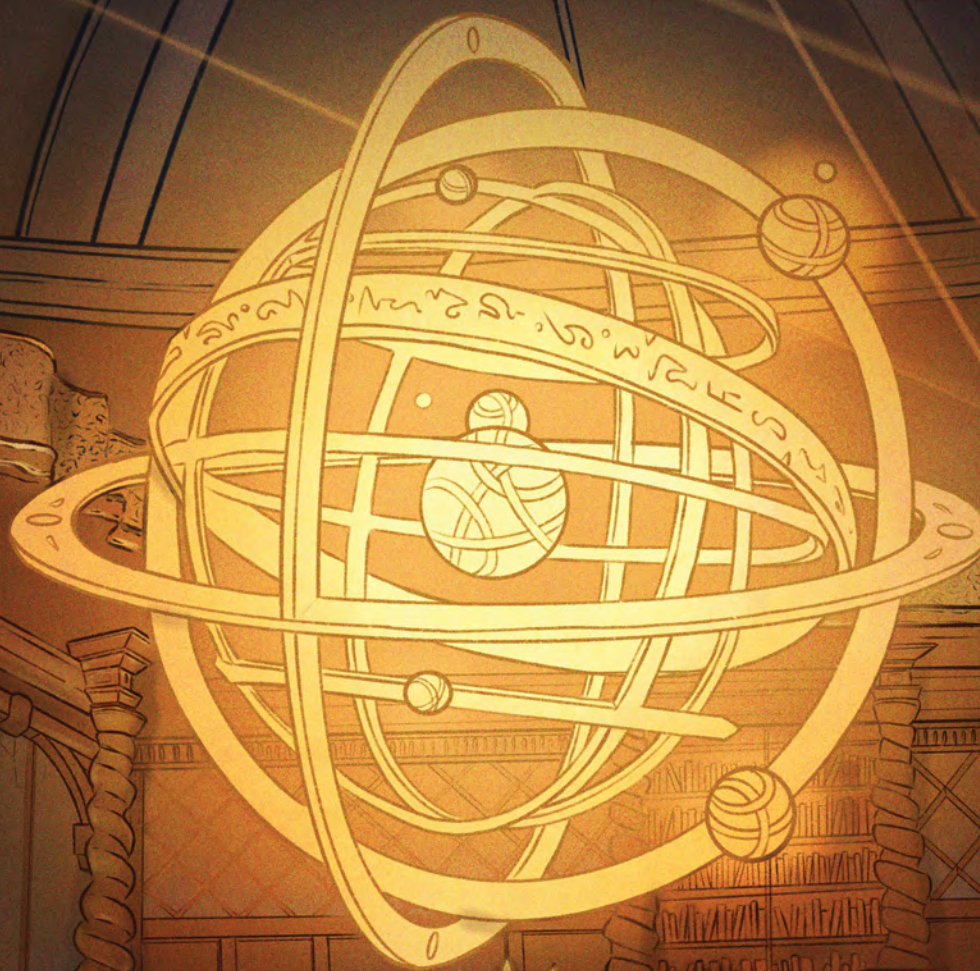


STARGAZER'S GUIDE TO
ARORIA

A campaign guide for starborn heroes



The title card features the text "STARGAZER'S GUIDE TO ARORIA" in a stylized, golden font. The word "ARORIA" is significantly larger and more ornate, with a glowing golden sphere in the center of the letter 'O'. The text is set against a dark blue, rounded rectangular background with a decorative, scalloped golden border. The background of the entire page is a light beige color with a faint, intricate geometric pattern of circles and lines.

STARGAZER'S GUIDE TO ARORIA

Thank you for downloading our sample of Stargazer's Guide to Aroria. This sample is playtest material and the final product or layout is subject to change. We welcome your feedback on the content presented in this book. Any feedback or suggestions you have may be emailed directly to our game design team at jake@inkandlyre.com

If you like the content presented here. Please consider pledging to our Kickstarter campaign on July 19th to bring Aroria to life!



INK & LYRE

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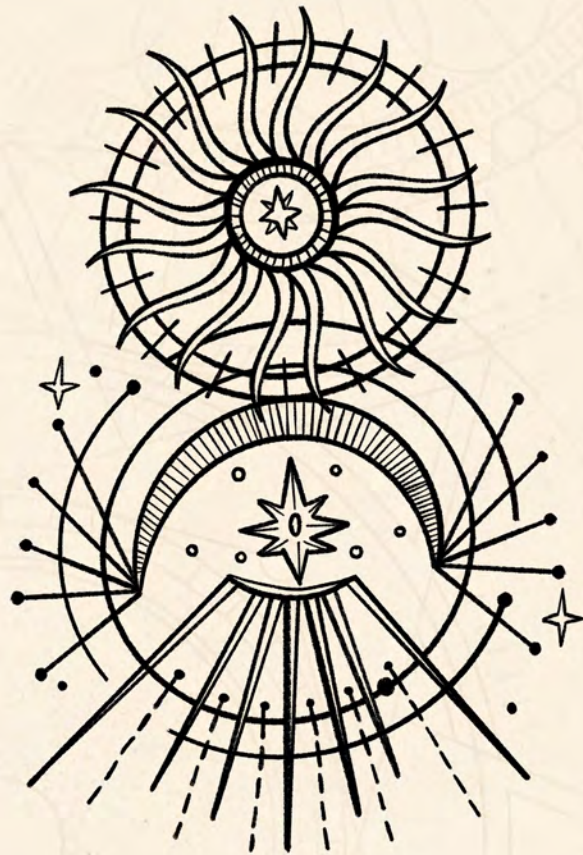
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This cover illustration by Lauren Hodges features the Orrery in Niveau Maximum in the city of La Cambria.

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WELCOME TO ARORIA

Aroria is a brand new 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 in the world. 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 Meridum veins in the mountains of Vera, rushing through the blood of ancient bloodlines, and is replenished constantly by celestial bodies above.

Aroria is for gamemasters who want to bring variety, uncover ancient power, and wield advanced arcane knowledge into their storytelling. The continent is divided into two distinct regions: Aroria South and Aroria North. Aroria South 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, where you are born, the sub-class you play, or the backstory you choose, destiny helps define 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, planar 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. Additionally, most Adventurers closely identify with different threads of the Weave and consider a different school as their Heir.

Rules 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 South for thousands of years. The stability that the Council 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 faction war into their game.

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

The Mainland Aroria comprises more than 99% of Aroria South 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 who 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 find Fork em' a tavern that marks the southern edge of Aroria North. This region is tropical in nature, except for the anomaly of Krygos Lake. 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, and 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 obtaining 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—either in something or yourself, it didn't seem to matter. There was magic in not understanding, and simply believing.

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 and 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 retain many human traits, including the ability to change. Feel free to change anything you see here 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 often the chosen god of 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 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. Savions watchful eye is omniscient, and nothing happens in Aroria without her knowledge. The two largest structures in the world are in La Cambria, Savion's Sunrise, the flagship temple to Savion, and Niveau Maximum, which Savion built with her own two hands. The pious and agnostic worship her in both places.



LAVIE
CONJURATION | NEUTRAL GOOD

"Masquerade No More"

God of Creation, Lavie is 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 always 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 be the sole owner of 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

THE LOST GODS

When the world was new and 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. Regardless, 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.

Now, The Lost Gods are shells of their former glory. Fragments of their power have been sequestered to the ancient corridors of nature. They wait in forest fortresses, deep in oceans, inside mountains, and in the storm 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 gamemaster 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 they 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, yet fruitless, war.

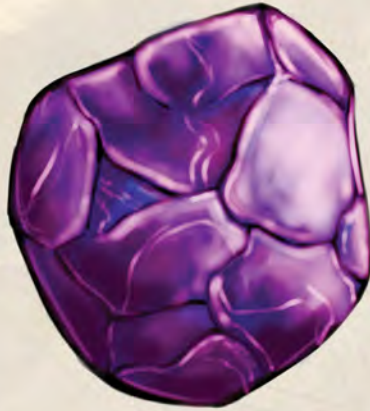
VERA NATURAL

Vera is earth and life. They are the guardian of the woods, the creatures of the forest, and the steadfast mountain against the horizon. They have the largest influence on Aroria today and they are 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 them. 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.

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, banishing the darkness in favor of a mysterious jester glow. Emerald starlight travels the Meridium rivers like energy moving through a fiber optic cable. It's warm, which is unusual this far underground. 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 playdoh, but it stiffens and turns hard, suddenly transmuting into silver as it touches 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, nor 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. Explores 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 two locations boast commercial Meridium mines, Saltstone and Digbrand. 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 inorganic material (stone, iron, gem, etc) it takes on all physical and magical properties of the inorganic material. The raw Meridium is considered charged in this way. While charged, touching the raw Meridium to a different inorganic 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 a 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 that 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 20ft on any side	Very Rare
Huge (>25lbs)	7 days	No limitation	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 Adventurers 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.

Appendix C is a list of useful NPCs and Villains for adventures in Aroria.





ARCHFEY
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 feet. Your size is Medium.

Speed

Your base walking speed is 30ft.

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

Saytrson's 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.

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.

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	Absorb Elements, Speak with With Animals
2nd	Barkskin, Pass without Trace
3rd	Control Animals, Water Breathing
4th	Summon Insects, Knocking Out
5th	Shatter

1st Level
 Absorb Elements: You can absorb one element (acid, fire, lightning, or cold) and reduce the damage you take from spells or attacks of that element by 1d6 for the next 24 hours.
 Speak with With Animals: You can communicate with beasts within 300 feet of you, including those that are hostile, of a challenge rating no greater than your warlock level.

2nd Level
 Barkskin: You gain a bonus to your AC equal to your proficiency bonus.
 Pass without Trace: You become invisible to all divination magic that senses your presence.

3rd Level
 Control Animals: You can control a number of beasts whose combined challenge rating is no greater than your warlock level.
 Water Breathing: You can breathe underwater for the duration.

4th Level
 Summon Insects: You summon a swarm of insects that you can control as if they were beasts.
 Knocking Out: You knock a creature unconscious.

5th Level
 Shatter: You shatter a nonmagical object or a creature's concentration on a spell.



Additional Text:
 This section contains detailed lore or mechanics related to the Frozen Warlock, including information about the patron and the nature of the frozen state.



Additional Subclasses would continue here. The final product will include one new subclass for each class in 5th edition.





LEADERS & 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 MERCHANTS | ALLSGOOD MURPHY

The Spiremen is a lawful neutral organization, it is 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 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 and most families have significantly 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 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 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 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 was 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_ 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 the 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 constables in pursuit of bandits on the road. They are diplomats in a foreign courts reporting intelligence back to La Cambria. They are the conservationists advising local farmers to plant wheat because Elderguard has made cotton 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 they are represented 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 independently 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

Female Human, 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

Non-Binary Changling, 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.



RØØKS & BISHØPS

ØVERVIEW

The Rooks and Bishops are a Guild made up of actors, artists, and story-tellers who are known for being wild and chaotic. The Rooks act as Thrice's entertainment, often drawing crowds from outside the town and convincing visitors to stay. The Bishops serve as the town's ambassadors, often smoothing over tensions when residents grow restless by throwing extravagant festivals, plays, or advocating on the peoples' behalf to the other guilds. The Rooks and Bishops favor those with silver tongues and their plans are ethereal and ever-changing. Their headquarters is located at the Lunar Stage in the Upper East Garden. Some of the region's most prominent bards, scholars, and wildest rumors were born on the Lunar Stage. Those hoping to view the fantastic plays put on by the Rooks and Bishops will find tickets in short supply, though there are always reserved seats for those willing to swear themselves to the guild or complete certain favors in the name of the organization.

THE TRIUMVIRATE

The city of Thrice is divided into three districts: Gilded Path, Northend and Upper East Garden. Each district is under the control of a different guild and a perpetual tension exists between these Guilds as each hopes to gain an advantage over the others. The Guild leaders treat one another with begrudging respect in public and conduct convoluted schemes in the background. In true solidarity, they work together to govern and each guild is responsible for maintaining and supporting Thrice's community.

While the home base for The Triumvirate is in Thrice, they are not exclusive to the city and have spheres of influence all over the continent. Characters with the faction agent background may find themselves with connections to, or in the employ of, one of these guilds. The descriptions of the guilds offer possible role-playing opportunities for your character and suggestions for how members of the guild think and act, though your character may not share the same traits as other members of the guild.

GOALS

The Rooks and Bishops are driven by arrogance, narcissism, and whimsy, believing that without their influence, Thrice will devolve into nothing more than a criminal sanctuary devoid of etiquette and culture. They seek to rule Thrice through diplomacy and believe they will succeed because the people of Thrice choose them.

Beyond the walls of Thrice, the Rooks and Bishops are in constant search for rumors, artifacts and potential story ideas for their upcoming shows. Occasionally, the guild will send their members to explore the world with the hopes that they will return full of stories and experiences to bring to the stage.



CREST OF THE ROOKS & BISHOPS

"Only one thing is ever constant with the Rooks and Bishops; nothing stays the same. A new show, a new plan, a new goal. I swear it's easier to divine the gods than keep up with the Rooks and Bishops."

RELATIONSHIPS

Within the city of Thrice, the Rooks and Bishops hold significant political power. Positioned as rivals to the other two guilds running the town, the Rooks and Bishops have sought to establish close ties with other cities throughout Aroria.

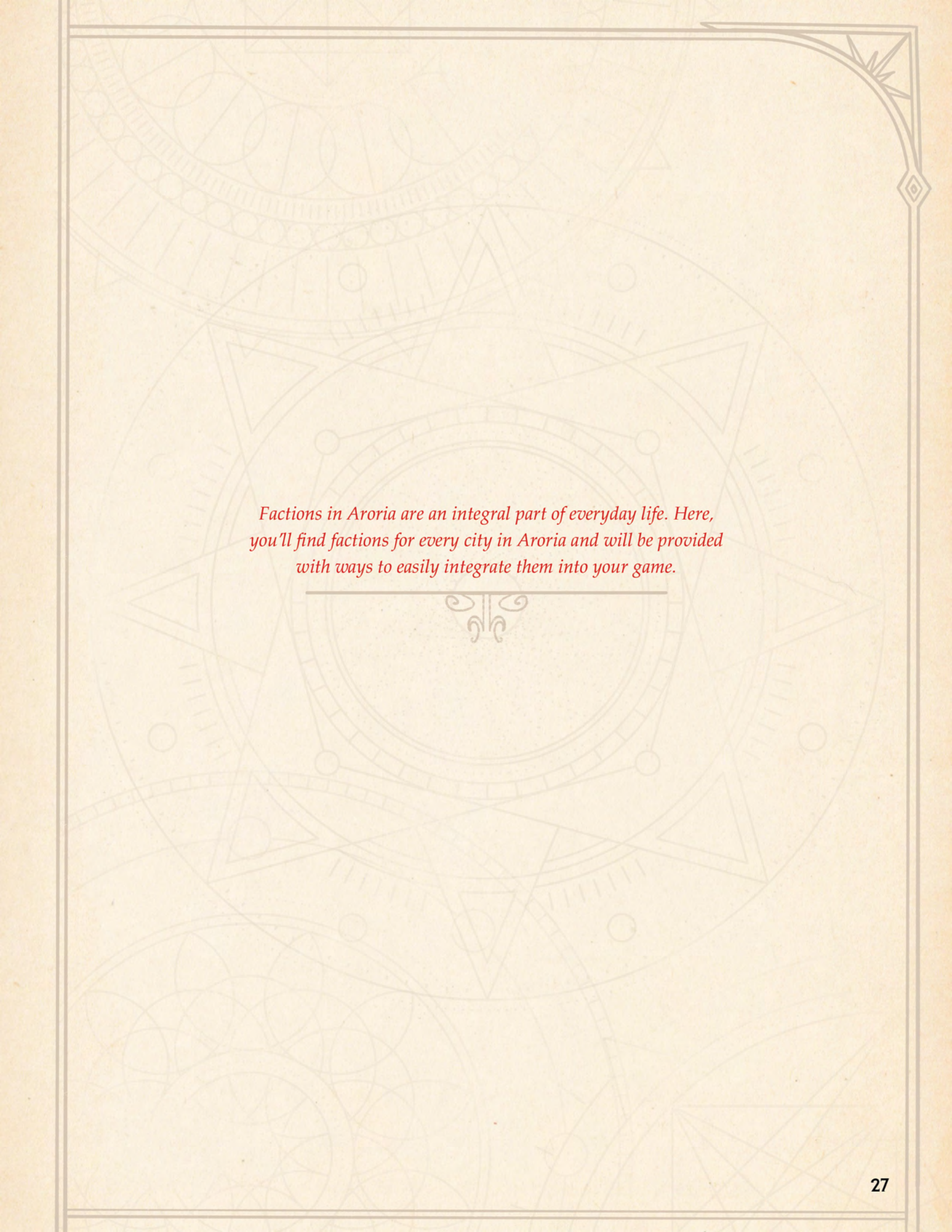
NOTABLE FIGURES

Lady Audrey Cast

Female Halfling Guild Leader. Lady Cast has spectacles and multicolored hair, with a series of short scars across her chest. She is calm and kind, but tends to change her interests and plans on a whim. She runs the Lunar Stage with the help of other long-term actors.

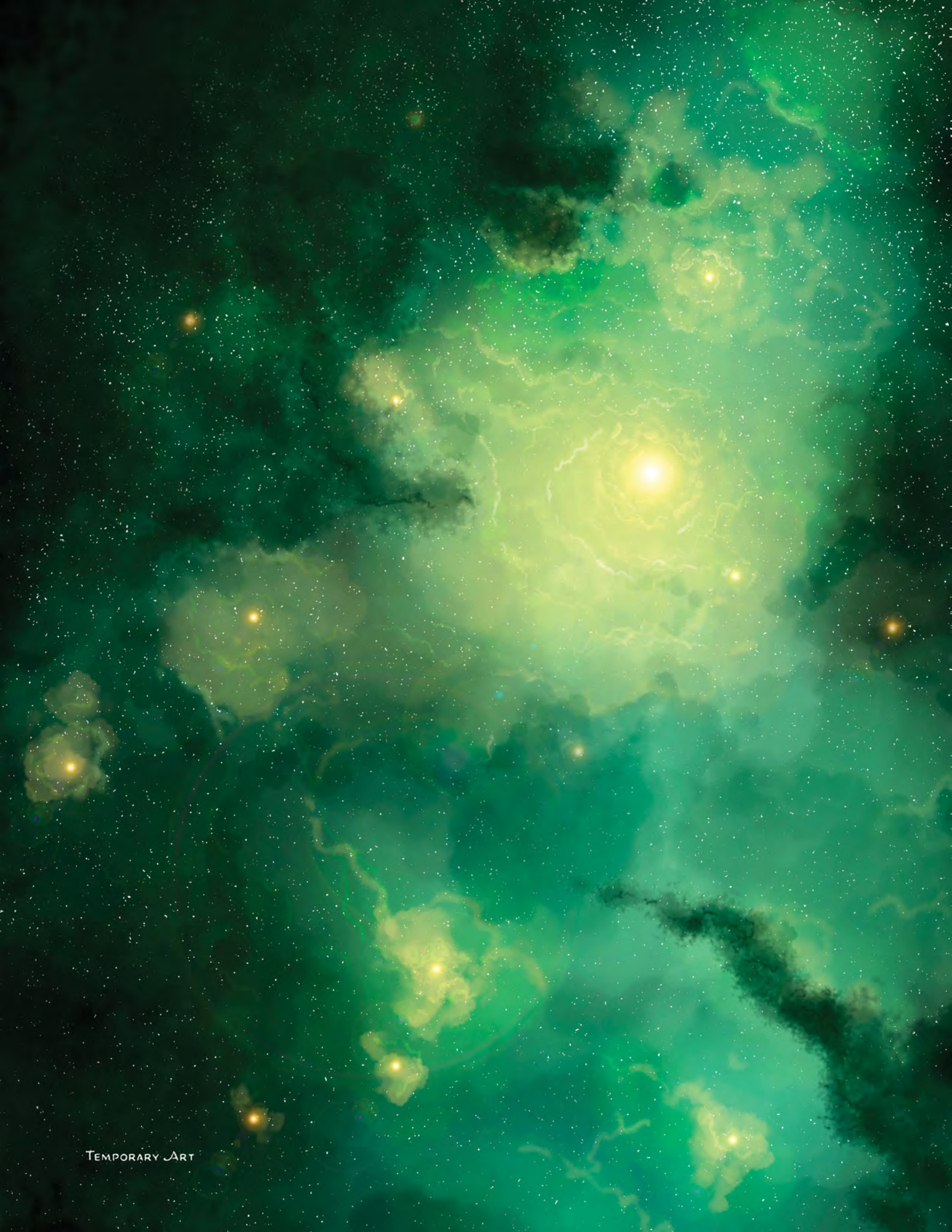
Richard Wesselton Crownthorn IV

Kenku, Lead Actor of the Lunar Stage. "Wess" to his friends. Wess has multi-colored dyed wings with additional vibrant pink feathers extensions that flare out from him like a cape. He wears anklets and toe rings and speaks in multiple voices with a dramatic flare.



Factions in Aroria are an integral part of everyday life. Here, you'll find factions for every city in Aroria and will be provided with ways to easily integrate them into your game.





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 d12 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>Coming Soon!</i>
3	Sunbask	<i>Coming Soon!</i>
4	Aurous	<i>Coming Soon!</i>
5	Pyrium	<i>Coming Soon!</i>
6	Soulstice	<i>Coming Soon!</i>
7	Rustium	<i>Coming Soon!</i>
8	Duskworn	<i>Coming Soon!</i>
9	Lamentium	<i>Stag Who Knows All Paths, Vibe Sagittarius</i>
10	Waking	<i>Coming Soon!</i>
11	Rimewomb	<i>Coming Soon!</i>
12	Frostwane	<i>Oracle Koi, Divine, Pisces</i>

ELEMENTS OF THE WEAVE

Second only to the stars, the natural energy of the world in your immediate vicinity pushes you away from, and simultaneously toward, your destiny— this energy is known as the Weave. The Weave is the magical energy that suffices the universe, and many argue that it has more bearing on our day-to-day lives than your Sign. This may be partially true, however, while your Sign and Circumstances are yours, and yours alone, the Weave must be 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 sources.

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.

FLEURTIME

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 Adventurers, 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 adventures 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.



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, you are Cusping on Frostwane, and when you start your turn with more than 0 hit points, you gain 1d4+1 hit points.



ZODIAC ASSOCIATION | ARIES
WEAVE | VIBE
COMPATIBILITY | PYRIUM, RUSTIUM
SYMBOLGY | FLAMING RAM

FLEURIDE MANIFESTATION BY  STEPHEN NICKEL



FROSTWANE MANIFESTATION BY STEPHEN NICKEL

ZODIAC ASSOCIATION | PISCES
WEAVE | DIVINE
COMPATIBILITY | WISTERIUS, SOULSTICE
SYMBOLGY | FISH

FRÖSTWANE

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.



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.

LAMENTIUM

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 Aura, 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 feet, 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.

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.

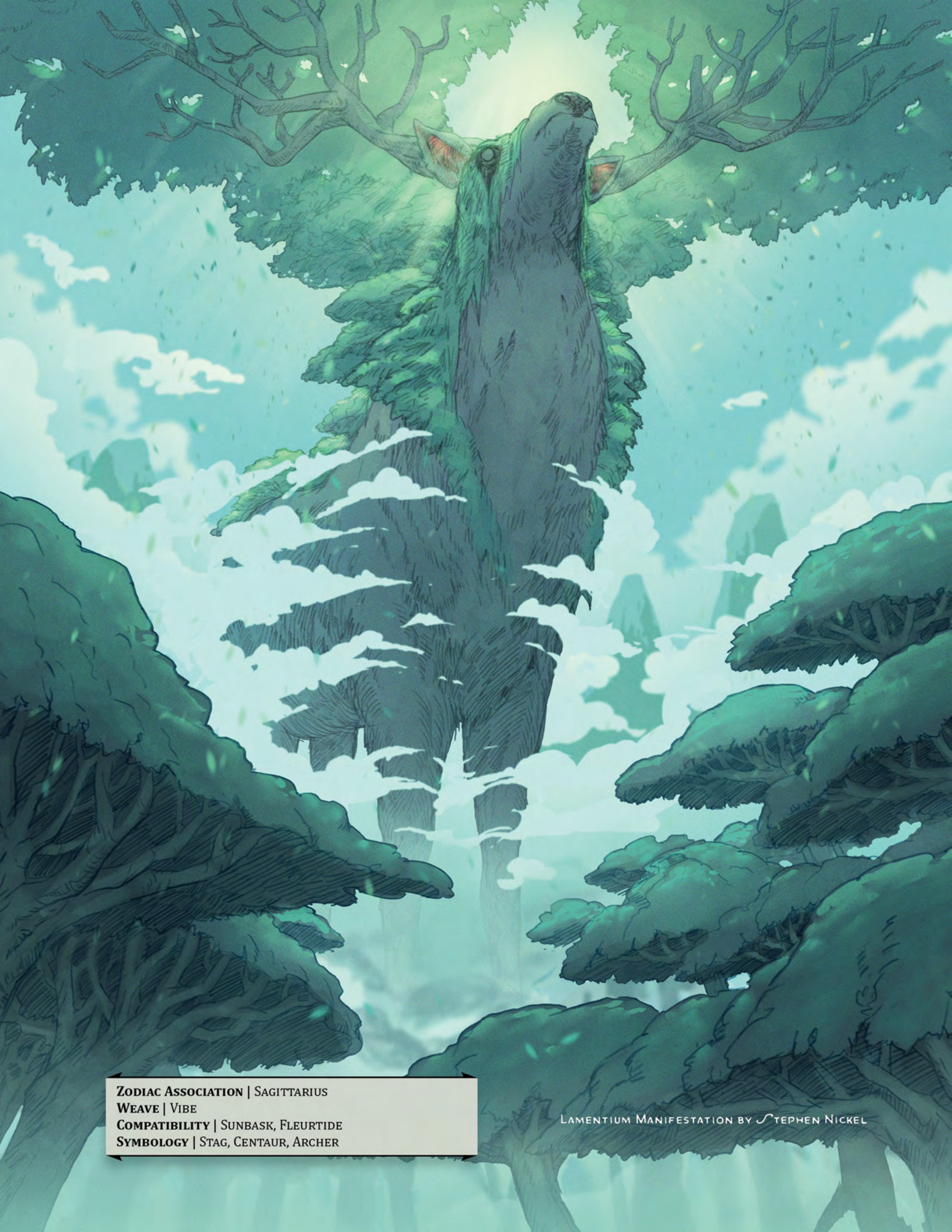


BONDS AND FLAWS

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.



ZODIAC ASSOCIATION | SAGITTARIUS

WEAVE | VIBE

COMPATIBILITY | SUNBASK, FLEURTIDE

SYMBOLGY | STAG, CENTAUR, ARCHER

LAMENTIUM MANIFESTATION BY *STEPHEN NICKEL*

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 1d8 and consult the Rulership table to the right to determine your Ruler. Adventurers will use this Ruler to determine their Ruler benefit and detriment.

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 RULER

Evocation Benefit		
1	Mechanically Hot	As an Action, you may force one humanoid within thirty feet 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, once per day, without the need for material components.
3	Jacob's Tent	Heat runs through your blood 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	Everlasting Sunset	You know the Light 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 12), 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. You may activate your Font of Vitality feature with an Action and for one minute, you may use your bonus action to grant one creature you can see within 60 feet 1d6 plus your Constitution modifier temporary hit points. Each time you grant a temporary hit point in this way, you age 1 day. 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.
Evocation 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, 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 feet of you must subtract 1d4 from Insight checks.
6	Disconnected	You cannot be targeted by Message, Sending, 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 (Goodberries, Create Food and Water, Heroes Feast, Etc) make a Constitution Saving Throw (DC 10). On failure, you are poisoned for 1 hour.
8	Off Balance	When affected by an action, feature, or spell that pushes or pulls you more than 5 feet, the distance is doubled.

ABJURATION RULER

Abjuration 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	Concealment	You hold an eternal sigil. You have advantage on perception checks made while you are on watch during a short or long rest, and all allies gain a +1 to their passive perception while you are within 30 feet. You may use this feature once per long rest, and you may use it on yourself or another creature within 30 feet. You may use this feature on yourself or another creature within 30 feet. You may use this feature on yourself or another creature within 30 feet.
5	Divine Shield	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.
6	Elemental 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.
7	Elemental Shield	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.
8	Shield	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.
Abjuration Rituals		
9	Concealment	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.
10	Divine Shield	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.
11	Elemental 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.
12	Elemental Shield	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.
13	Shield	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.
14	Shield	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.
15	Shield	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.
16	Shield	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.
17	Shield	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.

DIVINATION RULER

Divination 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 at 9th Level and three times at 17th.
2	Eye of the Moirai	Once per long rest, you can target a creature you are familiar with that is on the same plane of existence as you and force them to make a DC 13 Wisdom saving throw. On a success, you can hear what the target hears for 10 minutes. This feature requires concentration. During this time you are deaf regarding your own senses. On a failure, the effect fails and you may not use the ability again until you finish a Long Rest.
3	Dragoman's Ear	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	Divination	Once per day, you may specify a course of action using no more than ten words, and the DM then rolls a d20 to determine the most likely outcome of a future event. On a 3-10, the DM provides a negative outcome. On a 11-20, the DM provides a positive outcome. When you have used this feature, you may not use it again for 7 days.
5	True Seeing	At 5th level, you can see through illusions and see the true nature of things. At 9th level, you can see through all illusions, including those that affect your mind. At 13th level, you can see through all illusions, including those that affect your mind, and you can see through the veil of invisibility and polymorph. At 17th level, you can see through all illusions, including those that affect your mind, and you can see through the veil of invisibility and polymorph, and you can see through the veil of the Ethereal Plane.
6	Telepathy	When you make an Intelligence Check to decipher a message, you may use this feature to communicate with the sender of the message. The message must be in a language you know, and the sender must be within 100 feet of you. You may use this feature once per long rest.
7	Teleportation	At 7th level, you can teleport yourself and one other creature you choose. At 11th level, you can teleport yourself and up to ten other creatures. At 15th level, you can teleport yourself and up to twenty other creatures. At 19th level, you can teleport yourself and up to fifty other creatures. You may use this feature once per long rest.
8	Teleportation	At 8th level, you can teleport yourself and one other creature you choose. At 12th level, you can teleport yourself and up to ten other creatures. At 16th level, you can teleport yourself and up to twenty other creatures. At 20th level, you can teleport yourself and up to fifty other creatures. You may use this feature once per long rest.
Divination / Divination		
9	Divination	At 9th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
10	Divination	At 10th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
11	Divination	At 11th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
12	Divination	At 12th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
13	Divination	At 13th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
14	Divination	At 14th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
15	Divination	At 15th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
16	Divination	At 16th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
17	Divination	At 17th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
18	Divination	At 18th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
19	Divination	At 19th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.
20	Divination	At 20th level, you can use the Divination feature to determine the outcome of a future event. You may use this feature once per long rest.

HEIRS

Destiny is inevitable and Rulership has an undeniable affect 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 d20 and consult the Heir Table below. Otherwise, you may choose an Heir that best fits your desired character concept.



EVOCATION HEIR

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

Evocation 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 in a shout to up 2 miles away that can easily be understood.
3	When you near another figure 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 energy leyline or powerful magical aura. This must be done in a location laden with magic and is subject to DM's discretion.
5	You gain a +2 bonus to your Passive Insight when noticing a figure's attitude.
6	You can channel an inner light to faintly guide you. For 1d4 rounds, you can 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 does not have magical aura when under this effect and cannot be used to inflict harm.

DUNGEONMASTER 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.



ABJURATION HEIR

Abjuration 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. This negative effect has conditions that have a chance to fail. See the DM's Guide for details.
2	You have a slight resistance to the elements. You have advantage on saving throws against spells and effects that are based on the elements.
3	You have a slight resistance to the elements. You have advantage on saving throws against spells and effects that are based on the elements.
4	You have a slight resistance to the elements. You have advantage on saving throws against spells and effects that are based on the elements.
5	You have a slight resistance to the elements. You have advantage on saving throws against spells and effects that are based on the elements.
6	You have a slight resistance to the elements. You have advantage on saving throws against spells and effects that are based on the elements.
7	You have a slight resistance to the elements. You have advantage on saving throws against spells and effects that are based on the elements.
8	You have a slight resistance to the elements. You have advantage on saving throws against spells and effects that are based on the elements.
9	You have a slight resistance to the elements. You have advantage on saving throws against spells and effects that are based on the elements.
10	You have a slight resistance to the elements. You have advantage on saving throws against spells and effects that are based on the elements.

DIVINATION HEIR

Divination 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 have a slight affinity for cartography. You have advantage on saving throws against spells and effects that are based on the elements.
3	You have a slight affinity for cartography. You have advantage on saving throws against spells and effects that are based on the elements.
4	You have a slight affinity for cartography. You have advantage on saving throws against spells and effects that are based on the elements.
5	You have a slight affinity for cartography. You have advantage on saving throws against spells and effects that are based on the elements.
6	You have a slight affinity for cartography. You have advantage on saving throws against spells and effects that are based on the elements.
7	You have a slight affinity for cartography. You have advantage on saving throws against spells and effects that are based on the elements.
8	You have a slight affinity for cartography. You have advantage on saving throws against spells and effects that are based on the elements.
9	You have a slight affinity for cartography. You have advantage on saving throws against spells and effects that are based on the elements.
10	You have a slight affinity for cartography. You have advantage on saving throws against spells and effects that are based on the elements.

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 below.

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

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	You gain the Lucky Feat.

DUNGEONMASTER 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.

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

There are 12 Signs that rule over Magic in Aroria. The remaining nine will be placed here.



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, boasting the largest library in the world, Niveau Maximum, 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. Bazaar mercantiles of all kinds are on every corner and taverns serve the finest ale and cuisine of the island.

IMPORTS, EXPORTS, AND MARKETS

La Cambria is heavily influenced by trade from around the region. 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 daily. Magic items flow into Manguin's Magical Mysteries, and the finest luxury items are brought here to auction to the highest bidder. Beyond the commercial trade, La Cambria itself benefits from a massive underwater mining operation. The Undercity, the nearest district to the port, takes advantage of the magical prowess of Niveau Maximum to mine the island and surrounding coast for precious gems, metals, and other raw materials. Across Andrin's Bridge, 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 finely ground.

RELIGION

Cambrians follow the Masters of the Weave. Savion holds the largest influence over the city, and her cathedral, Savion's Sunrise, is constantly visited by pilgrims. Legend says that during the Ascension, Savion stood together with Bouclier on that very spot and the two duelled 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 proximity 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 arched entrance 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 rest on gilded tables. 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 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 patrons are able to place orders for nearly any magic item with a large enough down payment. Patrons 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.



- ✦ **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** (SgtA Pg _)



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 throughout the space, bouncers guard ropes that lead down stone steps into 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

Female Elf with long golden hair 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 Male. 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 Ulish 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 cutpurses lurk around every corner, and every home without a stone roof has a leak. However, there is one shining beacon of light amid the shadow; the Dragon's Hoard. The bleached white skull of a black dragon looms over the casino, the long curving tusks almost brush the hair of guests as they enter. Inside, table games of chance are accented by bright chromatic cards, bone and marble dice, strong honey whiskey, and dark ale. A bass dragonborn places a pewter mug of ale in your hand as you enter and the multi-floored casino overflows with entertainment.

The Dragon's Hoard 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 found home in La Cambria. 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

Female, Silver Dragonborn. 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 accept, she gives you a sealed scroll entrusting you to deliver it to a ship with purple and gold sails 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 eastside of La Cambria, far from the watchful eyes of Niveau Maximum, the Pits of Power wait to test the strength of any combatant looking to prove themselves. Three, twenty foot deep pits are spaced around a circular bar in the middle. Attendants with leather vests and scars on their arms 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, reveling in the brutal contests. Many of the combatants are Sons of Bouclier, veterans, or former bullies looking for a little extra coin on the side. Visitors 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

In the Pits of Power participants must compete in single combat, unless a special tournament is held, and any spellcasting is cause for immediate disqualification. Characters do not use their full hit points, may not wear armor, or use weapons when competing in the Pits of Power. Characters 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. 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 stat block (Basic Rules, pg 162)) 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 laying 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 Aloria 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. 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 or Oil of Etherealness, or with the wish spell.

NOTABLE FIGURES

Penny Coppertoe

Female Dwarf. Owner of the Fool's Gold Inn. 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 of 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 otherwise. Guests report having 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. Penny'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.



IVORY COIN OF THRICE BY LAUREN HODGES

THRICE

Thrice, the Den of Rogues, is adjacent to open fields and rich farmland to the south and hemmed by a dense forest on the north side. Advantageously positioned on Dragon's Road on the Mainland of Aroria, 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, as 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

While there are a few trading posts throughout Thrice, nearly every transaction makes its way through Compassion's Counting House. Local farmers bring in their harvest, trappers bring furs, and traveling merchants bring information and coin 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. More information on the Coin Counters can be found in Chapter 2.

NOTABLE FIGURES

Master Kagish Marcone

Half-Orc Level 5 Mastermind. 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.

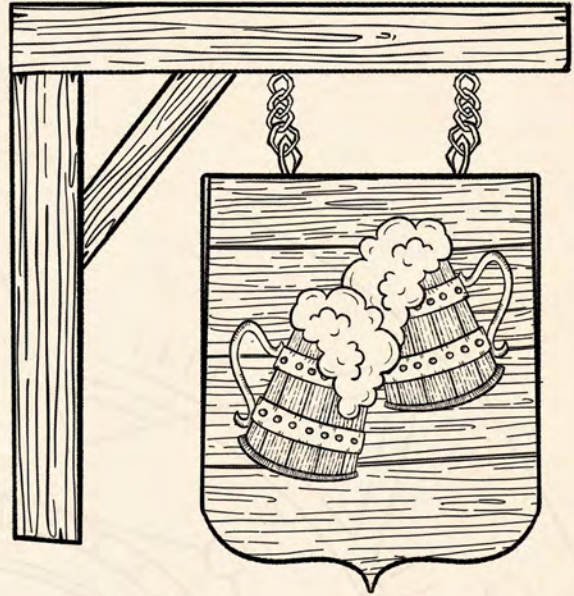
- ✦ **0 Successes** | Character loses 1.5x the money that they intended to gamble.
- ✦ **1 Success** | Character loses all money that they've gambled
- ✦ **2 Successes** | Character breaks even
- ✦ **3 Successes** | Character gains additional 1.2x gold pieces

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

Female, Gnome. 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. Use the commoner stat block (Monster Manual pg. 345) for other non-player competitors.

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. Multicolored dyed wings, with additional vibrant pink feathers extensions that flare out from him 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.

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 d20. 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.

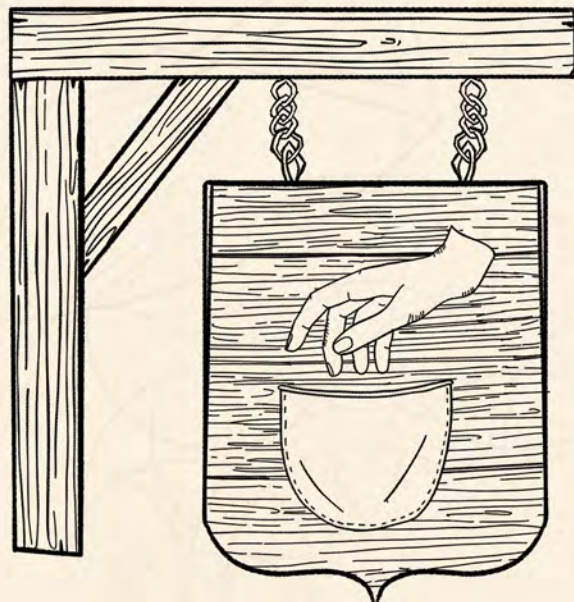
NOTABLE FIGURES

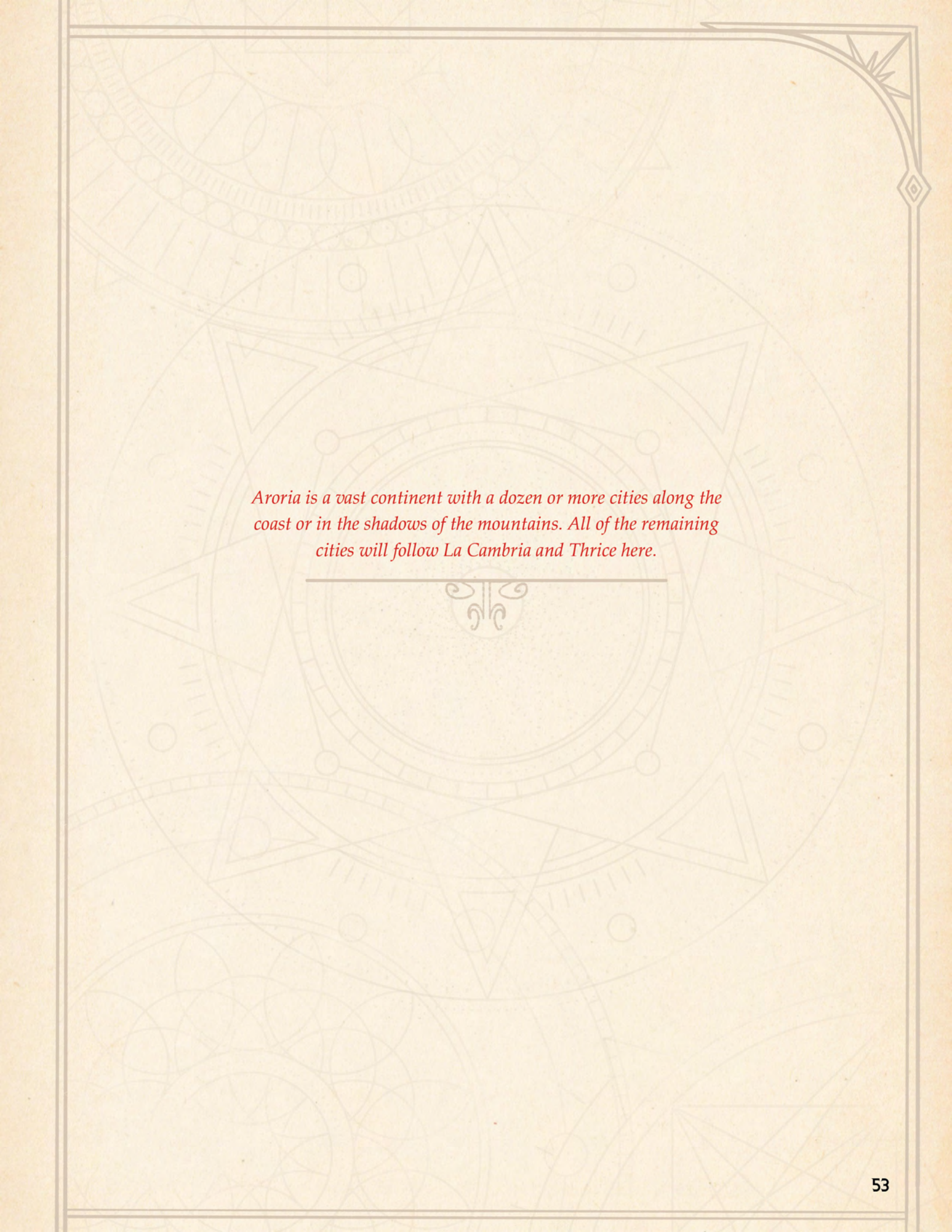
Nigel "Silvertongue" Kingston

Human. 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 Things 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* p. 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.





Aroria is a vast continent with a dozen or more cities along the coast or in the shadows of the mountains. All of the remaining cities will follow La Cambria and Thrice here.



ASHEN OBELISK TEMPORARY ART

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 **Heloyne Whiteclaw** of the **Whiteclaw Rangers**.

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 Heloyne Whiteclaw lives in the central tower with a few of their fellow rangers, watching over the Barenhad Forest and the surrounding region. Heloyne'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 Heloyne and their comrades perform.

To the East, you will find the low mountains that make up the Ardigon Range, an area of natural beauty that is teeming with the flora and fauna that so often frequents mountains. This range of the mountains is not particularly dangerous, with beautiful waterfalls, old forests, and a variety of magical creatures that have been sighted living among mundane ones.

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 miners 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

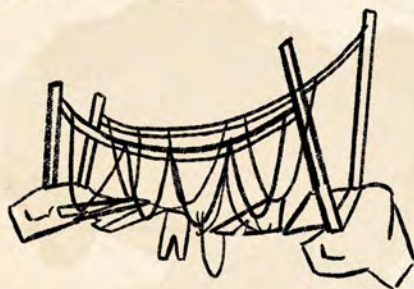
An often-rowdy but generally friendly inn and tavern, **The Blue Piglet** is the haunt for **Cordelay** locals and visitors. Constructed of wattle and daub (like most of the town), it is clear that the tavern was once a one-story building, and that its addition was built with somewhat questionable workmanship. 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.

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?



NOTABLE FIGURES

Candelza Morrowyn

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. The bard also sings a memorable ballad of a revenant who wanders the land, stuck within the confines of the tower and unable to seek the revenge that will put their soul at rest. How much of this tale is colorful elaboration, however, is very much up to interpretation.

More to the point of less purple prose, there have recently been reliably substantiated and concerning rumors. Rangers who frequent the nearby forest have begun to report zombies emerging from the tunnels, though their source cannot be traced. So far, they claim it has been one or two, here and there, so it is probably nothing to worry about. Then again, one zombie is already one too many, according to some.

Heloyn Whiteclaw

Heloyn Whiteclaw, of the renowned Whiteclaw Rangers, 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.

Intrepid adventurers may hear tales from the bard Candelza Morrowyn, finding their curiosity getting the better of them as they head out in an attempt to substantiate the stories of the dead or the trapped revenant. Others may find themselves tasked with assisting Heloyn Whiteclaw in their investigation of the mysterious zombie appearances, which seem to have some sort of connection to the Ashen Obelisk - or at least the tunnels underneath.

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.

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. Upon detect magic or investigation with a DC 16 or higher, the owner learns that they can break this gem to release a Fire Elemental 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 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 Meridium 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?





KRYGOS LAKE TEMPORARY ART

KRYGOS LAKE

Appearing as a massive iceberg that has been embedded deep into the earth, Lake Krygos stretches miles long, 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 slowly 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 Auroria 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 d100 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" event.
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	10 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, a small village, or rather, what's left of it, 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 fae 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

Old Man Woodley/The Yeti

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. 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 Bugbears, Goblins, bandits, and of course the Dragon.

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. 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.



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 longsword 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 Arboreous makes three attacks, two with its Horns, and one with its Spike Tail.

Horns. The Arboreous slashes at a creature within range. +11 to hit, range 10ft, 19 (2d12 +7) slashing damage.

Spike Tail. The Arboreous smashes a creature within range. +11 to hit, range 20ft, 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 Arboreous moves at least 10ft before making its Horns attack, the Arboreous adds an additional 1d12 to the attack roll.

Quick on its Feet. Opportunity attacks taken against the Arboreous have disadvantage.

Natural Defense. When the Arboreous 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 Arboreous has 3 legendary actions per round of combat, it can use its Horns attack or choose from the following.

Pound. (2 Actions) The Arboreous 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 Arboreous draws healing from the Feywild to heal 2d12+7 hit points.

Dash. The Arboreous 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 feet 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 feet of movement, it becomes invisible until it moves or takes damage.

Helpless Insect. If a prone creature is within five feet 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 dust 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.



NPC APPENDIX



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 12 (1d18+3) Slashing damage

Obsidian Dart. Azaun throws a dart at a creature +7 to hit, range 30ft, one target, Hit 6 (1d4+4) piercing damage.

SPELLCASTING

Aleksanda 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

Azaun Olvinik is a tiefling Warlock from the city of Agubonne in Aroria North. His primary class is Ranger and he has spent the majority of his life ferrying travelers up and down the Dragon's Road. He can be found in 'Azaun's Promise' in the deserts of Avernus. However, he prefers the quiet of the forest, where he met his dryad spouse, Alderis. The two have spent many years protecting travelers from the dangers of the serpents on the road. Eventually, she is taken from him. This sends Azaun on his descent into Avernus.

MOTIVATION

Loyalty for Azaun is a fickle subject. He believes strongly in the concept of family. As the oldest of eight siblings, he always considers them before making hasty decisions. The exclusive exception to this is Alderis, his spouse. The charismatic Azaun convinces the rich and powerful to hire them as a guide. Alderis keeps them hidden with the magic of the woods. Soon, they'll have saved enough coin to set off East with his family, retire in peace, and live out their days.

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 feet across.

ADVENTURE HOOKS

Azaun has acquired a contract to transport a particularly affluent Dragonborn Prince south of Agubonne to La Cambria. Due to time constraints they must take a mountain pass that brings them into the territory of Rykyss, "The Frozen Fury."

The Flinburry Thicket is under seige by a horrible beast most refer to as "The Black Blur". None seem to be capable of tracking it and few are quick enough to even see it. The creature is decimating the wildlife population and soon the Thicket will be barren if nothing is done.

Fresh off a trip to Avernus, Azaun is back in Aroria North with an ancient spellbook, Rylan's true name, and a bad attitude. He needs help taking the fiendish tyrant down.

IVERIA REEFBØRN

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 REEFBORN

Medium Triton, 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.

Catrics (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

Bardic Inspiration (5/day). As a bonus action a creature (other than you) within 60ft that can hear you gains an inspiration die (1d10). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. this can be added after seeing the roll, but before knowing the outcome.

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. Iveria has 3 luck points.

Jack of All Trades. Iveria adds a +2 bonus to all ability checks.

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.*



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: 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.

ADVENTURE HOOKS

Captain Kenley, a notoriously vicious pirate and his crew have occupied a peaceful Tabaxi 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.



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