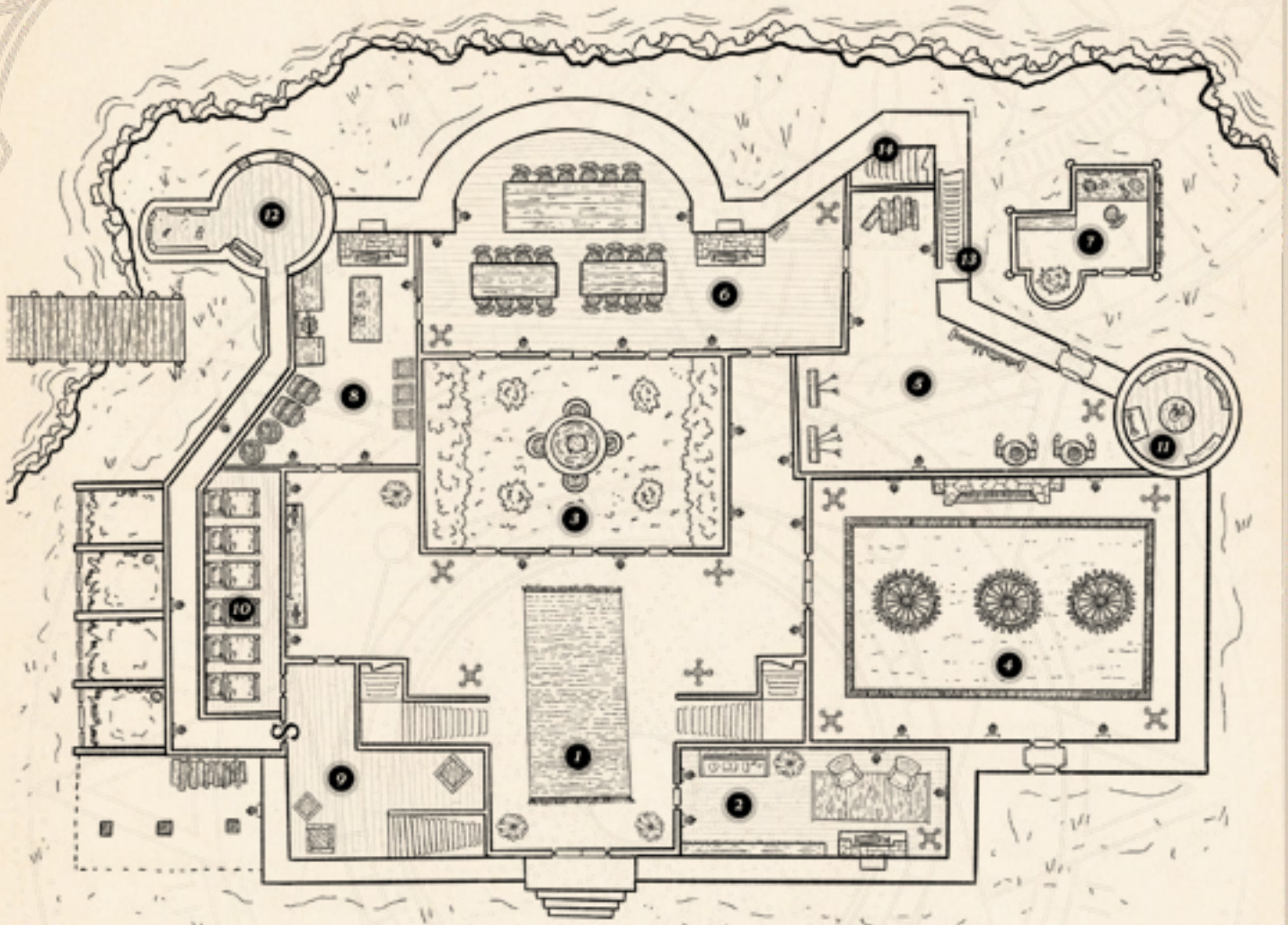
Revenir has 3 legendary actions per round of combat, she can choose from the following.

One with the Roots. (2 Actions) Revenir may teleport to any tree she can see within 60 ft. of her. Any creature within 20 ft. of the tree she teleports to takes 2d10 piercing damage.

Cast Spell (1 Action). Revenir casts a spell of 3rd level or lower.

A Rose of a Thorne (1 Action). Revenir uses Thorn Whip. +12 to hit, range 30ft., 14 (4d6) Piercing damage.





FIRST FLOOR

1 | FOYER

A runner leads your eye to a lush courtyard in the middle of the space. To your right lies a door and a hallway curves left. Behind you, two sets of stairs lead to a 2nd floor and to your left are two common swinging doors hiding the servants quarters. Directly across the courtyard you can see several long wooden tables.

2 | GUEST PARLOR

This small room feels warm and welcoming. Two duchess style leather chairs face a simple fireplace. A small shelf of books are here to spark your imagination and it looks like someone has been doing research on the wooden table to your left.

3 | COURTYARD

Forget-me-nots surround a stone fountain as ivy grows up the interior walls. Lush green grass is accented with small white flowers. The trickling of water from the fountain tickles your ears.

4 | BALLROOM

Three glorious chandeliers are forever lit in magnificence as you enter. White crystals dangle from the ceiling and matching gold filigree accents the piece. A continuous slab of white marble with hints of amber and black speckled throughout serves as a dance floor while rich mahogany frames the room. On the left wall, a mantle more than 20 ft. long displays trophies and wonders the Lords and Ladies of Saltstone have acquired.

5 | TRAINING ROOM

Sand covers the floor. The stone walls are scuffed and the interior wood is chipped. An assortment of blunted weapons lay neatly against the wall. Two bamboo dummies wear the worst studded armor you've ever seen and matching archery targets anticipate your marksmanship thirty paces from the back wall.

6 | FEAST HALL

Two small wooden tables have space for about two dozen guests. The head table, intricately carved with gears and flowers, has room for five members of the family. A large stone fireplace crackles warming the room, keeping guests warm for even the most extravagant of feasts.

7 | GREENHOUSE

The wooden lattice that covers the exterior walls is overgrown with ivy. Blue and yellow flowers surround the base of the small greenhouse. Inside, rare herbs and spices grow in individual pots on tables, some of which seem to be spliced together into new species of plants. The entire room is tinted green from the glass and smells of basil and rosemary.

8 | KITCHEN

There's nothing like the smell of freshly baked bread, and this room is smothered in that beautiful smell. Several casks of butter wait to enhance your morning breakfast and a large stone oven is still radiating heat from the previous batch of biscuits.

9 | STORAGE ROOM

Not much lies within this room outside of a few simple crates. The nearby stairs lead down to wine and ale cellar.

The left wall seems ordinary at a glance, but further inspection reveals an illusory entrance to a hallway leading to the back left tower. Upon discovery.

10 | SERVANT'S QUARTERS

Six simple single beds rest in a row in the long barracks. The linens on the bed are freshly pressed.

11 | ORUNE'S TOWER 1ST FLOOR

Three bookshelves encircle the room. They seem organized by cover color. In the center of the room on a wooden table, a glass vase supports three lilies. An iron ladder continues vertically in Saltstone giving you access to both the 2nd Floor of Orune's Tower and Orune's Basement.

12 | KRAGUS'S TOWER 1ST FLOOR

The first floor is barren and broken. Vacant discolorations mark the places on the wall where trophies have been removed. A spiral staircase leads to the rooftop floor.

13 | NORTHEAST STAIRCASE

Accessed from the Training room, this staircase leads to the second floor north stone balcony.

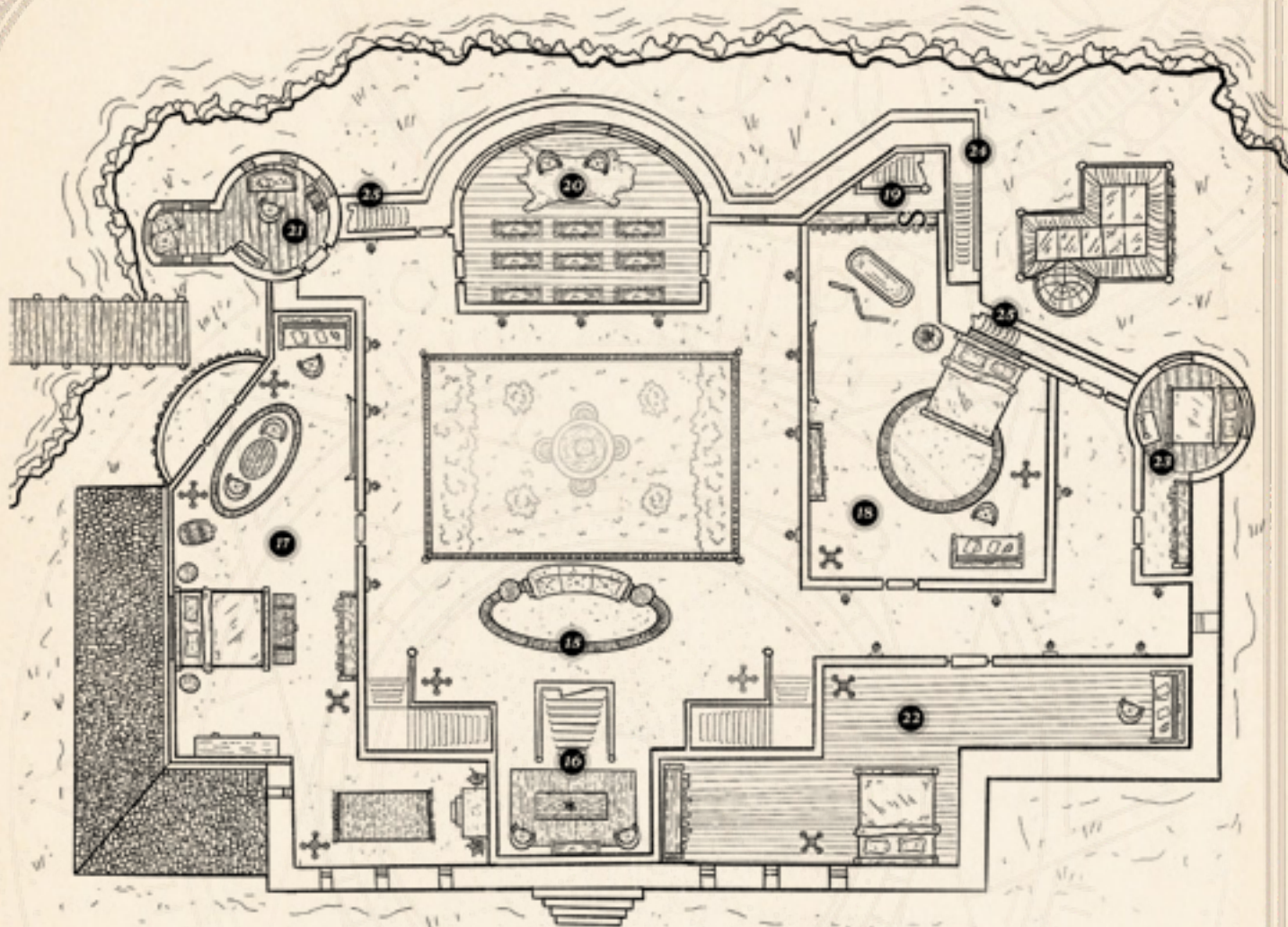
14 | SECRET STAIRCASE

Hidden completely from sight, this narrow staircase connects Revenir's Room to her private Grotto in the basement of Saltstone.

GM NOTE

The Ultimate Party Keep

Saltstone is terrific for an infiltration, assault, or tower defense encounter. However, we believe it is best when given to your party as a gift for their heroic deeds. Five spacious bedrooms, a secret war room vault, wine cellar, rooftop garden, secret grotto, training room, and MORE help make this the best loot a GM could give out.



SECOND FLOOR

15 | SECOND FLOOR

Either set of stairs lead you to a less glamorous floor designed with relaxation in mind. A banister allows a peek down into the courtyard on the first floor or a beautiful view up to the stars at night. A variety of doors line the walls and corridors of this floor.

16 | SOUTHERN STAIRCASE

Leading to the third level and rooftop floor is a wrought iron staircase. The handrails twist in swirls of blackened metal. Running your hand along rail you can feel sharp imperfections pinching at your palm.

17 | ASRIEL'S ROOM

A formal mud room is out of place in this tranquil domicile. The bed has two small pillows and a simple grey pullover. Chairs that would normally face a small shrine have been moved to the wall and the centerpiece to the deity is missing.

18 | REVENIR'S ROOM

A simple room with deep green linens covers a king sized bed. A folding wooden separator with metal filigree stands between an intricate hand carved wooden bathtub. Behind the tub, bookcases with a variety of tales line the wall.

Upon close inspection, pulling the book titled 'The Garden in the Desert' reveals this secret entrance.

19 | SECRET BOOKCASE DOOR

You hear a few clicks and the creak of the wood squeaks revealing a secret entrance. A set of stairs lead down into this dimly lit hallway.

20 | GRAND LIBRARY

This room is scented with a variety of aged parchments from the knowledge currently aging on the shelves. The Library is domed by a glass ceiling and has stone arches providing a direct view of the Barvassian Sea. A bear skin rug lies beneath two wooden reading chairs.

21 | KRAGUS'S STUDY

A stone table has draconic runes carved around the side, and paired with it, a metal chair with two pieces of driftwood for arm rests. Two lounge pillows await your leisure on the other side of the room.

22 | GUEST ROOM

A simple large room perfect for any guest of Saltstone. The king bed in this room is adorned with the white sigil of Saltstone on freshly pressed grey linens. A bookshelf on the far wall presents you with a series of poems and short stories.

23 | ORUNE'S BEDROOM

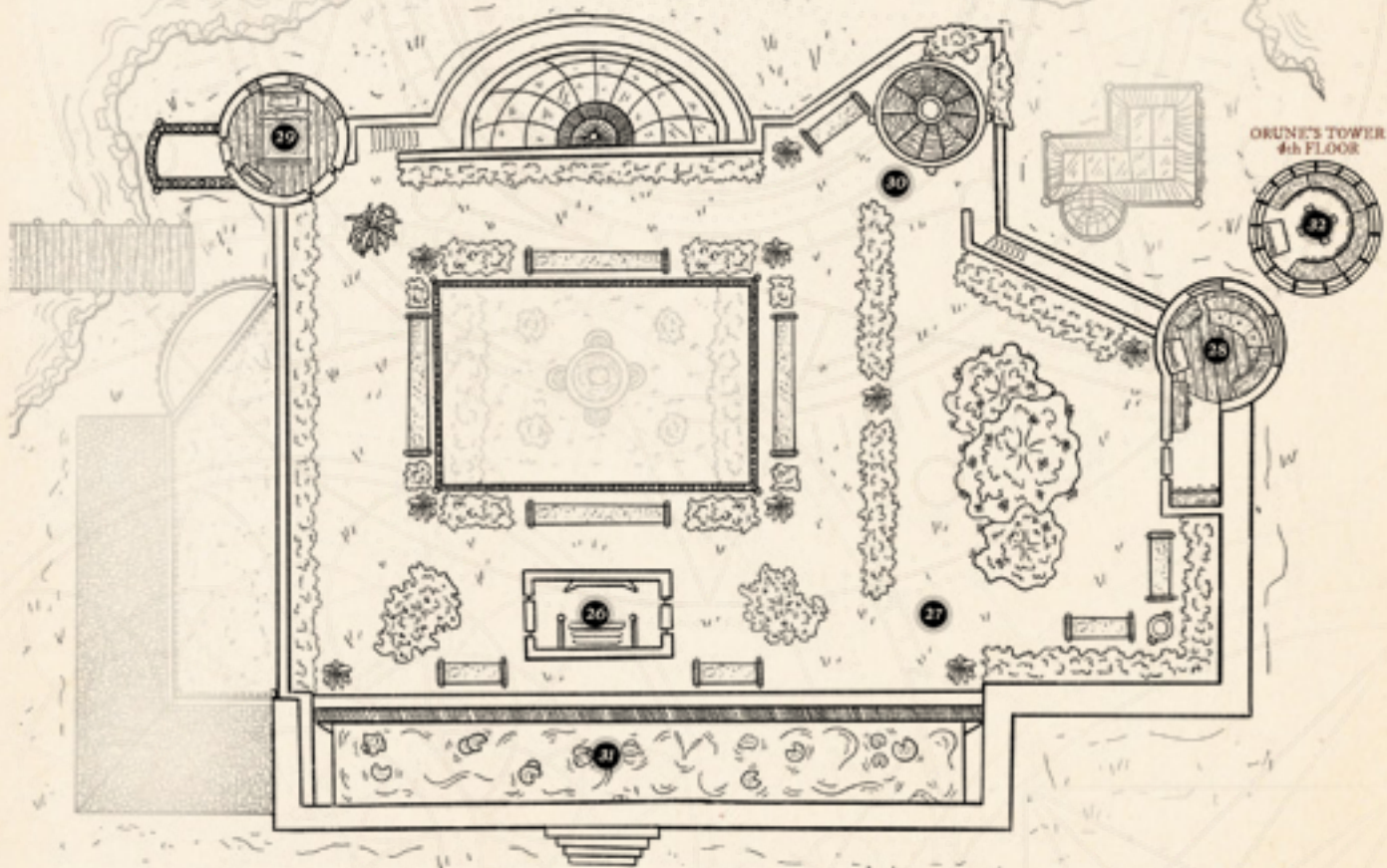
A single bed is unused and dusting on the far wall. An iron ladder leads two stories down and Two Stories up. Connecting areas 11, 23, 28, 32, 37.

24 | NORTHERN OUTER BALCONY

The Barvassian Sea sparkles in the sun as you look over the cliffs that naturally protect Saltstone from invasion. The salted mists from the crashing waves kiss your cheeks as you look out from the balcony.

25 | NORTHWEST OUTER STAIR

Leads to room number 21, Kragus's Study.



THIRD FLOOR ROOF

26 | MOVING PAINTING ROOM

This small room separates you from the rooftop of Saltstone. At the top of the stairs, a single large oil painting hangs from the wall in front of you. The scene depicts a beautiful forest in the evening speckled with fireflies and glowing florals that climb the tree trunks and hang down from the branches. You can't be sure, but at first glance you could of swore you saw a beautiful figure dart behind one of those trees.

27 | ROOFTOP GARDEN

Nothing could have prepared you for the first sight of this rooftop eden. The morning dew intensifies the fresh scent of florals, soft grasses, shrubberies, and as if by magic, blooming cherry trees. In the center, a stone railing allows you to peek down into the courtyard on the first floor, and also allows a glimpse of the second floor hallways. Various stone benches are peppered throughout the area. Each one providing a new refreshing view of the entire rooftop garden.

28 | ORUNE'S READING LOUNGE

A plush divan sofa invites you to grab a novel from one of the nearby bookshelves and relax. An iron ladder leads two stories down and Two Stories up.

29 | KRAGUS'S BEDROOM

A single full bed rests in this room with a door leading out to a private balcony. The linens are blue and are immaculately kept. A lead book sealed with a bronze lock depicts the image of Bahamut on the cover and is the only material possession in the room. A ladder leads down to the other Northwest tower floors.

30 | FILIGREE GAZEBO

You marvel at the craftsmanship of this intricate Gazebo. Four hand carved stone columns hold up an intricate filigreed dome. The weaving of the metal filigree paints the ground underneath with the shadows it casts.

31 | ZEN KOI POND

A tranquil koi pond lies to the south filled with a vibrancy of life. These particular koi glow slightly with magical energy, swimming in and out of the ethereal plane. Lilypads and their blossoms rest gingerly on the water's surface.

32 | ORUNE'S BEACON LIBRARY

Climbing the ladder to the very top of Orune's tower is the only 4th floor level in all of Saltstone. Glass windows encircling the entire tower floor gives a 360° breathtaking view of the ocean and surrounding area. Short bookshelves under and mounted above the windows line the walls. In the center of the room, a very large beacon light is housed. On stormy or foggy days, the beacon is lit to safely guide sailors.





BASEMENT/CELLAR FLOOR

33 | WINE AND ALE CELLAR

A library of wine ages quietly and casks of ale are evenly spaced along the walls of this massive room. A table and two small crates that serve as chairs are the first thing you see upon your arrival. Two wine glasses sit empty, encouraging you to taste the finest from Saltstone's vineyards.

Upon discovering the Northwest wine rack's secret door, read the following:

Looking at this rack of wine, you find no dust blanketing the glass. This is a typical telling sign of undisturbed aging wine. These bottles, however, are quite clean. Looking behind one of the bottles on the 4th rack down. A small circular indentation has been carved into the wall. It looks to be the exact size of the bottle base in front of it.

Pushing the bottle into the wall indenture will reveal the secret lead lined war room.

34 | SECRET WAR ROOM

The heavy lead door swings open. The torches lining the walls igniting magically upon your entrance revealing the protected secret plans of the Lords and Ladies of Saltstone. The large oak table is covered in the news at hand. Crystal glasses wait to be filled on the far table, and a large heavy chest rests with its lid closed tightly.

35 | HOLDING CELLS

Upon discovering the Northwest wine rack's secret door, read the following:

You notice the torch is slightly askew. The metal in the handle is slightly worn.

Straightening the metal wall torch reveals the holding cell area.

As the large stone door swings open, stale musty air fills your nostrils. Four solitary prison cells line the walls. Each cell locked with thick iron bars that all have a magical glow to them. Inside the cells, the lowest of Saltstone comforts. Rooms reserved for those that threaten the Lords and Ladies of Saltstone.

36 | WORKSHOP ENTRANCE

This room is bare with only Candelabra's keeping it dimly lit. You notice a single door leading out in front of you.

37 | SHOOTING RANGE

This room is long and narrow but brightly lit. Torches line the walls. A bamboo training dummy lodged with bullets can be seen at the far end of the room.

38 | WORKSHOP

Sawdust and wood curls litter the room. You see a variety of tools and supplies for building sitting on racks, on top of the nearby workbench, and on the wooden desk.

39 | TESTING ROOM

A bizarre empty stone room that is scarred with burn marks, chipped from explosion impacts, and littered with various metallic fragments.

40 | ORUNE'S SECRET ROOM

The word is written in druidic. Upon discovering the secret door, read the following:

Difficult to see in the dim light, you notice a small word carved into the cave wall with an indenture that looks like a hand.

Placing a hand and speaking the word 'Return' opens this door.

The rock shifts revealing a slightly smaller tunnel. Faint light coming from the other side. Beautiful carpets of moss and glowing flowers hang from the ceiling and blanket the walls. As you walk through the tunnel, it opens to a small private cove. There, you see a comfortable plush reading chair looking out to a gorgeous view of the ocean. A single bookcase sits by the back wall. Some standing candelabras illuminate a side table next to another chair.



40 | REVENIR'S GROTTO

As you make your way down the stairs, the scent of salt greets your nostrils. Stepping into the room, you feel the heat from magically enhanced springs dissipating into the cavern. Magical plants cover every inch of walls and ceiling, support small flowers that shed soft purple light all over the space. An opening in the grotto showcases a gorgeous view of the ocean. Every now and then, you notice the mist from the crashing waves drifting inside.

A private section of vintage wines rests in the southwest corner of the cove. Nearby, a table with two wine glasses ready to be filled with the finest vints. Lastly, a dresser filled with robes, fine linen towels, and fine clothes sits in the Northwest corner of the room.



SHEPPARD'S PASS

Guiding travelers between the Arorian Mainland and the Badlands is Sheppard's Pass, a narrow road of ghost stories, bustling thoroughfares, and adventure. The land surrounding Sheppard's Pass is dark and haunted, dotted with withered trees and cold winds. Those traveling the Pass swear they see shadowy travelers walking the edge of the roads, following them for a while before disappearing. Wicked howls tear through the pass, though whether they are the wind or something worse, no one knows.

Once a difficult pass to traverse, a group of wealthy merchants and Adventurers banded together to secure the pass and create a gate between Aroria's Mainland and the Badlands. It was a difficult and dangerous undertaking, but now the pass is relatively safe. Remaining on the main road is safe enough, but off the main road, howling creatures lurk in the dark. One such creature, the Sheewald, is only found in Sheppard's Pass, and is believed to be manifested from the souls of long dead adventurers who resorted to cannibalism. Despite its dark history, the most common threat from Sheppard's Pass now is a sleepless night from a scary story.

LOCATIONS

OBSERVATORY

Reaching the highest point, travelers are greeted by the sight of a dedicated warehouse for the market wagons, the top of the tramway, and an observatory. The observatory is operated by a staff of three; a scientist, a wizard, and a cleric all who specialize in reading the stars. They liaise with the Sheppard's Pass Authority ranger station, which operates out of the few offices on the ground floor of the building. Within the station, there are always two rangers on staff, as well as a records-keeper, and a sorcerer who often accompanies the rangers on calls.

NOTABLE FIGURES

Mildren Bilam

Half Elf She/Her, Aurous. It is widely understood that a werewolf inhabits the wilderness surrounding Sheppard's Pass, but there have never been any werewolf attacks reported. In fact, though no one is quite sure who the werewolf is, there have been several stories of the werewolf helping lost travelers, guiding (or even scaring) them back to the path. In reality, the Werewolf is one of the Rangers of the Sheppard's Pass Authority, Mildren Bilam, a half-elf ranger, who applied for the position in order to keep their distance from highly populated areas.

TRAM

The Sheppard's Pass Tramway was an enthusiastic undertaking by the merchants who were first developing the Pass. As the area was particularly steep, merchants realized that the only way to make it truly the most utilizable and accessible route for everyone was to find a way to move passengers through the narrowest parts easily and effectively. The Tram is a simple mechanism itself - wooden carriages on wheels, set into a track and rope system, driven by the pull of several beasts of burden. Adventurers are likely to run into Tramway Jim, an elderly conductor who always has stories to tell about the pass and how he helped build the original track.

NOTABLE FIGURES

Tramway Jim

Human He/Him, Rimewomb. Tramway Jim is a human inventor in his late 70s, though he is rather spry for his age. He is the mastermind behind the tramway and now lives nearby to operate and care for his invention. He resides at the top of the Sheppard's Pass, operating the Tramway for long shifts, despite having other workers who are also able to do it. He loves every opportunity he has to tell others about the creation of the tramway, caring for the beasts of burden, and making sure that everything is in tip-top shape.



MARKET WAGONS

There is no room for dedicated shops along the trail of Sheppard's Pass, but it's common to find Market Wagons. These merchants keep their wares in a small warehouse at the top of the pass, load up their wagons for their shifts, and travel down one of the sides of the pass to find a reasonable place to set up. The market wagons sell a variety of things: dried foods, hardtack, torches, simple weapons, oil, lanterns, and occasionally even a unique item or two. The prices are less affordable than in most towns and cities, and you would be hard-pressed to find something that isn't presented with an upcharge.

MEMORIAL FOR THE FIRST EXPEDITION

The memorial is ironically located toward the far end of the pass, and is sadly in a place none of the original crew ever reached. The large man-made monolith is etched with the names and visual representations of each member. Passers-by often leave flowers and trinkets at the base, honoring the sacrifice these adventurers made in the quest to make Sheppard's Pass safe and convenient for future travelers. Though there are many urban legends surrounding the loss of the initial Sheppard's Pass team, histories were able to confirm that at least some of the losses were due to starvation and cannibalism. There is an odd and somber mood surrounding the memorial, and remembering the dark end some of these adventurers faced often creates a melancholy ride on the tram.

SHEPPARD'S PASS ADVENTURES

The Hungry Ghoul

Stories abound of how the Sheewald came to be and what drives them. Every story that is told about them ends in the same way, talking about a creature only known as the Hungry Ghoul. More local legend than truth, many tell of the ghoul as the last wicked, cannibalistic survivor of the original adventuring crew that carved Sheppard's Pass. Recently stories of the Hungry Ghoul have grown throughout the region and more sightings of the enigmatic creature have arisen. Fear has washed over the region and the Sheppard's Pass Authority has called for adventurers to lay the rumors to rest.

Fix the Tramway

The tram is down and Tramway Jim swears that this is the first time the tramway has ever broken. Chaos reigns. Tramway Jim will compensate you if you locate the source of the breakdown (A split rope? a bent track?) and also track down the escaped beasts that usually pull the tram. Hoping to get the problem solved before the lines to board get too long and the customers get angry.

Sheppard's Bride

While many dark spirits haunt the pass, none is more feared than the black widow bride of Sheppard's Pass. Legend speaks of a bride betrothed to the former wealthy lord of the largest lumbermill in all Aroria. On their wedding day, he gifted her a beautiful hand axe, and she gifted him the swift release of death, staking claim to his fortunes. She continues to hunt the pass for wealthy travelers to this day. Her soul will never rest until her axe is found and destroyed. Can the party find the long lost lumbermill gravesite of all the lives the widow claimed? Can they find her mausoleum and finally put her to rest?

TRITON'S SPEAR

The grand expanse on route between the Mainland and Aroria North is both teeming with life and deceptively plain. Stretching for miles across the continent, the roadway known as Triton's Spear is a well-trod road of stories, adventure, and diversity. All who travel these roads should prepare for nearly every climate as Triton's Spear moves through blistering deserts and frigid mountain passes. Those traveling north toward Agubonne, Sunspell and New Reach, or those southbound often find friends passing them by or enemies laying in wait on this road.

A vast roadway connecting the north and south of Aroria, Triton's Spear acts as a highway through many of the continent's regions. Triton's Spear is a place of natural biodiversity with areas of great interest to botanists and anthropologists alike. Stretching for hundreds of miles, Triton's Spear hosts many small villages, towns, wayside inns, and encampments, each teeming with opportunities for adventure, mischief or much more. Characters that travel this road find Aroria to shrink slightly, as this highway provides them access to much that the continent has to offer, provided they are willing to travel for a time.

Before many of the inn's, village, and towns began to dot the road, Triton's Spear was home to the nomadic people called the Itinerant. Nomadic in nature, the traveling people of Triton's Spear move camps throughout the seasons, herding hippogriff and living symbiotically among them. There are two major biomes of Triton's Spear: desert and forest. However, the rocky terrain that acts as a bridge between the two has a mix of both influences not seen anywhere else in Aroria. Itinerant folklore is rich with stories of hauntings and sightings of strange creatures on the road. It is unclear if the area is more active than other areas of the world, or if the Itinerant are simply more superstitious. Either way, intrepid adventurers hoping to discover something new often find it on the Triton's Spear.

LOCATIONS

BANDIT'S HIDEAWAY

In the rocky outcroppings that meld together the desert and forest of Triton's Spear, there are many small caves. An ideal shelter from the elements, they've become a convenient base of operations for a small company of bandits that frequent the main thoroughfare of Triton's Spear, calling themselves the Redwood Bandits. These bandits regard travelers as fair game, often targeting trade caravans and refugees fleeing south. Having established a larger cave in the area as their home, the Redwood Bandits drive anyone who draws close to the region away.

GARDEN OF WISHES

Looked after by an elderly human gentleman who calls himself Thom Morroe, the caretaker claims that the beautiful garden was planted by hand by a young man who had lost his loved ones to a plague several hundred years ago. The man, whose name has since passed into

obscurity, began planting rose bushes, then hedges, then trees, and eventually created an entire garden as he dealt with his bereavement. However, there are many tales of this garden having magical properties—ones that Thom will not substantiate. Upon entering the walled garden through a flower-covered archway, visitors are treated to a stunning array of flowers, each arranged beautifully in their own designs. At the far end, another archway through the walls of shrubbery leads to a vast garden maze. Visitors say that time passes differently in the maze, and those who enter may meet any manner of fey creature, or find themselves magically healed of an affliction. It's easy to get lost in the Garden of Wishes, and many adventurers never find their way out.

ITINERANT CAMPS

The Itinerant people are a culturally rich and self-sufficient group. They are almost always accompanied by a herd of Hippogriff, and have formed deep bonds with these animals—caring for, protecting, and using their remains for tools, clothing, and housing. The Itinerant live in tents made of cloth and animal hide, supported by wooden pillars that are easy to take down and move in large bundles with the help of their carts and the hippogriff. These tents are not made to blend in with their surroundings, but rather are patched, brightly colored, and cheerful. If you are fortunate enough to stumble upon an Itinerant camp, you will likely be welcomed with open arms. They love stories of other cultures and enjoy sharing their food and folklore. Open-minded adventurers will often find kinship with the Itinerant people through mutual respect and conservation of the land.

NOTABLE FIGURES

Eira Kiryik

Dragonborn They/Them, Soulstice. Growing up as a Dragonborn Itinerant, Eira learned many of the skills of a nomad, but particularly excelled in caring for the Hippogriff herd. They spent some time away from their family, living for a few years in the monastery of New Reach, where they met the man who would become their future husband. They spent several years in New Reach before returning to Eira's family to live the nomadic lifestyle, where Eira and their husband Recke eventually became the lead shepherds of the Hippogriff herd.

AMBROSE BOTANY RESEARCH CENTER

Located in an unpretentious building nestled amongst the forests of Triton's Spear is the Ambrose Botany Research Centre, or the ABRC. A dirt path is the only indication of its location, jutting off from the Triton's Spear main thoroughfare. Inside, a small collection of dedicated mages and scientists use the facilities to research the native flora and plants from the more far-flung regions. Despite botany being well-respected throughout Aroria, with many plants being used by alchemists and healers, there is no match to the Ambrose Botany Research Centre when it comes to reputation and output. The ABRC is often looking for adventurers to accompany the researchers and botanists that live and work at the center.

NOTABLE FIGURES

Moriara Ambrose

Human She/Her, Aurous. Brought up as the daughter of nobles, Moriara was a shy child who spent most of her time at home. She bonded more with plants than with other children, and began to develop a deep interest in understanding their structure and caring for them. Sent off to study when she reached maturity, she began to develop some friendships with her fellow students. From there, she traveled Aroria to conduct her research, and eventually settled in Triton's Spear, opening her Research Centre and inviting scientists and mages from across the world to partake in what she had created.



TRITON'S SPEAR ADVENTURES

Flora and Fauna, Oh My!

The Ambrose Botanical Research Center has recently discovered a new and rare herb growing amid a rocky region of the Triton's Spear. Unfortunately, their botanists have not been able to collect or research the herb in depth as the herb appears to attract the attention of the dreaded basilisk. The ABRC has offered a handsome reward and a chance to use any tincture created from the herb to anyone willing to travel into the foothills to remove the dangerous basilisk.

Caravan Robbers!

Clear out the bandit caves! The Redwood Bandits have been menacing supply caravans that are bound for the Ambrose Botany Research Centre. Moriara Ambrose, head of ABRC, has hired you to get rid of them once and for all. Locate the stronghold and clear them out - one way or another.

The Cabin Calls

News has spread telling of more and more travelers disappearing into the Triton Spear woods. Many speak of bandits or monsters but the Itinerant and those living on the road speak only of the cabin and its call. A large sum has been offered to any willing to travel into the forest, seek out the cabin, and find out where the travelers have gone and what is happening.

MAYHEM UNDER THE STARS



Beyond the bustling streets and boisterous calls of La Cambrian merchants lay the secluded halls and musty books of Niveau Maximum. Librarians and staff hesitantly prepare to open their newest attraction—the Stars of Aroria. Strange sightings in the newest wing have caused unrest among the librarians and staff have abruptly quit, refusing to describe what they saw. With Headmaster Trid'illion Skyweaver on sabbatical, it's up to you to enter Niveau Maximum's newest attraction and solve the mysteries before opening night!

GAMEMASTER OVERVIEW

Mayhem Under the Stars is a 4-hour adventure set for 1st level Adventurers in Niveau Maximum. In this adventure, the party plays as visitors and staff hired on behalf of Headmaster Trid'illion Skyweaver to investigate strange events happening in the newest exhibition of the library—the Stars of Aroria. The Swindle Twins, a manifestation of Sunbask, have infiltrated the exhibition and started playing pranks on those who enter. The party must make their way through three challenges in the newest exhibition and put an end to the chaos created by the Swindle Twins, while also making it out alive. The shaded text in this chapter is descriptive, to be read to your players, the rest is a guideline for this adventure.

CHAPTER I NIGHT AT NIVEAU MAXIMUM

Welcome to Niveau Maximum, one of the great wonders of Aroria. As you walk through the grandiose halls, you take in the ornate, book-filled library that makes up the southern wing. The prestigious mage college of La Cambria in the eastern wing, where many throughout the country come to study under Headmaster Tri'Dillion Skyweaver and the northern wing where other scholars of magnificent magics gather to share secrets and practice spellwork. But the west wing is where this adventure begins and is home to the museum of Niveau Maximum.

You've answered a call for adventurers announced by Curator Lea Treyber. Tomorrow, a new exhibit, "The Stars of Aroria" will open, but all of the staff have been quitting unexpectedly and rumors tell of something strange occurring in the museum. Each of you now wait for the museum to close and to meet with Curator Treyber to start this investigation. As the last of the museum guests leave for the evening, you can hear Curator Treyber approaching to brief you of your task.

Social Encounter: Arriving on Time or Staying Late

Before beginning this encounter, give the players an opportunity to introduce themselves, what their character looks like and what reasons they've had to stay late at Niveau Maximum. If necessary, many of the characters can use the call for aid presented by Lea Treyber as their reason. After introductions, the characters are approached by Lea Treyber, one of the night librarians and a steward of Niveau Maximum. Use the following information for this scene:

- ✦ Lea Treyber is one of the night stewards of Niveau Maximum and lead designer of the exhibit and she fears that she will be fired or worse if this exhibit cannot be fixed in time.
- ✦ The exhibit is a highly immersive experience celebrating the 12 Signs of Aroria. The exhibit can be dangerous, but magical fail safes will prevent anyone from dying while inside.
- ✦ Lea is worried that one of the zodiac avatars is tampering with the exhibit. She hopes that the party can drive the avatar away.
- ✦ There are twelve rooms and a central room in the exhibit. Lea thinks that the party won't have to search through many of the rooms to find out what the problem is.
- ✦ Lea's assistant, Marcus was the last person to enter the exhibit but he hasn't returned for a few hours. If possible, Lea would like the party to return with him.
- ✦ The exhibit is set to open in the morning, so the party has only this evening to solve the issue.
- ✦ This is a huge opportunity for her career and will likely draw positive attention to the party as well.

Once the party is ready, Lea will open the exhibit to them.

CHAPTER 2

ENTERING THE EXHIBIT

Following behind Curator Treyber, you are led to a large archway on which a gleaming placard reads, "COMING SOON! THE STARS OF ARORIA. The archway shimmers with magical energy as you draw close, and the twelve runes of the zodiac Signs flare to life. Beyond the archway is a long hallway, the walls adorned with blinking stars appearing to lead you through a series of constellations. At the end of this hallway, you can barely see the exhibit room and a panel sitting in the center of the room. Curator Treyber points down the hallway, "Please enter the exhibit through this hallway. I'll remain here, just in case," she clears her throat, "you fail to return and I need to send others to fetch you. Not that I believe that will happen." She gives you a weak smile and gestures for you to enter the hallway.

After speaking with Lea and learning what the problem is, the party is led into the hallway leading to Niveau Maximum's newest exhibit - the Stars of Aroria. Quickly, the party confirms that the Swindle Twins are behind the troubles here and that leaving is not so simple. The party learns which rooms they must venture through to escape the exhibit and put things right. The hallway leading to the exhibit chamber is 50 ft. long. After a short walk, the characters find themselves entering the Exhibit Chamber.

Encounter: The Swindle Twins

EXHIBIT CHAMBER

Entering this chamber, you find yourselves in a dodecagon room. Twelve doors surround you, each bearing a massive sigil of the zodiac signs. High above you, you can see a mosaic of the zodiac avatars: the flaming ram of Fleurtide, the Oracle of Frostwane, the Forge of the Covenant, and the rest painted in brilliant colors on the ceiling. At the center of the mosaic is a prismatic glittering chandelier. Multicolored light illuminates the chamber casting rainbow patterns across the polished, marble floors. In front of you, in the center of the room is a strange, arcane machine designed to appear as a pedestal covered in arcane runes. Currently tampering with the machine are two women in their late teens, dressed in ethereal blues and whites. Their movements seem to mirror one another as they tamper with the machine and, as you enter the room, they both look at you with dangerous grins. "You are here to ruin our fun?" The twins speak in unison, "We want to play more! Catch us if you can!" As the twins say this, the arcane pedestal flares to life and three doors open in the chamber. With a snap of their fingers the Twins vanish their laughter echoing through the three open doors.

The Hall of Stars

The Swindle Twins have fled into one of the three chambers that have opened and the hallway that led to the Hall of Stars is missing. Now, it is up to the characters to chase the twins, find a way to stop them, and escape. Characters that would like to inspect the arcane engine in the center of the room can determine that the Swindle Twins have magically manipulated it to remain on randomly open and closed doors when activated. A character that makes a successful DC 12 Arcana Check can determine that this effect cannot be reversed without the Swindle Twins' help.

Choose three rooms, or roll 3d12 (rerolling duplicates) and consult the Signs, in Chapter 3 of this Adventure to determine which doors have been opened in the chamber. Adventurers must complete the one-hour adventures to find the Swindle Twins and convince them to fix the machine. This module has been designed so that the party must deal with three of these encounters before the final encounter with the Swindle Twins, but feel free to increase or decrease the number of rooms the party must face as needed. The central room of the chamber is a great place for the characters to plan for their next encounter. After each room, the party will battle briefly with the Swindle Twins as described below.

✦ Fighting the Swindle Twins

After each chamber, the party will encounter the Swindle Twins in the Hall of Stars and have one round of combat to battle them. The Swindle Twins statistics and tactics for each encounter are written below.

✦ After Chamber One

After completing the first chamber, the party will surprise the Swindle Twins. The Twins will not fight back and will automatically retreat into another chamber at the end of the round.

✦ After Chamber Two.

After the second chamber, the Swindle Twins will engage the party in combat and attack once on each of their turns. On an initiative count of 0, the Swindle Twins will retreat into the final chamber.

✦ After Chamber Three (or final Chamber)

After the party completes the final chamber, the Swindle Twins will fight the party with their remaining hit points. If the Swindle Twins are reduced to 0 hp, they will give up and help the party.

THE SWINDLE TWINS

Medium Celestial, Chaotic Neutral

Armor Class 14 Leather Armor

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Damage Resistances Bludgeoning, Psychic, Piercing, and Slashing from Nonmagical Attacks.

Passive Perception 12

Condition Immunities Blinded, Charmed, Frightened, Paralyzed

Senses Blindsight 10ft., Darkvision 30ft.

Proficiency Bonus +2

Languages All

Challenge 4 (1,100 XP)

ACTIONS

Chaotic Grasp. The Swindle Twins swipe at a creature within range. +5 to hit, reach 5ft., one target. *Hit:* 5 (1d8) Slashing damage.

Enthralling Laugh. One creature of the Swindle Twin's choice within 60 ft. is forced to make a Wisdom Saving Throw (DC 11) or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Swindle Twin's Enthralling Laugh for the next 24 hours.

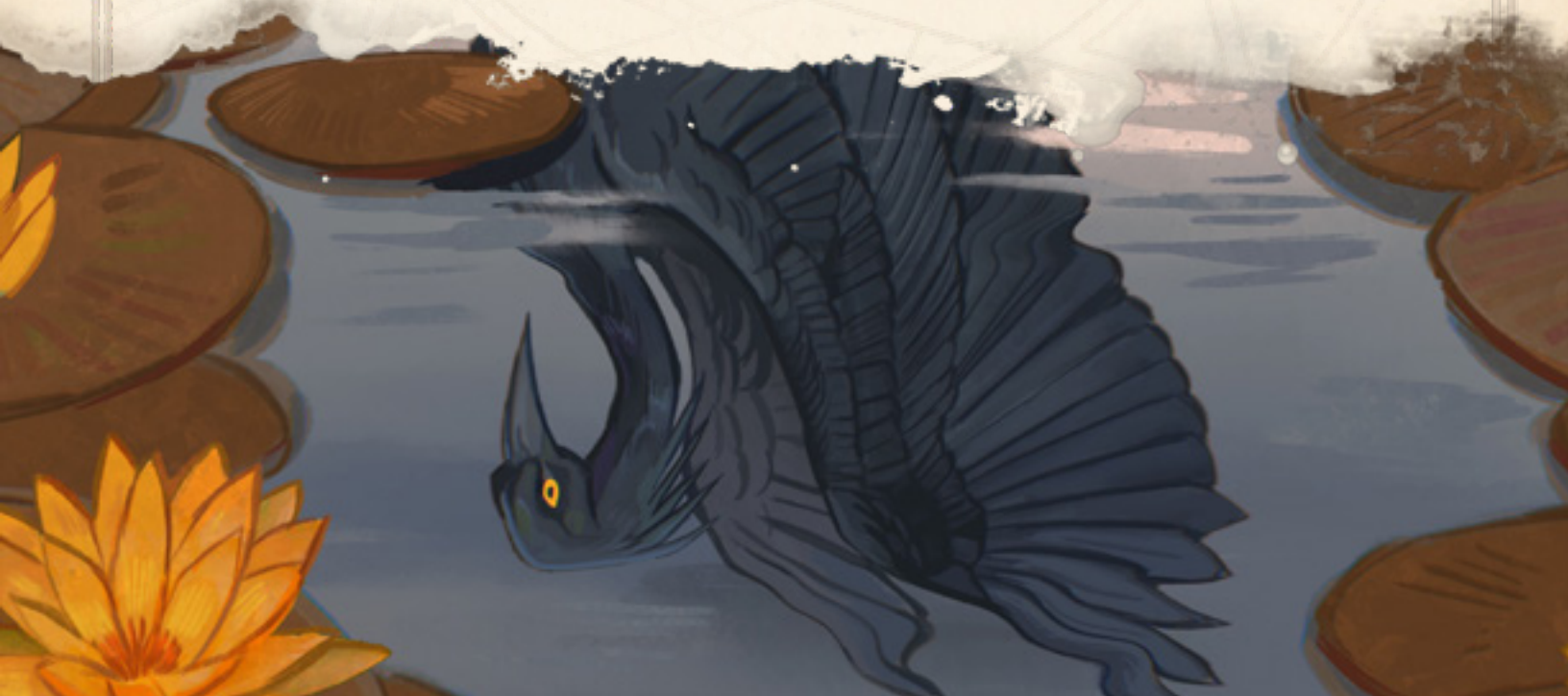
SPECIAL ABILITIES

Twin Form. When one Swindle Twin receives damage or reduces their hit points, the other Swindle Twin suffers the same effect.

Return to the Weave. When the Swindle Twins drop to 0 hit points or dies, their bodies are destroyed but their essence travels back to the weave and are unable to return to the Material Plane for a time.

Innate Spellcasting. The Swindle Twin's innate spellcasting ability is Charisma, Spell Save DC 10, +4 to hit with Spell Attacks. It can innately cast the following spells, requiring no material components:

At Will: *Vicious Mockery*
3/day each: *Misty Step*



CHAPTER 3 EXHIBITION ROOMS

FLEURTIDE

Entering into the chamber, a loud hiss of steam blasts against you, nearly searing your skin and almost deafening you. The doors slam shut and vanishing, leaving you stranded on a stone ledge overlooking a dark abyss below, beside which you stand precariously. On the far side of the chamber you see the towering doors that exit the chamber and you can make out the Swindle Twins giggling as they skip merrily towards it. As you take a step to chase them, you hear the whirl of clockwork and see a massive, gargantuan metallic ram's head lower between you and the Twins. Handles seem to be built into the front of the ram's head, designed for a group of people to hold the machine. A gout of steam billows from its nostrils and the ram head begins to move steadily towards you, threatening to push you off the ledge. Above the ram's head, you can see a pressure gauge that appears to be slowly emptying: the gauge now reading the number five. The Swindle Twins jeer at you as they leave the chamber, "You are all so pushy! Let's see if you can press your luck!" The ram head, blocking your path, sprays jets of steam and moves forward towards you.

Roll initiative and let's solve this problem!

The party stands next to a dangerous void. They must work together to push against the ram's head before it knocks them all into the pit. The chamber is 25 ft. wide and 50 ft. long. The party has 15 ft. of free space between them and the ram. 5 ft. behind the party is an endless pit.

ROOM FEATURES

Pit. The pit is surrounded by smooth stone walls. Characters that are pushed into the pit fall for a few minutes before triggering a teleportation rune, returning to the Hall of Stars.

Ram's Head. The Ram's Head is made of polished steel plates. It has 60 hp and an AC of 14. Every round at an initiative count of 10, the ram's head will move 5 ft. towards the party. Characters can attempt to resist the Ram's Head by making three successful DC 11 Strength checks. If three successful checks are made before initiative count 0, the characters may push the Ram's Head 5 ft. back. For every successful check after the first three in a round, they can push the ram's head backwards an additional 5 ft.

Characters that do not want to make strength checks can attempt to impede or contest the Ram's Head in alternative ways but do so with a DC 13 to any roll they make. Examples of potential alternative challenges include using a Dexterity-based check to attempt to break the clockwork driving the ram's head, or using an Intelligence-based check to try and manipulate the steam power of the ram's head. Successful attempts at these alternative checks count toward the Strength Checks above.

Steam Meter. The steam meter sits above the ram's head. It currently reads 5. At an initiative count of 10 the meter will count down one level as the ram's head uses its action. The Steam Meter has 20 hp and an AC of 10. Characters can attempt to attack the steam meter. If the steam meter reaches zero or the party succeeds in breaking it, all remaining steam will be released and the ram's head will stop moving.

COMPLICATIONS

While the characters push against the ram's head, potential complications may occur if they are not successful in their efforts. If the party fails three or more Strength Checks required to push the Ram's Head in one round, apply one of the complications below.

Gouts of Steam

The Ram's head blasts a spray of searing steam out from thin grates along its face threatening to burn anyone too close.

Characters within 10 ft. of the Ram's head must make a DC 10 Dexterity saving throw or take 1d6 fire damage. Characters within 5 ft. of the head make the check with disadvantage. Characters can disable this effect with a successful DC 9 Intelligence or Wisdom throw.

Slippery Floors

The polished stone floor has grown slick from steam and sweat. As you push against the massive Ram's head, you find that each step slips and fails to get traction.

Characters attempting the strength check to push against the Ram's Head must make the check with disadvantage. Additionally, characters that make a dash action must make a Dexterity saving throw or fall prone.

A Broken Cog

Inside the massive machine, you can see many whirling cogs and complex clockwork machinery. One larger gear catches your attention and you realize that if you damage it, you could slow the Ram's head.

Characters can make a DC 10 Intelligence or Dexterity check to attempt to damage some of the internal pieces of the Ram's Head. If they are successful, the party requires only two strength checks to succeed for the round. If they succeed this check by 5 or more, players may make their strength checks with advantage. If they fail this check by 5 or more, they cannot retry this check for 2 rounds. This check can be repeated each round.

ESCAPING THE CHAMBER

If the characters stop the Ram's Head, they are returned to the Hall of Stars and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".

WISTERIUS

Entering into this chamber, the doors shut softly behind you as the soft sounds of a running spring and chirping birdsong fill the air. The room before you has changed into a vista of gentle hills and broken stone pillars covered in vines of vibrant flowers. Stone doors leading out of the chamber stand at the far end of the room, a massive symbol of Wisterius, embedded into a stained glass window hanging above it. In the distance you can see the slowly setting sun, reflecting through the colorful glass, casting the chamber in a soft pink hue. A small creek flowing into a pool is located in the center of the room with various deer and other small creatures drinking from it. A sense of peace and relaxation surrounds you, as you find a powerful feeling of calm settling on the room.

What would you like to do?

If this room was not rolled as one of the three available rooms at the start of the adventure, this room will become available after the characters complete their first chamber. This is the chamber of Wisterius and serves as a potential safe haven and resting place for the characters while they complete their adventure.

ROOM FEATURES

Wisterius Time. Time moves differently in this chamber. For every two hours that passes in this chamber, one hour passes outside it.

Aura of Perfect Rest. Characters may take a short rest over the course of 10 minutes. If the characters take a short rest, they regain the maximum health when rolling their hit dice.

Aura of Resolve. Characters may take a long rest over the course of 1 hour. If the characters take a long rest, they gain all the benefits of a long rest, and have immunity to the first level exhaustion they would receive. Effect can only trigger once every 24 hours.

The Long Sleep. When characters take a short or long rest while in this chamber, they must make a DC 10 Constitution saving throw. For every visit to the chamber after the first this DC doubles. On a failed or successful save, the character gains benefits of either Aura of Perfect Rest or Aura of Resolve. If, however, the character fails the save by five or more, they are knocked unconscious and fall into a magical sleep for 2d10 hours. Characters that are in a magical sleep can only be awakened by someone else or until the duration of the sleep ends.

NOTABLE FIGURES

Marcus Torral

Dressed in Niveaux Maximum uniform, this half-elf man sleeps soundly on the ground. As you approach you can hear him snoring and appears to be caught in a deep slumber.

If the characters inspect the chamber they discover Lea Treybor's assistant, Marcus Torral sleeping nearby the pool of water, having succumbed to the magical sleep of the chamber. When encountered Marcus has been sleeping for four hours and will remain asleep for two more hours. If the characters decide to wake him up, he will thank them for rescuing him and tell them the following information:

- ✦ He entered the chamber earlier that day and discovered that the Swindle Twins were behind the troubles.
- ✦ Following them into this chamber, he was suddenly overcome by sleep. He doesn't know how long he has been asleep but was worried that he would eventually be found by Lea or Trid'illion himself.
- ✦ He will provide the players with a Potion of Healing (common) (Pg. 187 Basic Rules) for rescuing him.
- ✦ After talking with the party, Marcus will join the players in leaving the room and flee from the exhibit.

Oversleeping

If the entire party falls under a magical sleep, read the following text:

Each of you, one by one, collapse as the restful aura of the chamber overwhelms you. Eventually, you are shaken awake by a man dressed in Niveaux Maximum uniform. You have no idea how much time has passed but you have a sinking feeling that your quest is in jeopardy.

If every member of the party falls asleep, they will be woken up by Marcus. Increase the DC of all other challenges throughout this adventure by 2 as the party must now rush to complete their job.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".

SUNBASK

Entering this chamber, the doors slam close behind you. The chamber is dark, though you can sense a vast emptiness beyond the darkness that seems to call to you. Soft sounds of chittering, as if from gnashing teeth, whisper in the surrounding darkness. The only thing illuminated in this room are two simple, wooden doors that stand before you. As you inspect them, you hear the voices of the Swindle Twins echoing throughout the chamber, "Eeny, meeny, what a show, make a choice and on you go! Good or bad, let's wait and see. No one knows what it will be!"

What would you like to do?

The darkness surrounding the characters is a magical darkness as if via the Darkness spell. Characters that attempt to move into the darkness are quickly lost in it and are under the blinded condition. Characters that remain in the darkness can roll a d100. On a roll of 51-100, the characters discover the second series of choices presented by the Swindle Twins. On a roll of 1-50, the character suffers 2d6 piercing damage as invisible creatures bite and scratch them and they are returned to the pocket of light. Characters can attempt this roll again on their next turn.

ROOM FEATURES

Doors. The two doors are made of simple wood. The characters must choose between the two doors. The doors and what is behind them are described below. Characters that make a successful DC 14 Intelligence (Investigation) check can determine that there are very subtle differences between the sunbask runes on both two doors. Characters that notice this difference can make a contested Insight or Arcana check against the Swindle Twins. If successful the character can determine which option is the safe option. Only one character can do this per encounter in this chamber and the Swindle Twins roll with a +4 bonus to their Deception check.

Left Door (Warped Sunbask Rune). Opening the left door, all of the characters within 15 ft of the door are targeted by the Color Spray (Pg. 222 Basic Rules) spell.

Right Door. This door leads to the second part of the chamber.

Once a door is opened and the effects occur, the door vanishes and a new portion of the room is illuminated.

Entering into the next pool of light, you see the massive handle of some weapon floating in the air. The handle stretches out into the darkness, and you cannot see what the handle is connected to. Wild runes cover the handle of the weapon. There appears to be a clear space on the handle for you to place your hand, surrounded by glowing runes. Beside the floating handle is a small pedestal with a stone button built into it. Again the Swindle Twins' voices echo through the dark, "Here's the news for when you choose. One is good, the other bad. You won't be too sad!"

Characters that make a successful DC 14 Intelligence (Investigation) check can determine that there are very subtle differences between the sunbask runes on the handle and the button. Characters that notice this difference can make a contested Insight or Arcana check against the Swindle Twins. If successful the character can determine which option is the safe option. Only one character can do this per encounter in this chamber and the Swindle Twins roll with a +4 bonus to their Deception check.

The Handle. If a character chooses this option, the handle will begin to swing around, revealing a massive warhammer flying towards the party. A moment later, the warhammer shrinks, becoming a regular sized, two-handed weapon. Characters can keep this weapon and it is considered a magical warhammer.

The Button (Warped Sunbask Rune). If a character pushes this button, the massive handle of the warhammer will spin around and all characters in the room must make a DC 11 Dexterity Saving Throw or take 1d8 bludgeoning damage.

After resolving either option, the pool of light moves, revealing in the next option.

Two steel strongboxes sit alone in the center of the empty floor, a pool of light illuminating them. Large padlocks are attached to both strongboxes with two gleaming silver keys protruding from them. The locks and keys are covered in ornate runes. As you look at them, the chattering sounds of teeth grow louder in the surrounding darkness and you can hear the gleeful laughter of the Swindle Twins.

The darkness surrounding the characters is a magical darkness as if via the Darkness spell. Characters that attempt to move into the darkness are quickly lost in it and are under the blinded condition. Characters that remain in the darkness can roll a d100. On a roll of 51-100, the characters discover the next stage of choices presented by the Swindle Twins. On a roll of 1-50, the character suffers 2d6 piercing damage as invisible creatures bite and scratch them and they are returned to the pocket of light. Characters can attempt this roll again on their next turn.

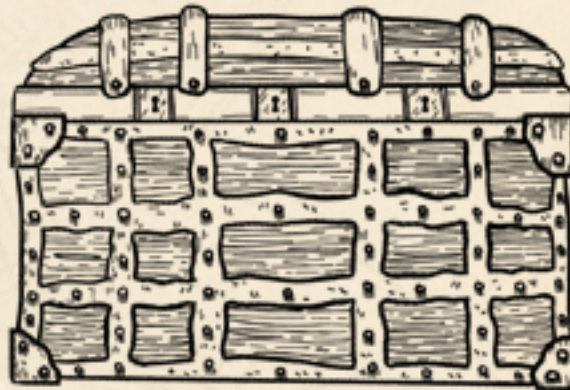
Characters that make a successful DC 14 Intelligence (Investigation) check can determine that there are very subtle differences between the sunbask runes on the handle and the button. Characters that notice this difference can make a contested Insight or Arcana check against the Swindle Twins. If successful the character can determine which option is the safe option. Only one character can do this per encounter in this chamber and the Swindle Twins roll with a +4 bonus to their Deception check.

ROOM FEATURES

Left Chest. This chest contains a jack in the box which springs up to startle the characters. The Jack-in-the-Box is holding a Potion of Healing (Pg. 187 Basic Rules) in its hands. If the characters deal over 20 damage to the Jack-in-the-Box in one turn while it is holding the healing potion, the healing potion is destroyed.

Right Chest (Warped Sunbask Rune). This chest is a Mimic (Pg. 332, Basic Rules) in disguise. When opened, the mimic will release a fleshy Jack-in-the-Box which will laugh with a slimy, guttural call. The Mimic has an initiative roll of 7 and will fight the party until killed.

Once the characters have resolved this room, the lights will shift for a final time to the last stage of this chamber.



The light in the room shifts one more time, revealing the entirety of the chamber. A large, glowing orb hangs high above the chamber, hundreds of holes are bored into it emitting the light into beautiful constellations across the ceiling and floor. Two runic circles shine with arcane light on the floor. Beyond them are massive stone doors that exit the chamber. As you look, you watch a magical script run across the stone doors and hear the Swindle Twins call, "Only one way out you see, but which circle will it be?" With those words, the arcane circles on the floor flare with energy, one red and one blue.

Characters that make a successful DC 14 Intelligence (Investigation) check can determine that there are very subtle differences between the sunbask runes between the two circles. Characters that notice this difference can make a contested Insight or Arcana check against the Swindle Twins. If successful the character can determine which option is the safe option. Only one character can do this per encounter in this chamber and the Swindle Twins roll with a +4 bonus to their Deception check.

Red Teleportation Circle (Warped Sunbask Rune) - This teleportation circle infused with a weaker version of a glyph of warding. Any character within 15 ft. of the rune when a creature steps on it must make a DC 14 Dexterity saving throw or suffer 1d6 fire damage. On a successful save, the character takes half the damage. Creatures on the circle have disadvantage on the check. After the rune triggers, the glyph of warding will trigger again in 4 rounds with an increased radius of 30 ft. The rune triggers on an initiative count of 18.

Blue Teleportation Circle - This teleportation circle functions as intended. Characters that stand on this circle and activate the magical rune are teleported back to the Hall of Stars. The rune recharges after 3 rounds and requires an action to activate.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".



AUROUS

Entering this chamber, you are immediately assaulted by a blazing chandelier, crafted to appear like the radiant sun. Taking a step, you notice that the brightly burning candles on the chandelier seem to dim slightly. The chamber stretches out before you, appearing as a windy field of wildflowers leading towards a dark forest. A solitary figure runs ahead of you, their shouting reaching you, "Give it back! I need that!" Just before they disappear into the forest, you can make out the pale forms of the Swindle Twins laughing and waving a glimmering object in their hands. The large doors of the chamber close behind you and you see the vast doors at the other end of the chamber, far in the distance.

Stop the Swindle Twins and escape this room.

The Flowering Field is filled with a variety of wildflowers commonly found in hot, dry climates. As the characters move through the field, they can make a DC 14 Knowledge (Nature) check to notice that hidden among the flowers are tufts of aconitum (wolf's bane) hidden amid the flowers. They will also determine that these flowers have been artificially cultivated in this chamber.

When the party enters this room, they will quickly discover that every step they take towards the dark forest causes the chandelier to progressively dim. The characters can remain in the flowering field for as long as necessary, but as they approach the forest, read the following statement:

With each step you take towards the forest, you can see the chandelier grow darker and darker.

NOTABLE FIGURES

Gnaz the Wererat

After the party has situated themselves in the chamber, they are quickly approached by the figure they saw running earlier. His name is Gnaz and here is a wererat, though he will not reveal this to the party immediately. Gnaz is a fixture of the chamber, though he is not aware of it. Any character that succeeds in a DC 10 Arcana check can determine that Gnaz is a magical construct that serves to showcase this chamber.

Gnaz is a young elf, with soft, mouselike features, long black hair, and a pair of silver glasses. After approaching the party, Gnaz will ask for their help and explain the following:

- ✦ Two twins snuck up on him while he was walking through the field and stole his magical amulet.
- ✦ The amulet has abjuration magic connected to it and helps protect Gnaz.
- ✦ The twins ran into the forest with the amulet and Gnaz needs their help to enter the forest and get back the amulet.
- ✦ Gnaz has never been in the forest and is scared. Some terrible beast hides in the forest waiting for prey.
- ✦ If the party help Gnaz, he offers to give them something from his home after retrieving the amulet.

If the party rejects Gnaz's offer, he will enter the forest before them anyway, complaining that the party is uncaring and cruel. If the party joins Gnaz, he will lead them into the forest to look for the twins.

Entering the forest, you see the giant chandelier above slowly dim and eventually go dark, the candles flickering out and leaving great trails of smoke that seem to hang in the air like clouds. Night descends on the forest, making it difficult to follow the Swindle Twin's trail. Ahead of you, his head low to the ground is Gnaz, who seems to be tracking, like some sort of animal, the trail. "They went this way." He points at a narrow path through gnarled, prickly bushes.

The party should make skill challenges to assist Gnaz in tracking the Swindle Twins. The party must succeed in three checks before failing two to find the trail without incident. If the party fails two checks before successfully supporting Gnaz, the smoke coming from the chandelier will begin to fill the chamber, causing each character to succeed on a DC 10 Constitution saving throw or take one level of exhaustion. After the characters complete this skill challenge read the following encounter below.

After 30 minutes, the trail comes to a small circular clearing. The call of an owl blares overhead and Gnaz stops tracking, staring up at the sky. Following his gaze, you can see that the chandelier, once representing the blazing sun, now has the pale illumination of the moon surrounding it. The candles burn with a pale blue flame and the "moonlight" pours through the trees. Suddenly, you begin to hear snarling, and the gleeful laughter of the Swindle Twins nearby, "Uh oh! Look out for your new best friend! Instead of besty, he is looking rather beastly! Maybe he needs this!" You see the gleaming amulet fly from the trees and get caught on a branch above you. Turning, you see Gnaz doubled over, shaking violently. Fur bursts from his neck and back and large rat ears have grown from his head. As quick as the transformation started, his shaking stops and he turns, snarling at you. Roll initiative!

THE DARK FOREST BEAST

The circular clearing the party finds themselves has a diameter of 20ft. The amulet is hanging on a tree branch above the clearing. Characters can try to climb the tree and reach the amulet with two successful DC 14 Acrobatics checks. Characters can also try to break the branch holding the amulet or target the amulet itself. In both cases, the branch or amulet has an AC of 16 and will fall from the tree after taking 15 points of damage.

The party can decide to try and save Gnaz or fight and destroy him. The choice is theirs. Gnaz is a wererat (Pg. 327 Basic Rules) and has an initiative count of 11. As a magical construct, Gnaz cannot give lycanthropy to characters he bites. He also cannot change from his hybrid form. Gnaz will fight the characters until defeated. Once Gnaz is either saved or defeated the characters will be able to escape through the chamber doors.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".

PYRIUM

Entering this chamber, the doors shut softly behind you. The sound of a crackling fire fills the air and you see a small campfire burning nearby. Flickering feebly and dimming slightly as you watch, the fire casts long shadows across the surrounding campground. Every shadow appears to be humanoid, dancing wildly in tandem with the flames. As soon as you notice it, the dancing stops, and all of the shadows turn to stare into the fire. The flames flicker again, and a strange, soft snarl begins in the surrounding darkness. Then the crackling of the fire becomes a voice, raspy and weak, "Listen to the tale of Vaan the Breaker and the brave adventurers whose hubris led them to be eaten in the night." With every word the fire dims a little more, and the snarl grows louder. The fire continues to speak, "Only those who hear the end of this tale may leave this place and I may only speak if I am fed." Beyond the fire, just on the edge of the light you see a pile of chopped wood. Suddenly, the malicious faces of the Swindle Twins appear as they flee, giggling, into the darkness, toppling the wood pile. Before you can give chase, an umbral creature with glittering eyes, multiple legs, and gleaming teeth charges from the darkness towards you.

Roll initiative!

A DANGEROUS STORY

This party must survive three waves of enemies as the fire tells its story. Additionally, the party must prevent the fire from being extinguished or else their encounters will grow much more difficult. The entire encounter will last seven rounds of combat, after which the party will be able to escape the chamber. After two rounds, the fire tells another part of its story and more enemies will join the combat.

- ✦ The campfire is magical and has 3 hit points, indicating its current strength. Any creature that touches the fire will take 4d6 radiant damage and deal 1 damage to the fire. If the fire hits 0 hit points it will extinguish. Every two rounds, the fire will speak, taking 1 point of damage to do so. If a character uses an action to add a log to the fire, it will heal 1 hit point to a maximum of 4.
- ✦ The fire spreads light in a 30 ft radius. All darkness beyond this is considered magical darkness and characters with darkvision cannot see through it.
- ✦ At the start of combat, two Giant Wolf Spiders (Pg. 137, Basic Rules) made of shadow appear.
- ✦ Every two rounds, at the initiative count of 0, the campfire will use an action to tell more of the story. Below are the statistics for the monsters, and a description of how to run this encounter.

First Part

After two rounds, on an initiative count of 0 read the following description:

The fire crackles to life again, the reedy voice echoing into the darkness, "One monster attacked Vaan and his friends in the night, but it proved no match for them. Generals in the Siege of Agubonne, few were as skilled at combat as Vaan or his allies. Our heroes laughed, and celebrated their luck, but as they did so, more of the shadows crept from the night, hungry for their prey. 'Forget the fire friends!' Vaan motioned his allies back into battle with the beasts, 'We will smite them in no time.' Vaan and his friends leapt back into battle, but their fire grew dimmer and the darkness closed in." Again every word the fire dims a little more, and as it dims, you can see two more of the umbral spiders scuttling towards you. Further in the darkness, the strange snarling continues to grow louder, clearly closer now.

The fire will take 1 point of damage as described above. Two more spiders join the fight with initiative counts of 7 & 15. If the party does not immediately engage with the spiders, they will use their turn to move towards the fire and use an action to attempt to smother it.

Second Part

After four rounds, on an initiative count of 0, read the following description:

The fire sputters, the croaking voice continuing the story, "Emboldened by their battle, Vaan's friends ignored the shrinking fire and chased the beasts into the darkness. 'Hey! Leave some for me!' Vaan laughed as he caught his breath before following his friends. In that moment, he heard strangled cries, and the thunderous steps of something large moving through the dark. 'Vaan! Help!' Vaan looked on in horror as his friends, lost in the growing darkness screamed and howled. 'Run to my voice! Come to me!' Vaan could see a shape crawling towards him, just as the fire fizzled away, and all fell dark." Again every word the fire dims a little more, and as it dims, you can see two more of the umbral spiders scuttling towards you.

The fire will take 1 point of damage as described above. Three more spiders join the fight with initiative counts of 4, 7, & 15. The spiders will use their first action to try to pin the characters and then drag them into the darkness. If the spiders are ignored by the characters, they will move towards the fire to attempt to smother it.

Final Part

After six rounds, on an initiative count of 0 read the following description:

The fire sparks violently, the sound seeming to mimic a laugh, before the grating voice continues the story, "As darkness overtook him, Vaan watched his friends, the generals of his army vanish one by one. Seconds passed and the shouting stopped. A solemn silence surrounding Vaan. 'I am Vaan the Breaker,' the lone warrior whispered to himself, 'I've seen great battles, and saw my foes flee before me.' The steady rhythm of a great beast's steps echoed through the dark. Vaan turned to the dead fire, and picked up a few embers. 'I will see the face of my foe,' he whispered, clutching the remaining coals and throwing them into the air. The flickering coals reflected like stars on a million black bulbous eyes, Vaan let out a terrible scream that faded as did the mighty general of the north." As the fire finishes the final line, a glowing doorway appears across the field and through the darkness, cracking open slightly. Then you see the terrible form of some massive creature moving towards you from the darkness, hundreds of eyes glittering in the remaining light.

The fire will take 1 point of damage as described above. The doorway leading out of the chamber is 50 ft. away from the campfire and will remain open until all of the characters retreat from the room or are defeated. A Shadow Abomination will join the fight, acting on an initiative count of 10.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section.

SHADOW ABOMINATION

Huge Aberration, Unaligned

Armor Class 16 Natural
Hit Points 33 (6d8+6)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7
Senses Darkvision 60 ft., Passive Perception 13
Languages None
Proficiency Bonus +2
Challenge 1 (200 XP)

ACTIONS

Maw of Teeth. The Shadow Abomination bites a creature within range. +4 to hit, reach 5 ft., one creature. 6 (1d6 + 2) Piercing damage, and the target must make a DC 11 Wisdom Saving Throw or be Frightened and take 1d4 Psychic damage.

Break the Mind. The Shadow Abomination may target a creature that is frightened. That creature must make a successful DC 10 Wisdom saving throw taking 5 (1d8) psychic damage on a failed save and half as much on a successful one.

SPECIAL ABILITIES

Shadows Everywhere. Creatures that are affected by the frightened condition while nearby the Shadow Abomination, believe that the creature is everywhere around them. The creature is considered to be in line of sight of the Shadow Abomination even if they are blinded or looking away from it.



SOULSTICE

Entering this chamber, you are assaulted by shouting voices, wails of pain, and the clatter of equipment as you take in the sight of a bustling hospital. The sick and wounded are everywhere, crowding the hallway you stand in and overflowing from various rooms. Clerics, priests, and monks move chaotically through the crowd, trying in vain to respond to calls for help, and those who need immediate attention. Amid the crowd you see the Swindle Twins smirking at you before disappearing. "Hey! Don't just stand there, help out where you can!" A young man in hospital uniform shoves uniforms into your hands and points you towards a crowd, "You all look healthy enough so go bandage people, carry something, or help direct those waiting. It will take all of us working together, not that McDavis is helping at all. Help us and finish the work so that you can go home! The faster you do it, the quicker you get to leave." The medic moves away and people begin to approach you asking for help. What do you do?

The party has been transported to a simulated hospital where the staff are extremely overtaxed and they must help them aid all those in need before leaving. This encounter functions as a skill challenge and the party must succeed in six primary checks before failing four. Characters can make these checks using any skill but there is a recommended skill provided for each section. With each failure, additional complications will occur in the hospital. If the party is successful in this challenge, they can open the door and continue chasing the Swindle Twins. If they fail the challenge read the "Night Shift" section below. The following are recommended actions for the party, but additional help could be provided with different skills checks at your discretion.

Missing Supplies (Perception or Investigation)

Moving through the hospital, you keep hearing rumors that much needed supplies have gone missing and a pair of twins were last seen carrying it. Calls for the supplies continue to grow and you feel an urgency to track down some of the missing supplies.

Characters attempting this check must succeed in a DC 11 skill check to locate some of the missing supplies. Alternatively, the character may use any other attribute based skill but must succeed in a DC 13 check. Invite players to explain how they are using a different skill.

Overbearing Family Members (Persuasion or Deception)

As you try to complete various tasks in the hospital you are suddenly stopped by angry family members demanding to hear about their relatives. They refuse to let you pass until you talk with them. How will you handle interacting with this family?

Characters attempting this check must succeed in a DC 11 skill check to talk with the family. Alternatively,

the character may use any other attribute based skill but must succeed in a DC 13 check. Invite players to explain how they are using a different skill.

Directing Patients (Performance or Survival)

Almost bursting with patients, those in the hospital are lost, gathering in inconvenient hallways and blocking the medics trying to move through the space. You catch glimpses of the Swindle Twins directing people to crowd together. This is a chance for you to help clear walkways and direct the traffic of the hospital.

Characters attempting this check must succeed in a skill check to direct the people standing around or gathering in crowds. This check is made in competition against the Swindle Twins. The Swindle Twins roll this check with a +3. Alternatively, the character may use any other attribute based skill but must succeed in a DC 14 check and not compete with the Swindle Twins. Invite players to explain how they are using a different skill.

Contacting Missing Staff (Arcana or Intimidation)

A relay station filled with arcane quills and parchment is staffed by one clerk. He is desperately trying to manage multiple ongoing messages which he explains are requests being sent to other hospitals nearby in an attempt to discover where the hospital's missing staff went. He hands you a quill and tells you to start writing to staff who did not show up to work today.

Characters attempting this check must succeed in a DC 11 skill check to write compelling requests to the missing staff. Alternatively, the character may use any other attribute based skill but must succeed in a DC 13 check. Invite players to explain how they are using a different skill.

Helping Heal (Medicine or Nature)

Among all of the tasks that need to be done, the most needed is more pairs of healer's hands. Stepping into the role you begin to bind wounds, stitch cuts, or administer remedies.

Characters attempting this check must succeed in a DC 11 skill check to write compelling requests to the missing staff. Alternatively, the character may use any other attribute based skill but must succeed in a DC 13 check. Invite players to explain how they are using a different skill.

COMPLICATIONS

With each failure, additional complications will occur in the hospital. If the party is successful in this challenge, they can open the door and continue chasing the Swindle Twins.

A SURGE OF PATIENTS

You hear shouting and the clamor of a crowd as more patients surge into the hospital. The already stressful environment shifts into utter chaos and you can hear the sounds of the Swindle Twins directing more people towards you.

The party has disadvantage on all skill checks until one of the members succeeds in completing the "Directing Patients" skill challenge. If a character successfully completes this skill it counts towards the total number of successful skills needed to escape the chamber.

NOTABLE FIGURES

Amid the chaos, you see one doctor clearly not helping. Instead, he is flirting and talking with many of the staff throughout the building. He is a tall elf with a salt and pepper beard, piercing blue eyes, and a chiseled chin. He has his hair tousled and messy, and wears a pristine white doctors' coat with the name badge, "McDavis MD." written on it but the "M" and "D" in his name are underlined by golden stitching. As you pass by performing your own work, McDavis winks at you and drinks from a coffee mug before distracting another healer working nearby. As you look you feel compelled to talk to him, as if there is a charm emanating from him.

Doctor McDavis

Doctor McDavis is a terrible distraction in the hospital and characters must make a DC 11 Wisdom Saving Throw or be charmed by his presence. Any action taken by the character while charmed by Doctor McDavis is done with disadvantage. At the end of each round they can attempt to break free of this charm. Characters that succeed the Wisdom Saving Throw are immune to this effect for the next 24 hours.

NEW DISEASE

Coughing turns to wheezing, then to even worse reactions and you watch in horror as you believe that whatever this patient has is a disease you've not yet heard of in this world. Then, suddenly, you begin to cough and a shiver of fear runs through you as you begin to feel the disease's effects.

A new disease has appeared in the hospital and everyone is starting to suffer the effects. Everyone must make a DC 11 Constitution Saving Throw or be Poisoned until the end of the chamber.

"NIGHT SHIFT"

A clock begins to toll throughout the hospital and you realize that you could not finish everything in time. The medic from earlier comes up to you, clearly sharing in your exhaustion. "We need you to stay for a while longer. Unfortunately the doors," he points to the doors at the far end of the hospital which you realize are the exit to the chamber, "won't open until later. Welcome to the night shift." He strides away, going back to his work and you return to dealing with the various problems of the hospital for a while longer, growing more and more tired.

If the party fails four skill checks before completing six checks, they are assigned to the night shift of the hospital and must make a DC 11 Constitution Saving Throw or suffer one level of exhaustion.

ESCAPING THE CHAMBER

Finishing the long day of tasks, you find yourselves resting in a side room of the hospital. The medic from before approaches you and smiles, "Great work out there today. Go home and rest." You see the stone doorways leading out the chamber now stand nearby. They are slightly open, soft light emanating from them.

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".



RUSTIUM

Entering this chamber, the sounds of a lively party surround you as the doors are closed softly. You see before you a large party is underway, with various guests and servants moving freely throughout the chamber. All of these guests are half your size, appearing more like the figurines from various museum dioramas. You feel a tension throughout the room. Every guest seems stressed, their movements stiff and nervous. On the far side of the room, you can see the towering doors leading out of the chamber and between them, the vast dance floor where couples spin merrily to the music. "Announcing the ambassadors of New Reach." A well-dressed butler calls beside you. She then gestures for you to step into the party, where many of the passing guests look at you with interest. High above you, the sigil of Rustium, the Honest Seraph hangs on the banners. A handsomely clad orc steps up to one of you and shakes your hand, welcoming you happily. As he walks away, you feel a slip of paper crumpled into your fingers. You can see a short message written on the parchment beginning with the words, "I NEED YOUR HELP, Lady Briarthorn will publicly meet with Branson Caldwell tonight. They are rivals and hate one another. You are ambassadors. You must help keep the peace else all in this hall will suffer Briarthorn's wrath. Two twins have been spreading false rumors, prepare yourselves for the meeting 30 minutes from now. Some of the guests may know the truth of the matter. Help. Us. All."

What would you like to do?

In this encounter, the party has fallen into the middle of an important party as the ambassadors to a distant city. As soon as the characters arrive in the party, they will have an opportunity to talk with the guests and mingle, before overseeing a very tense and important meeting between Lady Briarthorn, the owner of the estate, and a visiting dignitary named Branson Caldwell. The characters will be called to smooth over the meeting or face dire consequences. If you would like, you may set a timer for 30 minutes and give the players a chance to talk with each NPC and try to gather information before the meeting. Otherwise, it is recommended that each player character has a chance to interact with an NPC at least once.

This encounter should be fairly freeform, with the characters able to participate in the party as they see fit. Below is a list of five NPCs that the characters may choose to interact with. If you have NPCs that you would like to substitute for these below, feel free to do so. Each NPC has a secret that the characters can learn to help them prepare for the exchange.

NOTABLE FIGURES

Ella Rafferty

Rimewomb, Human Female, Early Thirties. She has black hair with an undercut, green eyes, and dark black skin. She is amiable to those she meets.

Secret: She heard that the two individuals who met with Lady Briarthorn were identical twins and were members of Thrice.

Dali Wendels

Wisterius, Half-Elf Male, Late 80s. He has short, straight brown hair and brown eyes. He has a lisp and has been drinking.

Secret: He heard that Branson Caldwell had met with two identical twins the other day while walking through the market and they told him to visit Lady Briarthorn's home.

Cecilia Carwyse

Fleurtide, Half-Orc, Mid 40s. They have a bald head, with an intricate web of jewelry webbing across their face. They have a tall, powerful build and blue eyes.

Secret: Lady Briarthorn and Branson Caldwell were always close business partners, though some say that they've had romantic partnerships as well.

Millicent McKinnon

Aurous, Human female, Early 20s. She has brown eyes and black skin. She is lean and enjoys drinking her drinks through loud sips.

Secret: Dealing with Lady Briarthorn is almost impossible since you usually have to go through Branson first. They have some sort of trading arrangement established, or at least they used to.

Wilhelm Westerbrook

Pyrium, Teifling Male, Late 50s. Wilhelm has vibrant red eyes, and a number of gold teeth. He often stutters slightly while speaking.

Secret: Branson Caldwell has never missed a shipment, a trade meeting, or anything else pertaining to his or Lady Briarthorn's affairs.

Lumie Lafferty

Duskworn, Human Male, Mid 30s. Lumie has a heavy accent and is often rude to those he speaks to.

Secret: Branson Caldwell owes a fair bit of money that he has yet to pay. Lumie is not the only one who has recently loaned him money.

TENSE MEETING

After the characters have settled into the party and spoken with the guests, they are called to the center of the chamber to oversee the meeting between Lady Briarthorn and Branson Caldwell. In this encounter, Lady Briarthorn and Branson Caldwell have short stat blocks below which indicate their current disposition towards one another and bonuses the players can receive for mentioning certain details from their earlier investigation.

Over the course of the conversation, the players will influence these dispositions for better or worse. Each round one or two characters may make a Charisma-based skill check to try and change the dispositions of Lady Briarthorn or Branson Caldwell, rolling against the Social DC in the NPC's stat block below. If the character succeeds two checks the NPC will move one disposition level from Hostile to Indifferent or Indifferent to Positive. After five rounds, consult the consequences chart below to determine what happens.

BACKSTORY TO THE CONFLICT

Lady Briarthorn and Branson were once close business partners and friends. However, recently, Lady Briarthorn heard rumors, spread by the Swindle Twins, that Branson Caldwell had seen her conducting illegal trade deals with thieves from Thrice in the comfort of her home and was telling everyone. Meanwhile, Branson Caldwell had heard that Lady Briarthorn was selling exclusive trade deals that he currently owned. The Swindle Twins told him that Lady Briarthorn was backing out of their deal and had called him a cheat and liar. Both now would like an apology from one another, and neither is willing to admit that they may have misunderstood the situation.

LADY BRIARTHORN

- ✦ **Disposition**
Hostile
- ✦ **Social DC 14**
- ✦ **Goal**
To Gain a Public Apology from Branson
- ✦ **Positive Statements**
If the characters mention anything about Lady Briarthorn and Branson's friendship, or the Swindle Twins, they receive advantage on their roll.
- ✦ **Negative Statements**
If the characters mention anything about business deals or connections to Thrice, they receive disadvantage on their roll.

BRANSON CALDWELL

- ✦ **Disposition**
Hostile
- ✦ **Social DC 14**
- ✦ **Goal**
Be Paid 1,000 Gold Pieces for Damages to Character

- ✦ **Positive Statements**
If the characters mention anything about Branson's devotion to his work or the Swindle Twins, they receive advantage on their roll.
- ✦ **Negative Statements**
If the characters mention anything about Branson's debts or the thieves from Thrice, they receive disadvantage on their roll.

CONSEQUENCES OF THE CONVERSATION

Both Hostile. Lady Briarthorn curses them for their failure as ambassadors and the characters have disadvantage on all Charisma-based skill checks 1d4+1 days. Branson Caldwell curses the players for their failure and casts a spell on them. For 1d4+1 days, the next 10 coins that the characters touch is reduced to one denomination smaller.

One Hostile. The party receives one detriment from below based on which NPC has a positive disposition.

Both Indifferent. The conversation is postponed to a later date and the characters are released from the chamber with no effect.

One Positive. The party receives one benefit from below based on which NPC has a positive disposition.

Both Positive. Lady Briarthorn blesses them for their work as ambassadors and the characters have advantage on all Charisma-based skill checks for 1d4+1 days. Branson Caldwell blesses the character for their work and rewards the players with 5 platinum pieces.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".



DUSKWORN

Entering this chamber, the doors shut quietly behind you and you stand in a single pool of light. Weapons racks slide towards you from the surrounding darkness, the gleaming armaments clattering softly. You hear the crack of arcane energy and then a voice begins talking, "If you are currently unarmed, please select up to two weapons from our stock. You will need them for what is ahead." Lights flare around the room revealing a door carved into the floor and a cage containing a large mechanical automaton. Above you, is a large crimson hand. Its metallic fingers are splayed out.

The voice speaks again, "Prepare to fight! Be aware that you are each marked by Duskworn which means..." the arcane static picks up again, then you hear the chiming laughter of the Swindle Twins, "Uh oh! You've been marked! The only way out is to fight but remember... what goes around comes around! Will one of you bear the burden or will all of you? Hahaha!" At that moment, you hear the cage door open.

Roll initiative!

When the party enters the chamber, one member of the party acquires the following feature:

MARK OF VENGEANCE

This mark appears as a dark, red fist on the back of your hand. Out of the corner of your eye, you believe that the hand seems to move slightly.

While bearing this mark, the character suffers the Mark of Vengeance. As a bonus action, you may transfer the mark to another willing creature that you touch. On an initiative count of 20, one of the five fingers of the metallic hand will close, slowly forming a fist. After five rounds, all fingers will close and the fist will cast the spell, Vengeful Wrath. Characters can make a DC 9 Intelligence (Religion) check to determine that the zodiac sign of Duskworn is known for dealing out justice or vengeance. (GMs are encouraged to read the following effect aloud to the party).

Vengeful Wrath

Range 30ft. Somatic Components

A creature bearing the Mark of Vengeance must make a DC 13 Charisma Saving throw or suffer force damage equal to the maximum hit points of a creature that has been killed within 500 ft.. On a successful check, the creature takes half as much damage, rounded up.

BATTLES AND BURDENS

The party must battle a powerful enemy: a clockwork monstrosity, which uses the statistics of a Shield Guardian (Pg 345, Basic Rules). to escape the chamber. The clockwork creature has 79 hit points and will fight until defeated. If the party is defeated they will be thrown from the chamber and heal a quarter of their health. After the clockwork automaton is defeated, the chamber door in the floor will open and the players can jump down and appear in the Hall of Stars exhibit.

ROOM FEATURES

The chamber is 25 ft. in diameter.

Lighting. The chamber is dimly lit and is considered low-light.

Walls. The chamber walls are covered in spikes, characters that touch the spikes take 4 (1d6) piercing damage.

Clockwork Fist. The clockwork fist is 50 ft. in the air and has 100 HP and an AC of 20.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".



LAMENTIUM

Entering this chamber, you see a blue line of arcane energy stretching before you towards the far end of the chamber where it passes behind the chamber exitway. Four intersections span the line, each with a different glyph beside it. Sneering at you beside the far door, you can see the Swindle Twins pointing at you and laughing maliciously. Then the first arcane intersection flares to life, and the chamber shifts, becoming a serene forest.

The buzzing of insects fills the air, and you can see a series of rotten stumps scattered around you, rising from the ground. Further from you, roughly 50 ft., you can see a stone doorway marked with arcane runes and bearing a simple lock that requires a key. As you take a step, you realize that the ground has become a fetid bog that threatens to pull you downward. Steeling yourself, you see that one stump has been overturned, a small piece of parchment stuck to its underside, a skeletal hand protrudes from the marsh beside it. Your ft. sink a little more into the bog with each second.

What do you do?

FETID BOG

In this encounter, the characters find themselves sinking into the bog and must find a way to open the stone doorway and escape the marsh. The characters will have to use their cunning to move through the bog before it consumes them and possibly discover a key hidden among the stumps.

Terrain. The muddy ground is considered difficult terrain and requires double movement to traverse. On the edge of the marsh are a ring of fetid gnarled trees with long vines that reach 15ft.

Light. Daylight pours into the marsh, and creatures can see clearly everywhere.

Sound. The buzzing insects are loud and annoying but otherwise not a problem.

Smell. There is a powerful smell of rotting vegetation throughout the area.

The bog slowly pulls everything into it. At the start of a character's turn, they must make a DC 11 Athletics or Acrobatics check to avoid being restrained by the bog. If the character is wearing medium or heavy armor, they make this check with disadvantage. Characters can use their action to give an adjacent character advantage on their check.

Characters can repeat this check at the start of their next turn and if successful free themselves for the round. If the character fails the check again, they are considered paralyzed. If the character fails the check three times in a row, they are sucked into the bog, see "Into the Muck" below.

Rotting Stumps

Rotting Stumps. The rotting stumps scattered around the bog hide the key that can open the stone door. Characters can use an action to tip a stump over, revealing a small pocket underneath.

- ✦ **Stump 1**
Nothing is under this stump.
- ✦ **Stump 2**
A healing potion is underneath.
- ✦ **Stump 3**
A Giant Centipede (Pg. 131, Basic Rules) scuttles out and attacks the character with a +4 to its attack.
- ✦ **Stump 4**
A key is underneath.
- ✦ **Stump 5**
Nothing is under this stump.
- ✦ **Stump 6**
A scribbled map is underneath.

STONE DOOR

A large stone doorway stands on the edge of the bog. The door is locked and can be opened with the hidden key or with a successful DC 20 Sleight of Hand check. It takes an action to attempt to open the door. Characters that open the door may leave the bog and enter into the "Path of Fire".

"Into the Muck"

The bog claims any who wait too long and pull everything down into the damp dark below. Characters that fail their third skill check to avoid being devoured by the bog teleport to the next part of the chamber and are poisoned for the next hour.

PATH OF FIRE

Stepping out of the bog, the air turns acrid and reeks of sulfur. The arcane line stretches out before you again, leading towards the large chamber doors in the distance. The second arcane intersection flares to life, the stone floor cracking and breaking. You watch as five rows of symbols stretch across the ground in a grid pattern. The symbols appear to be different images of stags. Beyond the grid, you see another, smaller doorway like the one before, closing as a glowing blue hand of the Swindle Twins disappears behind it. A symbol of a stag is carved at the top of the stone doorway.

Characters must traverse the puzzle without falling into the dangers below. This puzzle can be completed by trial and error and is not meant to take too long.

Stag Symbols. The symbols show a stag in various emotional states. If characters inspect the stags closely, they will notice that one of them is entirely unique. Any character that stands on this symbol will open the door to the next room.

Fiery Path. In order to approach the stone doors, the characters must step across the symbols carved in the floor. There is a specific pathway that the characters can travel along the path. If a character steps on a panel not on the path, they must make a DC 11 Dexterity Saving Throw or fall into a searing steam filled vault below. Characters that fall into the chamber are teleported to the "Endless Sea" and suffer two levels of exhaustion for the next hour.

Stone Door. A large stone doorway stands at the other end of the puzzle. The door is locked and can be opened with the hidden pressure plate in the puzzle or with a successful DC 20 Sleight of Hand check. It takes an action to attempt to open the door. Characters that open the door may leave the path and enter into the "Endless Sea".

ENDLESS SEA

Stepping through the small stone doorway a final time, the sounds of creaking wood and the flutter of sails fill the air. You stand on the deck of a ship in the middle of an endless sea. The chandelier high above you gives off the pale illumination of the moon. The candles burn with a pale blue flame and more candles, floating high above you appear as stars in the sky. Positioned in the center of the ship is a large clockwork machine that bears many symbols of different constellations, the dial currently twisted to one of the symbols. As you take in the scene, the sound of cracking wood fills the air and you feel the ship buckle slightly. Then the faint laughter of the Swindle Twins echoes through the chamber. There is no clear way out of the room, and you realize that the ship has begun to sink!

Roll Initiative!

Characters must solve the constellation puzzle in order to reveal the hidden doorway leading out of the chamber before the ship sinks beneath the waves. This puzzle may go very quickly which is welcomed. If the players successfully solve this puzzle, they will return to the Zodiac Hall.

Sinking Ship. The ship is steadily sinking into the sea. If the ship has 10 or more holes at the start of the round the ship will sink, see the "Shipwreck" section.

At the start of this encounter, the ship has four holes in its hull. On an initiative count of 20, the ship will gain three more holes. Characters can use a move action to move between the upper and lower decks. While in the lower deck, characters can use an action to patch one hole in the bottom of the ship. While in the upper deck, characters can assist one another and operate the Clockwork Machine.

CLOCKWORK MACHINE

This strange contraption appears like the mural in the Zodiac Hall. Various zodiac symbols adorn its face and a central dial can rotate between them like a clock. The machine is large and complex, filled with various levers, switches, and clockwork devices. As you inspect the machine, you can see that the dial is set to the sign of Lamentium. A phrase is carved into the dial, wrapping around its edge, "There is always a guide for those who are lost."

The Clock machine requires two people to use an action to operate it. In doing so the characters can move the dial to any sign they would like on the machine. If the characters successfully rotate the dial to the correct zodiac sign, they reveal the doorway and can escape the chamber. If the characters move the dial to the Duskworn symbol, the secret door will be revealed.

If a player asks, they can use an action to make a DC 10 perception check and inspect the stars in the sky. If the character succeeds they can see that the candle-like stars are aligned in the shape of the zodiac sign - Duskworn. If they fail the check, they discover this information at the start of their next round

GM NOTE

This is one solution to this puzzle and you are invited to adjust this puzzle to create alternative solutions or clues for the players to use. Feel free to also adjust the Duskworn symbol to any symbol that supports your narrative.

"Shipwreck"

If the characters fail to prevent the ship from sinking they are pulled under the water by the vacuum of the sinking ship. Any character that attempts to swim discovers that the water magically pulls them downward. The characters begin to sink and then are teleported magically to the Zodiac Hall and suffer two levels of exhaustion.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".



WAKING

Entering this chamber you are hit by a blast of heat. The sounds of hammers smashing against metal and the rattle of chains echo throughout the room. Lit by a dim, red haze, you see a colossal anvil in the center of the chamber, a half-forged key laying in a rune covered mold and a variety of forging equipment. A large bellows stands nearby, a contraption built into the top that appears to hold molten steel. On the opposite side of the room to this, you see chains attached to a large vat of molten steel that you think you could move using the chains. Finally, you see a large runic smithing hammer leaning beside the anvil. Stone dwarven faces surround you with molten lava flowing from their open mouths. As you take in the scene, you can hear the laughter of the Swindle Twins nearby. Looking, you spot the twins peering from a comically large keyhole in the center of a large metal door. The twins call, "Work, work, work! That's what they say. We don't like it. We want to play!" You hear a loud click and see one of the dwarven mouths open wider, lava beginning to flow out a spill across the floor. You will need to work fast.

What do you do?

In this encounter, the characters will need to work together to finish building the large key in the center of the room. This encounter functions as a skill challenge and the party must succeed in six primary checks before failing four. Characters can succeed or fail secondary skill checks with no penalty to the final total. With each failure, the Swindle Twins will add more challenges to the encounter which are rolled on the table below. If the party is successful in this challenge, they can open the door and continue chasing the Swindle Twins. If they fail the challenge read the "No Escape" section below.

MASTERS OF THE FORGE

The party must use their skills and knowledge to finish crafting the large key. There is a variety of forging equipment available for the characters to use. Below is a list of key skills that the party can use to craft this key and description to be read aloud to the characters. These are not the only skills that the characters can use and it is recommended that the GM allow the party to get creative with their skill checks. The skills below should serve as a reference to other actions the party may take. It is recommended that the DCs for skills outside those below are decreased or increased by a maximum of 2.

Spreading Flames

Lava continues to pour from the dwarven mouths, pooling on the floor and beginning to cover portions of the room.

At the end of each round, lava spreads from a dwarven head. Roll 1d4 and cover that many squares with lava. These spaces become dangerous terrain. Characters that attempt to wade through the lava or fall in immediately take 2d8 fire damage. If the character is knocked unconscious, the chamber will teleport them away and place them back in the Hall of Stars.

Primary Skills

Athletics.

In the smoke and heat you see a larger than normal smithing hammer. You know that this tool needs to be used in forging this key but will you or your friends have the strength to lift it?

Characters using this skill must succeed in a DC 11 Athletics check to lift a large smithing hammer to help mold the key. If the character fails the check by five or more, they take 1d6 fire damage and cannot take any other actions this turn.

Acrobatics.

A web of chains weave throughout the rooms, all leading back to a massive metal vat that you can see brimming with molten steel from the burning furnace. Someone skilled and dexterous will need to use the chains to position the vat above the mold and successfully pour the molten metal without spilling it everywhere.

Characters using this skill must succeed in a DC 11 Acrobatics check to manipulate the chains and pour molten steel into the mold in the center of the room. If the character fails the check by five or more, they immediately start "The Floor is Lava" complication if it hasn't started already and must wait until the next round to try again.

Constitution.

A towering bellows is connected to the forge. Someone hardy and capable of exerting great effort for long periods of time will need to work this device.

Characters using this skill must succeed in a DC 11 Constitution check to work the mighty bellows in the room. If the character succeeds the check by five or more, the next character to make an athletics check does so with advantage.

Secondary Skills

Any Intelligence Skill.

Anyone in the party can use a knowledge skill to help them and their party with this task. Invite the character to explain how their knowledge assists in the creation of this key while making the roll. If the character succeeds in a DC 11 Knowledge check, they provide advantage to one other characters in the room. This skill can be used once per round.

Secondary Skills Continued

Perception.

Making sure that everything falls into place, and overseeing the work of many people is challenging. As you scan the room, you see valuable equipment that can speed up the work.

This skill may be used once during the encounter and requires a successful DC 15 perception check to complete. If successful, the character may provide a +5 bonus to either the Athletics, Acrobatics, or Constitution check. If the character fails, they can attempt this skill again the next round.

Persuasion or Performance.

Your voice and sense of command help bolster your allies and keep order in the room. Through each step, you help coordinate everyone effectively.

Anyone in the party can use the persuasion or performance skill to help them and their party with this task. Invite the character to explain how their action assists in the creation of this key while making the roll. If the character succeeds in a DC 13 persuasion or performance check, they provide advantage to two other characters in the room. This skill can be used once per round.

COMPLICATIONS

With each failure, additional complications will occur in the hospital. If the party is successful in this challenge, they can open the door and continue chasing the Swindle Twins.

The Floor is Lava

As molten metal and lava flood into the room from the surrounding dwarven facade, you can hear the cackling of the Swindle Twins as they clearly delight in your danger. Within seconds, you realize that you will not be able to complete the key before the floor is covered with searing magma. Fortunately, you all can jump onto smithing supplies or heat resistant surfaces as the floor is entirely covered.

The room is filled with lava across the floor. Characters can jump between the various platforms in the chamber. Each platform can support a medium and small creature at the same time, if two medium sized creatures attempt to share a space, they must make a DC 15 Dexterity Saving Throw or fall from the platform. Characters that attempt to wade through the lava or fall in immediately take 2d8 fire damage. If the character is knocked unconscious, the chamber will teleport them away and place them back in the Hall of Stars

Growing Heat

The heat is becoming unbearable and the work gets harder and harder. If you don't complete your task soon, you will likely succumb to the heat. Through sweat stung eyes you can see the Swindle Twins making faces at you through the keyhole.

As the heat increases, the characters must each make a DC 8 Constitution saving throw. On a successful check, they resist the heat but on a failed check, the character takes

one level of exhaustion until the end of the encounter. Characters with fire resistance (dragonborn for example), do not need to make this check.

LOOK OUT BELOW!

Some of the chains begin to rattle and not by your hand. You see as the swindle twins are shooting small balls of magic towards the chains, causing hanging suits of armor, swords, and other objects to fall around you.

The Swindle Twins are causing objects to fall around the characters. Each character must make a DC 8 Dexterity saving throw. On a success, they avoid the falling debris, on a failure, they are knocked prone and take 1d4 bludgeoning damage.

Don't Worry! I'm Helping!

As you work on the key, you see your companion place a valuable tool nearby you before going to find more things. Seconds later, the same companion appears, taking the tool and throwing it away. In disbelief you see your friend morph into a Swindle Twin, who sneers at you before vanishing in a cloud of steam back into the keyhole. No doubt they keep trying to ruin your plans unless you coordinate with your team.

The party has disadvantage on all primary skills until one of the members succeeds in a secondary skill.

No Escape

Dread falls on you as you realize that you and your companions are not escaping this dire situation. As the room steadily fills with lava you hope that what Lea Treyber said was true and that you would be rescued by the chamber itself.

The characters have failed to escape the room in time and each fall into the lava. They are all returned to the Exhibit Chamber and take 2d8 fire damage if they haven't already.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".

RIMEWOMB

Entering this chamber, the doors shut quietly behind you and you stand in a single pool of light. You hear the crack of arcane energy and then a gentle voice begins talking, "Welcome to the Chamber of Rimewomb. Please select one of your party to enter into the observation booth. You will be assisting your party from this location." A light flares and you see a small booth nearby filled with levers, switches, and clockwork features. The voice continues, "For everyone not chosen, you will be fighting against a prototype creation. Thank you for your assistance in this test. Upon completion of the test, you will be released." Lights flare around the room revealing a small room made of differently designed plates of metal. On the other side of the room are the towering doors leading out of the chamber. As you look, you can see the Swindle Twins darting behind them. Between the door and your team is a strange looking clockwork creature that begins to click as it stands, a large sword coming out from its arm.

Who is going into the booth and everyone else roll initiative!

A DANGEROUS TEST

The party must deal with a new prototype automaton while receiving the help from one of their members. This combat will last approximately 5 rounds or until either the automaton or the party is defeated. After completing this chamber, the party will be able to exit through the large doors on the far side of the room. The chamber is 30 ft. in diameter and is made of iron. The booth is 5 ft. by 5 ft. square and also made of metal.

Prototype Tactics

The statistics for the automaton are below. It will attack a character with two attacks before moving to a new target. The automaton will try to remain mobile during this fight, programmed to force the party to think outside the box in order to assist with the test.

The Booth

As the combat begins read the following description:

Stepping inside the booth, you see a complex panel of buttons, switches and levers and as you look you can see eight prominent switches at the top of the panel. Each has a unique rune underneath it and are all painted a different color. Below the panel you can see a series of strange, arcane cables and clockwork gears mixed together. As you hear your allies begin the fight with the prototype, the arcane voice crackles to life inside the box. "Thank you for your cooperation. As you can see there are eight switches that you will control to aid your allies. As we begin this test, you should begin priming the red switch as this will offer a strong item for your allies to use when fighting the prototype. Please begin priming the switch now."

The character in the booth will act on an initiative count of 20. The booth contains eight switches that the character can use to support or hinder their allies. In

order to activate a switch it requires an action which consists of priming and working the various other features of the panel. Switches may not be deactivated once they are flipped.

The character may also use a bonus action to try and determine what the switches may do. Performing this action requires a successful DC 11 Intelligence check and the character may use an intelligence based skill to aid in this check. Alternatively, the character may use any other attribute based skill but must succeed in a DC 13 check. Invite players to explain how they are using a different skill. Characters using this action may only learn the effect of two switches each round and may repeat this action every round.

Each round, the voice will offer advice to the character in the booth for what switch to activate next. The arcane voice has been tampered with by the Swindle Twins and is lying to the character. If the character in the booth begins to rebel against the voice, it will try to convince them to do what it says, growing increasingly more distressed each round.

Below are the switch and their effects:

Red Switch. As an action, you may activate this switch. The prototype activates a second sword in its other arm and the prototype may now make two attacks each turn.

Orange Switch. As an action, you may activate this switch. Arcane armor appears around the characters fighting the prototype, granting a +1 to their AC for the duration of the fight.

Yellow Switch. As an action, you may activate this switch. The room fills with water. The prototype acquires a swim speed of 30 ft..

Green Switch. As an action, you may activate this switch. An arcane turret appears within 5 ft. of one of your allies. As an action, the turret may be used to shoot a lightning bolt that deals 3d8 lightning damage and requires a successful DC 15 Dexterity saving throw. Creatures that succeed in the save take half damage.

The prototype activates a crossbow feature and may use a ranged attack as described in its statistics block.

Blue Switch. As an action, you may activate this switch. The room fills with positive healing energy, all members of the party heal 2d4+2 health. The automaton is immune to this effect.

Indigo Switch. As an action, you may activate this switch. Jets of fire shoot through the room, the characters in the room must make a successful DC 10 dexterity saving throw taking 2d6 fire damage on a successful save or half as much on a failed save.

Violet Switch. A small automaton appears in the room and begins to heal the prototype. Each round on an initiative count of 0 the small automaton heals the prototype for 1d4 health. The small automaton has AC 8 and 5 HP.

White Switch. The doors at the far end of the chamber open. If the prototype is still alive, it activates its flame spray ability.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the “Swindle Twin Showdown” section.

PROTOTYPE

Medium Construct, Neutral

Armor Class 16

Hit Points 22 (3d8+9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Resistances Poison

Senses Darkvision 60ft., Passive Perception 10

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Languages None

Challenge 1 (200 XP)

ACTIONS

(Deactivated) Multiattack. When activated, the Prototype may make two attacks, as an action, with its Shortsword attack against the same target.

Shortsword. Prototype slashes a creature in range +4 to hit, reach 5ft., 6 (1d6+2) Slashing damage.

(Deactivated) Crossbow. Prototype shoots a creature in range. +2 to hit, 30ft., 5 (1d8) Piercing damage.

(Deactivated) Flame Spray. As an action, the Prototype may release a blast of fire from itself in a 30ft. cone. All creatures within this attack must make a Dexterity Saving Throw DC 10 or take 7 (2d6) fire damage on a failed save and half as much on a successful save..

SPECIAL ABILITIES

Prototype Resilience. If damage would reduce the Prototype to 0 hit points, it may make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is lightning or from a critical hit. On a success, the Prototype drops to 1 hit point instead. This effect can trigger three times.

FROSTWANE

Entering this chamber, you stand in a solitary circle of light. A moment passes before there is a click and the floor falls away beneath you, dropping you into a slide. All of you tumble down the tube for a few minutes before splashing into a chamber filled with water. You struggle for a minute, then two before being forced to take in a breath of air and find that you can breath despite water around you. Before you stretches a labyrinth composed of ethereal, multi-hued walls of water, each with different colors inks swirling and mixing within them. Above you can make out the shadows of some large fish circling in the water. At the far end of the labyrinth, you see the Swindle Twins making faces at you and swimming gleefully around before passing through the large stone doors that lead out of the chamber. To give chase, you will need to travel through the labyrinth.

What do you do?

A TEMPTING MAZE

The party must navigate through an illusory maze in order to chase the Swindle Twins. As the characters move through the maze, they encounter illusory temptations and encounters that will draw out the secrets of their characters. Players must complete the four obstacles below to pass successfully through the maze. There are possible encounters below that you can use in this maze, though you are invited to add any encounters or obstacles for your party to deal with in addition to those offered here.

Obstacles

Distorting Walls.

As you travel through the maze, vibrant colors twist and swirl, becoming shapes, familiar landscapes, and faces. These scenes begin to shift, tearing themselves apart, dissolving into chaos and the faces of those you know are wracked with pain as they distort. At the center of this chaos, you see your face, laughing and crying. A shiver runs down your spine as these images seem to be indicating something that has not yet happened.

The distorting walls warp character memories into malefic visions that test the character’s resolve. Any character that looks into or through the walls must make a DC 11 Wisdom Saving Throw or suffer the effects of the Bane spell for the remainder of the encounter.

Nothic's Gaze

Moving through the maze, a green mote of light drifts towards you. Right before you pass it by, it spins sharply, revealing itself to be a glowing eye with a bright yellow pupil. Its stare bores into you, seeming to peer into the core of your being. You have only a moment to resist as you feel long held secrets wanting to be spoken.

The Swindle Twins have invited a Nothic’s gaze to harass the party. When the Nothic’s eye targets a creature within 15 ft. the target must make a DC 14 Charisma Saving Throw. If the nothic’s eye wins, the Swindle Twins magically learn one fact or secret about the target. The character must speak this secret aloud. The target automatically wins if it is immune to being charmed.

Obstacles Continued

Tempting Pool.

Before you is a whirlpool of vibrant colors that flickers and flares with magical energy. Even from this distance you can see that a series of images flash in the center of the whirlpool. As you look on, you see the Swindle Twins captured with you victorious above them. Then the image flickers again, flashing images of things that you desire. You can feel yourself being drawn to these images and to stare into them forever. As you look closer, you begin to see visions of those you love calling for you to stay.

The characters are seeing possible options for their future, shown in uncertain but enticing ways. Invite the player to explain what they may see in this pool, offering options including potential riches, characters from their past, or a chance to capture the Swindle Twins. If a character decides to go into the pool, the character is warped to the Zodiac Hall and acquires the following feature:

Uncertain Fate. There is uncertainty in your future, causing fate to distort strangely for you. Imbued with Frostwane's blessing, the future you seek is fickle and fleeting or almost at hand. Once for the remainder of this adventure, the GM may roll a d20 and replace a roll that you've made. The GM must declare this prior to rolling the die but after you've rolled yours as the power of Frostwane warps your destiny.

Infinite Mirrors.

You are faced with a strange liquid mirror as you round this corner. In the mirror is a perfect reflection of yourself. As you look on, a similar mirror appears suddenly behind you, casting a perfect reflection behind you and stretching into infinity as the two mirrors reflect off another. For a moment, you are entranced by the mirror as each version of you appears slightly different: a version wields a sword, while another a staff, and yet another appears to cry and the one next to it laughs wildly. You feel an urge to focus on a version that appeals most to you.

The character has a chance to focus on a version of themselves that they connect to most in the infinity mirror. Created by Frostwane, these mirrors bring a small boon to those who encounter them. Below are four options for what small boon a character may acquire when completing this encounter. It is recommended that you invite the player to make up their own version of their character and use the boons below as a template.

✦ **Sword**

Characters that focus on this version are filled with confidence in their martial abilities and gain a +1 to their next attack roll.

✦ **Staff**

Characters that focus on this version are filled with confidence in their magical abilities and gain a +1 to their next spell attack roll

✦ **Cry**

Characters that focus on this version are struck with grief and have a -1 to their next Charisma based skill check.

✦ **Laugh**

Characters that focus on this version are filled with joy and gain a +1 to their next Charisma based skill check.

DREAMS AND DOORS

One the party has moved through the maze, they will each encounter a doorway made of water that blocks their path from the chamber door. In order to pass through the doors the characters must step through the doorway and leave the dreamscape behind. When a character leaves through the doorway, they may roll a d20. On a roll of 11-20, they are healed 2d4+2 hit points. If the character describes a dream that their character had that connects to their experiences in the chamber, they may roll with advantage.

ESCAPING THE CHAMBER

If the characters escape from the chamber they are returned to the Zodiac Hall and encounter the Swindle Twins as described in the "Swindle Twin Showdown" section. If this room was not rolled as part of the three initial rooms, this room does not count towards the "Swindle Twin Showdown".

COMPLETING THE ADVENTURE

If the party successfully defeated the Swindle Twins, the Twins repair the machine for the party through magical means and leave the Hall of Starts without revealing any of their secrets. The party may then exit the exhibit and meet with Curator Treybor, who rewards them with 300 gold pieces, free rooms at the Golden Pearl Inn, and free tickets to the grand opening. She will then escort the party out of the museum and thank them for their services.

Leaving the exhibit chamber, you see Curator Treybor waiting for you. She appears deep in thought as you approach but a smile spreads across her face. "Glad to see you made it out. I assume things have been put back together?" She begins to escort you away from the exhibit as you recount the adventure. "I've been thinking about why this happened? I think something or someone would've attracted the Swindle Twins and I am nervous. We should talk about it later."



MAGIC ITEM APPENDIX



BLACKBLØÐ

Weapon (*Glaive*), Very Rare (*Requires Attunement*)

This +2 glaive is made of hardened flesh and bone. A wild eye moves randomly in the pommel and the crimson blade drips blood continuously from purple veins in the steel. While attuned to Blackblood, you gain the following abilities and are subject to the following effects:

ENVY OF EVIL

Blackblood does an additional 4 (1d6) Force damage on hit. If attuned to by an Evil aligned creature, this damage increases to 7 (2d6) force damage on hit.

BLOODTHIRSTY

Your movement speed increases by 10 and you are not affected by difficult terrain.

STARVING

Blackblood thirsts for death. Each day you fail to slay a creature, your maximum hit points are reduced by 4 (1d4+1). You regain all of these hit points after you slay a creature and you take a short or long rest. If your hit points are reduced to zero in this manner, you die.



THE BRIDE'S LACE

Weapon (*Handaxe*), Uncommon (*Requires Attunement*)

This +1 handaxe was given as a wedding gift to the bride of a rich lumbermill owner on their wedding day. The metal of the axe head was crafted to match the lace of the bride's dress. As a bonus action, you speak the command word and transform the axe into a ghastly shade of itself. For the next minute, when you hit with a melee attack you may add an additional 3 (1d4) Necrotic damage to the hit. After you have used this feature, you may not do so again until you finish a long rest.

CURSE

After landing a killing blow on a creature while The Bride's Lace is active, roll 3 (1d4), and consult the madness table below:

1	You are unaffected by, and do not attempt to clean, any blood or gore that has splattered upon your person as a result of your violence
2	You cannot stop smiling or laughing for 1d10 minutes
3	You spend your entire next turn striking the corpse again.
4	You must immediately take an additional melee attack against any creature within 5ft. of you. (Other than the slain target.)



CHESTPIECE OF VERDANT WISDOM

Armor (*Light Armor*), Rarity Varies
(Requires Attunement by *Druid* or *Ranger*)

This chest armor is made entirely of intertwined branches from the tree it is made from. Magically living leaves, flowers, or fruits sprout from the chest piece from time to time. While wearing this armor, your Wisdom score changes to the Wisdom score granted by the armor. The armor has no effect on you if your Wisdom score is equal to or greater than the armor's score.

Fir Wisdom
Rare, 19

Apple Wisdom
Very Rare, 23

Oak Wisdom
Very Rare, 21

Willow Wisdom
Legendary, 25



EAGLE BONE WHISTLE

Wondrous Item, Uncommon

This whistle is made from the hollow bone of an eagle and has three fluted holes. When you take a short rest, you play the whistle and choose to forgo healing to yourself and grant healing to friendly creatures around you. All creatures other than you within 30 ft. gain a number of hit points equal to half the healing your dice would have rolled. After you have used this feature, it cannot be used again until the next dawn.

FASTUS

Weapon (*Firearm*), Legendary (Requires Attunement)

Latin for 'Pride', Fastus is a +2 Pepperbox. When you misfire with Fastus, make a strength saving throw, on a fail you fall prone. While attuned to Fastus, you gain the following features:

SPIN THE CHAMBER

While Fastus is fully loaded, as an action, you empty the chambers in a 30 ft. cone. All creatures within the cone make a Dexterity Saving Throw (DC 16). Creatures take 33 (6d10) piercing damage on a failed save, and half as much on a successful one. Using Fastus in this way damages the weapon and it cannot be used again until you spend 10 minutes repairing it.

STUBBORN CURSE

When you use Fastus to make an intimidation check, you gain advantage on the roll. If you roll a 6 or lower on the die, you take the Spin the Chamber action against the target.



FEYBLADE

Weapon (*Greatsword*), Legendary (*Requires Attunement*)

When attuned, use your bonus action to summon the blade from the hilt. Blade adds a +3 to attack and damage rolls and has the following features, which depend on the alignment, which is subject to change.

If you are True Neutral or become True Neutral, the blade does nothing. The blade telepathically communicates with the attuned, has a True Neutral alignment, can see/hear out to a range of 60 ft., and will always play devil's advocate with its wielder.

Alignment	Benefit
Lawful	The blade appears green and deals an additional 3 (1d6) cold damage on hit. You take 8 (2d8) Psychic damage when you make a Deception check.
Neutral	The blade appears blue and deals an additional 4 (1d6) Force damage on hit. When you deal the final blow to an enemy with this weapon, make a DC 10 Wisdom Saving Throw. On a failure, you are stunned until the start of your next turn.
Chaotic	The blade appears red and deals an additional 4 (1d6) Fire damage on hit. You are vulnerable to fire damage.

Alignment	Benefit
Good	You gain advantage on all melee attack rolls against evil aligned creatures. When you drop to zero hit points, you automatically fail one death saving throw.
Neutral	Once per day, you may choose to re-roll any ability check, attack roll, or saving throw, after the roll but before a ruling is made. Your passive perception is reduced by 5.
Evil	As an action, all creatures you choose within 120ft of you make a contested Wisdom save against your intimidation check. Creatures who fail are frightened of you for 1 minute. They may re-roll this saving throw at the end of their next turn. Once a creature has succeeded on this saving throw they may not be affected by this feature for 24hrs. If you die while attuned to the blade, your soul is forfeit and you cannot be resurrected by any means outside of Wish.



KRAKEN'S BANE

Weapon (*Rapier*), Rare (*Requires Attunement*)

This Rapier adds a +1 to damage and to hit. As a bonus action combined with an attack action, the range of the rapier extends to 30 ft. as a magical whip of water and strikes a target. On hit, the target takes an additional 10 (3d6) Force damage and makes a Strength Saving Throw DC 14, or is knocked prone. The player can use this feature a number of times equal to their proficiency modifier per day.



RØBES ØF RAPID ØXYGENATIØN

Armor (*Cloth*), Uncommon

An oxygenated breeze seeps through the fibers of this bright aquamarine robe. While wearing this robe, you may call upon the power of the Elemental Plane of Air to disperse non-magical gas and fog within 60 ft. of you as a bonus action..

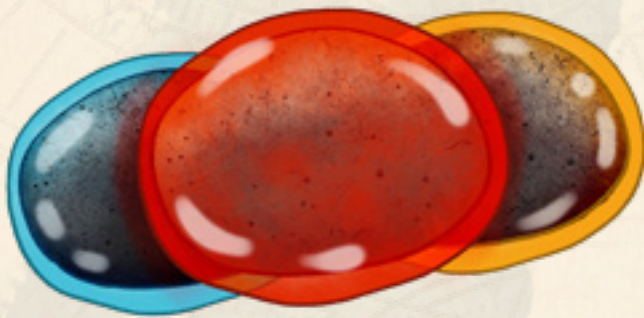


SHRINE ØF THE MØST BLESSED BUNNY

Wondrous Item, Very Rare (*Requires Attunement*)

This small stone statue is warm to the touch with arcane energy. While attuned to this item, you roll 1d8 each day at dawn on the table below and gain the corresponding benefit. If you fail to use this benefit before the following dawn, the benefit is replaced with the new days roll.

1	As an Action, you may transform into a rabbit for 1 hour. You retain your mental statistics while in this form.
2	As a bonus action, you double your movement speed for 1 minute.
3	When you fail a Saving Throw, you may use your Reaction to add a +5 bonus to the result.
4	You cast the spell Bless at 3rd level.
5	Re-roll on the table and assign the new benefit to a willing creature within 30 ft. of you. If no such creature exists, you gain the benefit.
6	You gain advantage on Ability checks that rely on sound until the next dawn.
7	You gain a burrow speed equal to your walking speed.
8	You may replace any Ability check, Saving throw, or Attack roll you make with a Natural 20.



STICKY STONES

Wondrous Item, Common

These stones are about two inches across and are coated with a strange sticky rubber material.

One stone has the capacity to hold up to 100 lbs of weight. Creatures who use an Action to attach or objects that step, press, fall, or otherwise adhere to the stone are grappled and must make a DC 12 Athletics check to escape. This DC increases by 2 for each additional stone grappling the creature.

10 Per Pack



STYMPHALIAN ARROWS

Ammo, Rare

These arrows (or bolts) add a +1 to attack and damage rolls. On hit, the creature makes a Constitution Save, DC 14. On fail, the creature is wounded and takes 4 (1d6) Piercing damage at the start of each of its turns. This effect lasts for 1 minute or until the creature uses an action to stop the bleeding. Stacked wounds can be stopped with a single action. After an arrow has been fired it becomes unusable.



SWEET MESA FAREWELL DUST

Wondrous, Very Rare

Sweet Mesa wine leaves behind a dark lilace residue when boiled away. This fine powder is delicately gathered and held in a thick black leather pouch.

As an action, you may pull from the pouch and speak the name of a creature you know who has passed from life, you then blow the dust into the wind and call their soul. If the soul is willing, they return as a tangible spectral figure of their former self for 5 minutes. Souls summoned in this way cannot be damaged, have a movement speed of zero, and may only converse with the creature who summoned them.

After a soul has been summoned in this way, they may never be summoned in this way again and the remaining dust becomes mundane.



MØNSTER APPENDIX



ARBREOUS BY
LEILA DEMARCHI

ARBREOUS

Verdant trees mark the edge of the Summer Woods in the distance. There's a rumble in the earth, the breeze stops, and the reeds themselves hold their breath. A creature on the horizon is barreling toward you, clawing and ripping dirt into the air as it pounces with every step. It's roaring like a hippo, head shaking in rage. You see a four legged monstrosity covered in skin made of bark and saplings. The creatures' movements display unnatural agility. A spiked tail bounces as it gallops, claws the length of longswords rip the soil, and the reeds turn from gold to crimson in an instant. Its reversed pyramid skull violently shakes as it stands on its hind legs roaring.

ARBREOUS

Huge Fey, Any Chaotic Alignment

Armor Class 16 Natural
Hit Points 204 (17d12+102)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	5 (-3)	11 (+0)	13 (+1)

Saving Throws Dex +8, Wis +4, Con +10
Damage Resistances Bludgeoning, Piercing, Slashing from non-magical weapons.
Skills Athletics +11, Perception +4, Intimidation +11
Passive Perception 14
Condition Immunities Grappled, Restrained, Stunned, Poisoned, Blinded, Deafened
Languages Understands Sylvan but can't speak it.
Challenge 13 (10,000 XP)

ACTIONS

Multiattack. The Arbreous makes three attacks, two with its Horns, and one with its Spike Tail.

Horns. The Arbreous slashes at a creature within range. +11 to hit, range 10 ft., 20 (2d12 +7) slashing damage.

Spike Tail. The Arbreaous smashes a creature within range. +11 to hit, range 20 ft., 25 (6d6+7) bludgeoning damage. On hit, the creature makes a Strength Saving Throw (DC 17). On failure, the creature is knocked prone.

SPECIAL ABILITIES

Gorge. If the Arbreous moves at least 10 ft. before making its Horns attack, the Arbreous adds an additional 7 (1d12) to the attack roll.

Quick on its Feet. Opportunity attacks taken against the Arbreous have disadvantage.

Natural Defense. When the Arbreous is hit with a melee attack, it may use its reaction to release a cloud of poison spores. All creatures within 5ft must make a Constitution Saving Throw DC17. On failure, the creature is incapacitated and cannot move until the start of its next turn.

LEGENDARY ACTIONS

The Arbreous has 3 legendary actions per round of combat, it can use its Horns attack or choose from the following.

Pound. (2 Actions) The Arbreous makes a Spike Tail attack against a creature who is prone. On hit, the creature makes a DC 17 Strength Saving Throw. On a failure, the creature is stunned until the end of its next turn.

Child of the Feywild (3 Actions). The Arbreous draws healing from the Feywild to heal 2d12+7 hit points.

Dash. The Arbreous moves up to its movement.

DISMULE BY
LEILA DEMARCHI



DISMULE

Large Beast, True Neutral

Armor Class 14 Natural

Hit Points 56 (8d8 + 16)

Speed 40ft. Walking, 40ft. Climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	3 (-4)	10 (+0)	6 (-2)

Saving Throws Constitution +5

Skills Acrobatics +3

Passive Perception 12

Languages None

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The Dismule makes two attacks, one with its Tongue or Bite, and one with its Slam.

Tongue. The Dismule pulls a medium or smaller creature within range towards itself. +5 to hit, range 60ft, one target, Hit 4 (1d4+2) Poison damage and the creature makes a Strength Saving Throw DC 13. On failure, the creature is pulled within five ft. of the Dismule and is prone.

Bite. The Dismule bites a creature within range. +5 to hit, range 5ft, 5 (1d6+2) Piercing damage and the creature makes a Constitution Saving Throw DC 13. On failure, the creature is stunned.

Slam. The Dismule strikes a creature within range. +5 to hit, range 5ft, 6(1d8+2) Bludgeoning damage.

SPECIAL ABILITIES

Mysterious Visage. At the end of its turn, if the Dismule has taken 0 ft. of movement, it becomes invisible until it moves or takes damage.

Helpless Insect. If a prone creature is within 5 ft. of the Dismule, it can replace its Slam attack with a Bite attack.

Sticky Skin. The Dismule can move along vertical surfaces and ceilings as if they are the ground and has disadvantage on Ability Checks to avoid being Grappled or Restrained.

DISMULE

A black scaled beast appears from its camouflage within the collar. Sticky feet are coated in the dusty tent and poison drips from its gritty gums as it screams silently with a bright pink mouth. A line of burning green liquid shoots your direction.

GIZLI

Medium Monstrosity, Lawful Neutral

Armor Class 12 Natural

Hit Points 27 (6d8)

Speed 30ft. Walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	4 (-3)	17 (+3)	3 (-4)

Saving Throws Wisdom +5

Skills Stealth +4

Passive Perception 13

Languages None

Challenge 3 (700 XP)

ACTIONS

Claw. The Gizli slashes a creature within range. +4 to hit, range 5 ft., 6 (1d6 + 2) Slashing damage.

Nullify. The Gizli neutralize a magical effect within 30 ft. Magical effects of 2nd level and lower are suppressed until the end of the Gizli's next turn. Magical effects of 3rd level or higher are unaffected by this ability.

SPECIAL ABILITIES

Magical Bloodhound. The Gizli can cast Detect Magic at will and will do so at every available opportunity. Gizli naturally seek magic and attempt to identify magical objects and people under magical effects.

Sorcerer Identification. The Gizli knows if a creatures is innately magical or if it has Adventurer levels in Druid, Sorcerer, or Warlock.

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Jason Hennigan	Jensen Yamaguchi	Joanna Meshensky	Jonathan Brown
Jason Horvitz	Jeremiah Flaco'Bama George	Joanna Piatt	Jonathan Chiaravalle
Jason Moscatello	Jeremy Pinske	Joanna Wierzbicki	Jonathan Herman
Jason Skal	Jeremy Ragan	Joaquim Kastrup	Jonathan Hill
Jason Stephens	Jeremy Williams	Joedie Lynn Mitchell	Jonathan Martínez Miranda
Jason VandenBerghe	Jerfrey Martinez	Joey D Finley	Jonathan Rust
Jasper Griffett	Jericho	Johanna Duke	Jonathan Santerre
Javan Appleby	Jerrett Johnson	john	Jonathan Turpin
Jay R.	Jerry Perez	John	Jonathon Hill
Jay Steinbock	Jesse	John	Jonathon Seiler
Jaycey Reinhold	Jesse Kimmel-Freeman	John "johnkzin" Rudd	Jonathon Steinke
jaymi elford	Jesse Spence	John A Walz and Katie Walz	Jonny Oehrlein
Jayson Bennett	Jesse Wolfe	John Bookwalter Jr.	Jono Hosking
jaywood0989@gmail.com	Jessica	John C	Jordan
Jazsmin	Jessica	John Chandler	Jordan
Jazzercise	Jessica	John David Dunn	Jordan Brown
Jeanine Marie	Jessica	John Dema-ala	Jordan Knieff
Jefepato	Jessica Burke	John R	Jordan Schreck
Jeff Goldplum	Jessica Davis	John Rogers	Jordan Velthouse
Jeff Herrold	Jessica Lohr	John Simmons	Jorden Carlson
Jeff Mone	Jessica Martin	John Swanson	Jorge Ciprés
Jeffrey	Jessie Ortiz	John Terrell	Jose Angel Lopez JR
Jeffrey Maynard	JesterTheChester	John W.	Joseph
Jelle Keysers	Jesus Christian Cruz Acono	John Zhang	Joseph Catrone
Jemma Doe	Jesus Guzman	Johnathan Kenny	Joseph Goslin III
Jen	Jethro Teal	Jojo Elliot	Joseph Grim li
Jen Caddick	Jezebell	jokomaisu	Joseph Harvey
Jeniffer Lopez	Jflowaz	Jon "Meerkat Manor" Bingham	Joseph McNamara
Jenn	Jill Meyer	Jon Terry	Joseph R. Blackmon-Dishaw
Jenna Catherine Robles	Jimmie	Jonah iden	Joseph Scuderi
Jennapher Ragain	Jimmy Rosacker	Jonah Smith	Joseph Shepherd
Jenni Bravo	Jindawg	Jonah White	Joseph Theis
Jennifer	Jirat Rymparsurat	Jonathan	
Jennifer Dooloukas	JJ Anthony	Jonathan Bergwick	
Jenny Reed	Jo Kolleywn	Jonathan Blackmore	
jenny schäfer			

Joseph Webster	Kai	Keith L. Ellison	Kiridan
josh	KaiserNephilim	Kellen	Kisha Pairo
Josh Blair	Kaitlyn	Kellm	Kit
Josh Elliott	Kaitlyn Buck	Kelly Scott	Kit Rose Farmer
Josh Parda	Kale Sims	Kelsey Ketcham	Kitty
Josh Scheibe	Kaley Egan	Kelsey Porritt	KJ Johnson
Josh Smith	Kamoria	Kelsey Smith	Kodi MacLeod
Josh Wakeling	Karel Koranda	Kelsi Heckler	KorvusRock
Joshua	Karen Kronick	Ken Sanders	Kostadis Roussos
Joshua	Karen Martindale	Kendra Murray	Krimzen
Joshua	Karen Matthews	Kenneth Cunningham	Krisstarah Edwards
Joshua Bright	Karl Peterson	kennethhsv	Kristian D Noble
Joshua Fields	Karl Smith	Kennon Pogue	Kristian Øien
Joshua Hunnex	Karla Byers	Kenny Beecher	Kristian Zirnsak
Joshua Kudo Kumar	Karyk Stiles	Kenny Lynch	Kristin
Joshua Kurvers	Kasey	Kenny Murray	Kristina Bextel
Joshua Nypaver	Kassie	Kenzie	Kristina Plate
Joshua Ridge	Kat Williams	Kergonan	Kristoffer Vestrup
Joshua Tipping	Kate	Kerri	Kristy davis
Joy	Kate Huebsch	Kevin Dziuba	Ksan
Juan A Hofmann	Kate Lindstrom	Kevin Martin	KShadowFang
Juan Gutierrez	Katharine	Kevin McDonnell	KT
Julia Aleksandra Kruszewska	Katharine	Kevin Niemczyk	KT Pappas
Julia Augusta	Katherine Frein	Kevin Pagliarini	Kurt
Julia Marie	Katherine lugo	Kevin schilling	Kurt Piersol
Julian Christensen	Katherine Page	Kevin Yap	Kyle
Julie	Kathleen Crawford	Kianne Newton	Kyle Arnold
Julie Wincott	Kathryn Hendrickson	Kiera	Kyle Avery
Justin Batson	Kathy	Kiera Janoski	Kyle Haines
Justin Bojarski	Katie Messer	Kim Hiel	Kyle Hawthornthwaite
Justin Melroy	Katrina L. Halliwell	Kimba Rose Williams	Kyle Kolbert
Justin Risolio	Kayci Keenan	Kimber	Kyle Langs
Justin Thomas	Kayla Walsh	KingOfLeaves	Kyle Lemons
Justin365	Kaylee Nikole Varner	KipTheOtt	Kyle Penland
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	KCrepin	Kira Lynn	

Lachlan	Lily	M	Mark Crosland
Lance	Lily Werts	M. A. McElaney	Mark Mcilroy
LandisTheThief	LilyRosetheDreamer	M. Trout	Mark Mobbs
Landon Jamieson	Lindsay Cullen	Mackenzie	Mark NightStar Bennett
Lane Merkley	Lindsey Davies	Madeline	Marko Burns
Larry Hetrick	Lisa Harding	Madison Reyes	Markus
Lars Blumenstein	Liz Siewerth	Mads Henriksen	Marren MacAdam
Lars König	Lloyd Broughton	Madz Bamford	Martina Moscoloni
Laura Patel	LMcCurrin	Maggi Glasscoe	Mary G. Puppo
Laura Picou	Logan Halford	Mahmoud	MaryAnn Fletcher
Laura Shull	Logan Maynard	Makayla Thomas	Maryanne DellaSalla
Laurel Ritscher	Logan Olson	Malayna Chatigny	Maryanne Lambert
Lauren	Logan Sisson	Manta	MaskedAngel
Lauren	Lola Johnson	Mara Crim	Mason
Lauren Bailey	Lorenzo Scatena	maraudingMagi	Mason Troy Hebert
Lauren McCauley	Lorisia MacLeod	Marc	Massimo Gandola
Lauren T	Lotta Robeson	Marc Kassouf	master_necrosis
Lazislacker	Louis Pasillas	Marc Wendisch	Mathúin ['Ma-Hoon']
LB	LP	Marco	Matt
LB	Luc Rowe	Marco Cernuschi	Matt Andres
LC	Lucas Fitzgerald	Marco Generoso	Matt Beck
Leah Myers	Lucas Schoenemann	Marcus Aurelius Martinez	Matt Gregory
Leah Ruchlin	Luckieluuk	Marcus Funke	Matt Ross
Lee Whitaker	Lucy	Marcus Martinez	Matt Zimmermann
Leila DeMarchi	Ludvig Hammarstedt	Margaret Faynberg	Matthew
Lena	Luis Leal	Maria DeFillipi	Matthew
Leo Tulloch	Luis Penn	Maria Storm Smith	Matthew Adickes
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Leroy Brown	Luke La Padula	Marie P. Neault	Matthew Burns
Leslie	Luke Roberts	Marieke Bout	Matthew Byron
Lewis Hicks	Luke starbrook	Mario Delano	Matthew Diaz
Liam DiPilla	Lumla	Marjorie Dawson	Matthew Hayward
Liam Males	Lyani La Santa	Mark	Matthew Hemler
Liam McGowan	Lydell Storm	Mark	
Liathan	Lydia Gildehaus	Mark	

Matthew Hermosillo	Melmoth	Mikko R	Natasha Lester
Matthew Howells	Melodee Chicoine	Mildra The Monk	Nate
Matthew Man	Melody	Miranda Drake	Nate Ayronis
Matthew Newman	Melynda Hernandez	Miranda Painter	Nate Lentz
Matthew Pemble	Mercystar	MistehMoses	Nathan Borst
Matthew Phillips	Meredith	Mitchacho	Nathan Cook
Matthew Sharun	Meredith Carstens	Mitchel	Nathan Fischer
Matthew Stroh	Merlin Clark	Mitchell	Nathan Grainger
Matthew Sullivan	MEW2908	Mitchell Fullerton	Nathan Hemelgarn
Matthew Tate	Mia Duff	Mitchell Porteous	Nathan Lords
Matthew Whiteacre	Micah Moore	Miyu Stone	Nathan Mei
Mattholomew	Michael	mlguthrie98	Nathan Wayne Holt
Mattia Negroni	Michael	Modular Realms	Navrkalc
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Max Brinson	Michael Corr	Mollie Baldus	Nelianne
Max Krembs	Michael Edward	Monica Belle	Nemrex
Max Turner	Michael G	Monika Morales	NerdLordOllie
Maxime Bombardier	Michael Gionfriddo	MooBenKoe	Nessa Formica
Maxine Tong	Michael Gregg	MoomaSnow	Nevena Radjenovic
Maya Sternberg	Michael Hansen	Morgan	Ngina wa Kaai
mbexploring	Michael Jacobson	Morganna Hennessey	Niccolo Javier
McKay Brown	Michael L Diaz	MoroArt	Nicholas
Mckinley	Michael Loubier	Morten Cornelsen	Nicholas Baughman
mechanaght	Michael Millian	Mota	Nicholas Dao
meerkatx	Michael Neumann	MsMoon	Nicholas Falzarano
Meg Jones	Michael Russell	Mychal	Nicholas Harvey
Meg Marie	Michael Ryenolds	Myth	Nicholas King
Megan Donecker	Michael Schwab	Name	Nicholas Miley
Megan Kate Parsons	Michael Swords	Nanakago	Nicholas Smit
Megan Patterson	Michael Whyte	Naomi Durall	NicholasSid
Megan Vidan	Michal Dariusz Friedrich	Nat Rennalls	Nick
Mel Gage	Micheal Meyers	Natalee	Nick Civitello
Mel Rose Oppenheim	Michelle Hodges	Natalia Tabisaura	Nick Gomez
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Nick Pony Taylor	Oliver Peltier	Peter Opdahl	Rachelle Louise
nickkeane	Olivia Nürnberg Martinussen	Phaedra Clements	Raeden2020
Nicla	Olivia Roads	Phi Man	Raf Bressel
Nicola	Omar Ismail	philip treier	Raspberry Ashley
Nicolas Desjardins	Oni	Phillip Cualing	Raymond Chan
Nicolas Justicia Perez	Ooritsu	Phillip Schulte-Hordelhoff	Raymond Harrig
Nicole	Ordwin Rahl	Phoebe	Rayna Daven McGuire
Nicole	Otto VanLeeuwen	Phoenix	Rebecca
Nicole Conrad	OverlyHandsomeKermit	Phoenix Hailin De Mohun	Rebecca
Nicole Hancock	Oz Ben Moshe	Picklei	Rebecca Chappell
Nicole Rook	Pablo Barría Urenda	Piero	Rebecca Gibson
Nicole Schmult	Panicked Play	Pierre Gabriel Dumoulin	Rebecca Golden
Nicole Schuck	Paris	pinvendor	Rebecca Solem
Nicole Stanzini	Parker	Poor Seal	Rebekah
Nicole Zaunbrecher	Parker Stapley	possiblejr	Rebekah Conley-Hunter
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Nikkikeaton7	Patrick Campbell	Purple	Reina Paez
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Noah Mulette-Gillman	Paula	Rachel	Rhyian
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Oberon D'Argo			

Richard Rivera	Rowena Lam	Santos Morales Jr	Sethofruin
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Rick Warren	Ruben Brandt	Sara Abis	ShadowMoon
Ricky Mohl	RuinRuler	Sara Baum	Shaked
Ricky R	Ruslana Stolbova	Sara Treible	Shamrock
Ricky West	Russell McQuade	Sarah	Shane Forman
Rigatoni	Russell Ventimeglia	Sarah	Shannon Collins
Rikku San	Ruth	Sarah Barker	Shannon Savisky
Riley	Ryan	Sarah Dueltgen	Shannon Winey
Riley Barber	Ryan Burbridge	Sarah Ferguson	shasow mortal
Riley Wowk	Ryan Crabtree	Sarah Grill	Shavone Johnson
Rin	Ryan Fiero	Sarah Swafford	Shawn Hanf
Riot Fae	Ryan McGregor	Savan Gupta	Shawn Rose
RoaTheEternal	Ryan Mcinnes-Beadle	Savi0red	Shayla
Rob Andre	Ryan Peacher	Scott Erdoesy	Shayna Atsales
Rob Keder	Ryan Rampersaud	Scott F	Shei
Rob Medley	ryan roesch	Scott J. Dahlgren	Shelby White
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Robert	S. Thomie	Scott McIntosh	Shinxtails
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Robert H Hare	Sam Johnson	Sean Donnelly	Sierra
Robert Paine	Sam Knowles	Sean McEown	Sierra
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Roger Birescik	Sam Porter	Sean Robbins	Simon Holland
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Ronald Taylor II	Samantha Michaels	Selina Gowin	Sinarak
Rory	Samantha Sopher	seraphim_72	Sinead O'Rourke
Rory O'Neil	Samantha van den Esschert	Sergio Lopez	Snarkayde (Philip)
Rose Laflen	Samantha Walkowiak	Sergio Sampaoli	Sofia Lindström
Ross	SamAri	Sery Seraphical	Soigriffe
Ross Eric Bercot Grinvalds	Samuel Lahar	Seth Ero	Sonia

Sophie Hunter	T Michael Johnson	The Morrigan	Tom Jones
Spellarena	Taiga Brenerman	TheBearisDriving	Tom Krohne
Sporky	Taimat.panda	TheGecoNextDoor	Tom Maaswinkel
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Stephan	Tanya Schofield	Thlaylie	Tony Gonzales
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Stephen John Lawrence Lagniton	Tara Pealer	Thomas Draper	Torrence Holmes
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Steven	Taylor Smith	Thomas Townsend	Trey Dear
Steven	Taylor Stout	Thomas Uhlenhake	Trip Space-Parasite
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Steven Hansen	Temor Amin-Arsala	ThtJuanAsianGuy	Troy Sabo
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Steven Nesmith	terry roberts	Tim Pudoff	Tyler
Steven Setzer	Terry Victory	Tina Cochran	Tyler Buzz Newcomb
stewart burwood	ThatBackerFox	Tina Koster Velez	Tyler Chase
Storm	Thaythe	Titan	Tyler DeLuca
Stuart Brookfield	That Nerdy Witch	Todd	Tyler Feinberg
Summer Hoppenworth	The Creative Fund by BackerKit	Todd Jones	Tyler Harkins
Suzanne Rischard	The Hungry Halfling	Tom	Tyler Morrow
Sydney Adams		Tom Henderson	Tyler Possin

Tyler Robert Freeman-Pina	Will Dolmatoff	Zack Christiansen
Tyler S.	Will Ke	zack pahl
Tyler Scholz	William	Zagreus Nyx
Tyson	William	Zahaab
Unfies	William	Zak Kotlow
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Vidgamewiz	Wyatt Anderson	
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Víkingur Brynjar	Xavier Sierra	
Vincent Baler	Xitemo	
Vincent Mojta	xoshelbah	
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Volch	Yunus Emre Akay	
Vy	Yusif Bensreti	
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Walt Whiteside	Zach Eb	
Wayne Marshall	Zach Graham	
Wayne Naylor	Zach Jensen	
Wendy Espinoza	Zach Pennington	
Wes Mangum	Zachary Dragan	
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Wife	Zachary Wagner	