A Valley Lost to Time

Washington C. Pearce

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Honors Thesis

A VALLEY LOST TO TIME: CRITICAL INTRODUCTION

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ABSTRACT

A VALLEY LOST TO TIME: CRITICAL INTRODUCTION

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This thesis delivers a playable and functional module for the 5th Edition of the World’s Greatest Role-Playing Game. The Critical Introduction uses reader response and performance theory to create a framework for reading role-playing games as literature, explains some of the recent scholarship surrounding role-playing games, and details the creative process and work of the creative thesis.

In *A Valley Lost to Time*, Adventurers recruited by the Trellin Prime Minister are sent westward, over the Drazlin mountain range, with a mission to discover the fate of a decades-lost failed colony. The route is long and treacherous, passing through a dwarven city on the verge of a social revolution. Eventually, the adventuring band passes through a veil into the lands of the Fair Folk, where the lost colony found greater success in a perilous land than any could have supposed.
I’d like to thank my parents: my father for introducing me to Dungeons & Dragons, and my mother for always supporting (and, at times, putting up with) my adolescent quests for narrative and fiction.

A Dungeon Master without a party is an author whose work is never read. Thank you to Bertram, Daniel, Elijah, Emily, Finley, Katelynn, Laura, Marlo, Maxwell, Miriam, Slade, Soren, Timothy, Will, William, Zach, and dozens of other players who’ve slain dragons, pillaged tombs, negotiated with devils, and plotted revenge on vampires with me. Without your innumerable and all-encompassing contributions, I would not be who I am today.
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I. Introduction & Context

This book is not complete. The module you currently hold in your hands is fundamentally incomplete, unfinished, half-baked. I’ve done what I can with it, but the remainder of its creative process is firmly up to the players who attempt it. This is because the experience of role-playing games (RPGs), and *Dungeons & Dragons* in particular, exists, at least in an academic sense, within the crucial space of reader response and performance studies. The normal steps of writing, proofreading, editing, and publishing that form the genesis of a novel, poem, or short story are not enough to complete an RPG module, any more than they are enough to complete any work of literature. More action is required to create something vibrant from black text on white paper. In this introduction, I will show how that process works for me, as well as form a defense of the genre of tabletop RPGs as writing and performance having literary merit.

*Dungeons & Dragons*, and other RPGs like it, share several characteristics that persist across the genre. Typically, the group is divided between two categories of participant: a Dungeon Master (or “DM.” The variant “Game Master” is a more generic term) who acts as referee and storyteller, and then a group of players who take part in the world or narrative set forth by the DM. One of the DM’s principal duties is to arbitrate between written rules and how the group would like to proceed in play. In addition, the DM is the writer of the text of the game: he or she crafts a narrative and creates the elements that will be encountered by a “party” of players. This involves planning and writing out storylines, worldbuilding, and populating that world with non-player characters (NPCs). For their part, the players create “player characters”
similar to video game avatars, who have statistical elements—how strong or fast a character is, what spells they can cast, or how likely they are to succeed in an attack—as well as narrative elements like the personality traits, ideals, and flaws that drive the character. In play, the group of players work as a cooperative team to defeat enemies, solve puzzles, and accomplish grand quests, all laid out and narrated by the DM. The DM is not an adversary of the players, but is in charge of crafting challenging adversarial situations for the players to overcome.

All this sounds like a particularly well-organized game of make-believe. What sets RPGs apart from a schoolyard game of Cops & Robbers is the complex set of shared rules and mechanics that, while they might vary from one individual group of players to another, define the game’s ruleset under a common system. For example, in the 5th Edition of Dungeons & Dragons, three core rulebooks—The Dungeon Master’s Guide, The Monster Manual, and The Player’s Handbook—contain rules for creating games, creating adversaries for the DM to control against the players, and for the players themselves as they build and play their characters. The constraints of rule systems like the ones provided by these books creates a framework for the DM and group of players to support their narrative. In addition to rulebooks, adventure modules (like the creative portion of this thesis) have pre-written narratives for a DM to run, offsetting much of the work of planning and writing the storyline. The interactions between these books that contain a written narrative or script, Dungeon Masters who simultaneously fill the role of writer and director, and players who perform as both actor and audience create an interesting space of intertextuality unbounded by traditional literary, theatrical, or cinematic hierarchy. RPGs are like a
novel in which readers are also characters and have the power to act for themselves within the narrative and insert their own voice into their dialog. It is in this space that the “literariness” of an RPG emerges, and it was this space that intrigued me as a topic for a Creative Writing Honors thesis.

II. Performance & Response

The first deconstruction that this space accomplishes is to break down the boundaries between writer and reader, or director and audience. Another boundary broken, a product of RPGs’ postmodern heritage, is the blurring of difference and distinction between genres. RPGs are defined by intertextual relations, not only between different books and modules that make up the game, but also between various trades and disciplines that combine in the creation of the game. To this end, writing a module and describing the literary measures I see at work therein seemed a fitting project for my Honors’ capstone. Interdisciplinary connections are important within RPGs in several ways. As I’ll argue later in this introduction, games such as Dungeons and Dragons are inherently performative. In the game itself, the disciplines of game theory and statistics, creative writing, and graphic design all play crucial and indelible roles. Without good mechanics based on sound probabilities, RPGs would be novels or plays. Without distinctive graphic design choices or specific styles of art, RPGs as a genre are flat and lifeless. While RPGs blend these disciplines together equally, the part that most interests me is the way that RPGs are an emergent topic in the field of literary studies.
The definition of “literature” has been a hotly debated topic in literary circles. Or at least that was my experience in the first class of literary criticism I ever attended. “What makes this grocery list not literature?” asked my professor, holding aloft a scrap of paper with the described article. “What makes it different from a poem, a novel, or a short story?” Length, we answered. The dedication of the author. Perhaps even “art,” whatever in the world we meant by that tired word. But for every answer we gave, that fiery professor met us in kind. It couldn’t be the length, because literature holds both War and Peace and “The Red Wheelbarrow.” Nor could personal dedication to craft be the dividing factor, because some written texts are put together with some impressive dedication, yet we do not call them literary (I submit as an example the awful, yet thorough, collection of 1,001 jokes my aunt bought my family one dreadful Christmas). My thought then, which I still partially espouse now, is that literature is written with soul, that is, the text embodies a piece of the author’s truest self. My professor responded with a pragmatic view I’d come to love him for: tradition. What we call literary today is what was called literary by prior generations. Other textual works are called by certain academics “entertainment,” “trashy,” “genre fiction,” “airport novels,” or are simply not referred to at all in any sort of literary conversation.

In the rest of the class, we examined the creation of the English canon, paying no small attention to the addition of “The Novel” to be included in the short list of what works might have “literary merit.” Novels were originally considered very cheap literature, entertainment fit only for children and women. But beginning first with popularity, then with criticism and close examination, some novels (often,
“literary novels,” by academic sorts) have been accepted into a canon originally closed against them. The borders of literature are made up, arbitrary, written by man and changed by interest and time. All it took for novels such as *Les Misérables* to become “literary” was for enough people to read them, talk about them, and write about them.

In the past, scholarly conversation surrounding the world of RPGs has been focused on the didactic or clinical applications of the game. Articles such as “Emotional Stability Pertaining to the Game of Dungeons & Dragons” by Simon Armando explore the connections between roleplaying games and positive mental health development. Published in 1987, psychological studies like Armando’s sought connections between playing Dungeons & Dragons and elements we now associate with the “Satanic Panic” of those decades. Daniel Martin concludes that Dungeons & Dragons did not live up to the panicked reactions of “fundamentalist Christian sects in the United States and Canada” (Martin 107) who attacked such games on grounds of existent satanic influences within the game. As RPGs began to become more socially acceptable in the late 90s and turn of the century, they began to be a staple in high schools and colleges as nerdy pastimes. Room for pedagogical studies was created as researchers found ways to apply the gaming hobby to children’s education. In “Pretending to Understand Business Policy,” Ken Peattie finds an application in teaching undergraduate Business majors how to approach business policy and business situations through the lens of RPGs. Dr. Ulrich Betz’s paper entitled “What Fantasy Role-Playing Games Can Teach Your Children” pitched RPGs to parents of children looking for a team-building family activity, praising the game as giving
small vulnerable creatures…the power to change the world” (Betz E121). Betz praises the pedagogical power of the game genre inside both classroom and home.

It wasn’t until the emergence of Dungeons & Dragons’ 5th Edition in 2014 that the genre became mainstream enough to merit widespread critical attention. According to statistics released in 2021 by Wizards of the Coast (the company that produces D&D, among other table top games such as *Magic: The Gathering*), 2020 was a year of unprecedented growth in the RPG industry. More players have been exposed to tabletop RPGs now than in any other period of time. For the first time since the game’s initial publication in 1974, analysis has opened up into a wide variety of fields. In “Magic Circles,” Felix Kawitzky makes a positive critique and examination of RPGs as a construction method for “playful, microcosmic utopias sensitive to queer experiences of solidarity within marginalisation,” made possible only because of the quality of collaborative storytelling unique to RPGs (Kawitzky 134). Other criticism focuses on harmful practices that could be reformed within the genre to promote inclusivity, such as an article by researcher Sarah Stang that reviews negative stereotyping of mythological women in RPGs, which she posits “functions as a tool of patriarchal control by defining, categorizing, and classifying the body of the female other as evil, abject, and monstrous” (Stang 730).

While the expanding academic attention given to RPGs is a positive sign that points towards the further acceptance of the genre, the collective field of literary studies has largely left RPGs untouched. This is true despite the fact that through particular lenses of literary theories, the performative aspect of the genre can be examined. Above all, it is these performative aspects that truly set games such as
Dungeons & Dragons apart from simple “entertainment” and endow them with qualities akin to those of “literature.” Branches of reader-response theory are potentially useful for teasing out this relationship. Subjective reader-response, pioneered by David Bleich, asserts that outside of the relationship between reader and text, there is no literary value to a text at all. Bleich “differentiates between what he calls real objects and symbolic objects” (Tyson 178). In RPGs, the real object is the physical books—for D&D, that would be the *Player’s Handbook*, *Monster Manual*, and *Dungeon Master’s Guide*, as well as an adventure framework of some kind. The adventure takes many forms, with one end of the spectrum composed of established, polished, and published modules like *The Tomb of Horrors* (1978) or *The Curse of Strahd* (2016), while the other end looks more like the scattered, half-finished notes of an experienced improviser. Other real, textual objects include the many-sided dice and character sheets that the players will bring to bear in the game.

Most notes include a little more detail than this humorous example.
But all of these “real objects” put together don’t make a game. The game itself is only created because of the interaction that players create within the boundaries that these real objects allow. Nobody shows up on D&D night to look at the books, to admire the art, the prose of the lore, or the mathematical structure of the rules themselves. What occurs during play is something that Bleich refers to as symbolization, the idea that “our perception and identification of our reading experience create[s] a conceptual, or symbolic, world in our mind as we read” (Bleich 18). The process of symbolization takes the “real object” of a physical text and creates a “symbolic object” that exists only for the reader, and only in the moment of reading (Tyson 179). As the reader tries to respond to this experience, in relating it or reviewing the physical text, the text is reinterpreted and resymbolized to share with another reader. Bleich’s application of this theory is largely pedagogical as he illustrates the way that students responding to a physical text produce and share knowledge relative to their community. Bleich’s theory can be applied here to both actors and roleplayers. The creation of mental worlds is a daily activity for actors and roleplayers, who must recognize that the role they play is a persona to adapt for a moment, internalizing the actions and motivations of that character to create personal and performative interpretations. At the heart of a theatrical performance, for instance, is a script: a physical text, one of Bleich’s “real objects.” Directors, designers, and actors symbolize the physical text of the script as they interpret it for themselves, then, when the time to perform arrives, they make an attempt at reinterpreting the physical text for their audience. The audience members then take *that* interpretation and form their own response—for theatrical critics and so-called
connoisseurs, the response they issue will be formal and deliberate. For many others, the response will be informal, coming together in reflection or casual conversation with peers. And many will never create a conscious response to the performance, but will process and internalize what they’ve experienced subconsciously. But no matter the degree to which the audience member is aware of their response, or the formal way in which they express themselves, these myriad of responses are the text. The literary text that is formed in the theatrical encounter is fluid, transitive, and deeply personal—while at the same time remaining tied all the while to a shared recognition of a single physical text.

Derek Attridge considers the truest nature of literature as a singular event. In Singularity, he defines a literary singularity as “The other, the unprecedented, hitherto unimaginable disposition of cultural materials that comes into being in the event of invention” (Attridge 63), and then goes on to show how the creation of a piece of literature is always singular in the invention of a particular arrangement of words. But not only is the creation of literature a singular event, but also, as the literature is reproduced and read throughout space and time, each individual interaction with and response to the written words uniquely arranged is a new, singular event. In RPGs, different combinations of players and Dungeon Masters approach different modules and play through them in unique games. The module Curse of Strahd (2016), well known for its replayability, is a modern retelling of the 1990s Ravenloft series of adventures. To date, I have run three complete campaigns using that module with different party members playing different characters, and yet, while the module contains all the same textual elements, the context and the individuals playing the
game can change even the most minute parts of the same module’s atmosphere and experience.

Part of the reason for this variability is that any game of Dungeons & Dragons is not a solo experience. The game’s creator, Gary Gygax, defined the essence of D&D as “a role-playing game… a group, cooperative experience” (Schiesel). As I, a reader, read, Mazirian the Magician, the process of symbolization that Bleich describes is a private matter occurring between me and the real object of the text. That’s not the case in a session of an RPG, where the textual interactions are multilayered and socially driven between a handful of readers. In the current edition’s *Dungeon Master’s Guide*, the recommended group size is between three and five players, with one adjudicating Dungeon Master (Crawford 82). If one literary text is formed with the confrontation between reader and physical text, how many literary texts are formed out of half a dozen “readers” interacting with not only the same physical text, but also with each other? I imagine that this interaction resembles the interaction between actors on stage and audience members viewing the performance, but each player “plays” at their character as often as they “play” the role of an observer with limited participation.

### III. Writing & Experience

In the development of this thesis, I was able to experience the free play element first-hand. In the course of writing the adventure, I realized that it was nearly impossible for me to write the narrative without an actively participating audience of players to push back on and inform my choices as a writer and Dungeon Master. After
acquiring a playtesting group of close friends and family, the relationship between

game master, player, and adventure was complete. Moments that I had thought were
very clear became muddied when put in contact with my players: in the original draft,
the Pit at the center of New Trellin was simply a bottomless cavern with horrors
unknowable, and any adventurer who journeyed there was simply swallowed up in
the darkness, leaving the player forced to create a new hero, perhaps one wiser and
more cautious. But on the night of play that our group arrived at New Trellin, several
players immediately became suspicious of the Lord Commissioner and the dark Pit,
declaring their intentions to closely investigate both areas. I realized that the
mysterious dead ends I’d incorporated into the text of the adventure wouldn’t have
been an enjoyable experience for this audience of players, and used their immediate
feedback to create new areas and plots on the fly. This and other ad-lib rewrites were
eventually included in the finished module.

Other areas of the adventure were completely ignored by my playtesting party.
One such area was the haunted wizard’s workroom in the jungle clearing. I was
disappointed at not being able to expose them to this social encounter with a mad, yet
ultimately sympathetic, mute ghost, but recognized this as a natural consequence of
the malleability of the text. Just as a reader may skip two or three pages of dialogue in
a novel or a theater goer may be forced to use the restroom during a scene of a play,
my original players elected to pass over one of my favorite portions of the adventure.
The novel reader or theater goer can still enjoy their encounter with the text, however
they miss out on the “full experience” that the play or novel has to offer. In an RPG,
the “full experience” could be a term applied to the total sum of what’s written down
in the physical module. If a group of players decides to avoid an area of the game, or misses some crucial part of exploration or exposition, the Dungeon Master has the opportunity to refold that skipped portion into another game session, or let loose and go where the players want to go.

In the setting of an RPG, an adaptive approach shapes the narrative around the desires and interests of all the players present. In this way, the players act not only as audience, readers, and actors, but also as editors. Sometimes the editing is unconscious, but many times conscious decisions are made by the particular group to trim distasteful elements. The adventure *Icewind Dale: Rime of the Frostmaiden* (2020) has a sidebar to this effect titled “Horror in the Far North:”

As the DM, you need to handle the horror responsibly. Although the events of the adventure should make characters feel stressed and anxious, your players should be relaxed and having fun. Before running the adventure, have a candid out-of-game conversation with your players about hard and soft limits on what topics can be broached in-game…If a topic or theme makes one or more players nervous but they give you consent to include it in-game, incorporate it with care. Be ready to move away from such topics and themes quickly (Perkins 8).

Candid conversations such as the one outlined in *Frostmaiden*’s introduction have led me to edit planned adventures after questioning after elements of discomfort for my groups. Themes that groups I have facilitated have asked to avoid include body horror, mind control, sexual assault or violence, deities, and demon worship. Other editing opportunities occur mid-game. In a more recent campaign than the playtest for
this thesis, a plotline we were exploring revolved around several non-player characters falling into deathly slumbers as part of a supernatural illness. One player texted me during the session, confiding in me details of a close family member’s own illness-induced coma, and asked if we could perhaps move the game to a more distant theme than familial sickness. We took a brief break while I planned out a new narrative: instead of a cult bent on sapping the life force slowly from several families, the cult would work from the shadows to steal away and sacrifice certain heirs of a mystical bloodline. Comatose was swapped out for kidnapped, and the campaign proceeded. The player in question thanked the group for understanding, and for facilitating clear communication. It is as important to use subtractive techniques of improvisation as it is to use additive techniques—the “not buts” as well as the “yes ands.”

Like the popular line of *Choose Your Own Adventure* novels, the players of an RPG are not bound to linear progressions of sequential page-turning. This creates a fictive medium that stands slightly apart from both the novel and the staged play, yet can claim clear kinship to both. In particular, the relationship between reader-writer-text is tangled and non-hierarchical. Tabletop RPGs are reaching new heights of popularity, exploding into the common market and the public view, gaining new acceptability as a genre and as a hobby in a similar manner to the 19th century development of novels. As the genre becomes more and more mainstream, instructors and researchers alike move to consider less the physical aspects of the game, or the traits of the people who play it, and will begin to read the modules and books themselves as textual performances that require free play and performance. As a play
is incomplete without performers to shape and characterize it, so too is an RPG without players who perform for an audience of themselves.

Like *The Curse of Strahd* mentioned earlier, my thesis fits into the game as a pre-written story that a Dungeon Master adapts and tinkers with as a narrative for their own group. It is not a collection of rules or a manual for play, but rather acts in the capacity as a theatrical script, in the analogy of a theatrical play. That is how the module stands incomplete: other than needing a system of rules to play, it needs a DM and players willing to engage in its narrative. To write this module, I started from the grand-scale, building a world with political, racial, and religious forces and factions to create organic motivations for player characters to build on. Not all of this planning and worldbuilding made it into the final thesis, but some of it is included in the Appendices, especially as material that would help center a new DM in the world that I have created so that they could make their own game around my work. Since the module is mutable, it was important for me to include notes on how this text could be adapted to an individual play group.

Then I went about writing the planned narrative and backstory of the failed New Trellin colony. As it happens, this went through several stages of revision, with the entire plot changing from the original outline. A major piece of work here was writing location descriptions of the literal narrative track. What I refer to as the “technical” stage came next, where I populated areas of the narrative with enemies or other NPCs, and with interesting functional items and rules with which the players could interact in a game sense. For example, the Goblin Fruit peddled by merchants in Kyltovak is not a “game item” that existed previous to my insertion of it in the
module. A “game item” is different than a “set dressing item,” like a tree or a fence. A “game item” has statistics and game value that is placed for useful interaction. This is the actual game-building element of the thesis writing, where I had to do things like create new enemy statistics, and balance planned combats so that they would be challenging but not overwhelmingly deadly. Finally, layout and art was a huge portion of the module, as I wanted my finished thesis to have publishable quality nearing that of a professional product. I reached out to a good friend and commissioned several illustrations. For the layout, I found fonts and styles that were similar to those employed by Wizards of the Coast and mimicked the official layouts closely (while adhering to copyright restrictions on IP).

The experience of taking my personal notes and writing them out for a general audience shaped my perspective of RPGs as a genre. Obviously, I took for granted the amount of work that goes into translating my own style of play and my own thoughts from basic notes that serve my purposes into a fully fledged narrative with enough support for another group to experience it. While the text is fixed and unchanged and stands as I have written it, I have a new appreciation for the mutability of the performance of the text. A play changes based on decisions made by the director and technical team, and a module plays differently when the players and DM change. Writing is a performance in any case, unfinished in the act of publishing and only completed when a reader exists to experience the text. In RPGs, writing, acting, reading, performing, and experiencing happen simultaneously and create a personal and shared experience—and it is that experience that encapsulates the literariness of the text.
Works Cited

@seanofthehunt “#DnD player - You've got this whole world planned out haven't you? DM - *Looks behind screen* There's nothing, only a hastily written note. It says -'sexy goblin?' DM - Yes” *Twitter*, 21 Jan. 2019, 11:57 PM.


A VALLEY LOST TO TIME

HOMEBREW

An adventure that will take you to the Fey and back; written for the World’s Greatest Role Playing Game
A Valley Lost to Time

An adventure to the Fey and Back
by Washington C Pearce

Submitted to Brigham Young University in partial fulfillment of graduation requirements for University Honors
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The author of this Tome bears no responsibility for any fool who tastes the fruit of the goblen-men, falls to the seduction of Acrasia, or angers the Lord of Myth by humming a jaunty tune. Keep your iron and silver close at hand, and guard your True Name deep within your breast.

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Introduction

The small kingdom of Trell tried, decades ago, to expand beyond the confines of mountain range and ocean borders, to establish colonies of her own. Success was had when precious ores were found in rich deposits in the mountains, but King Trey IV pushed for greater expansion beyond the Drazlin mountains.

Colonists and explorers were sent, but were never heard of again. This did little to help Trey IV’s public image, and amidst other tribulations, the common folk of his kingdom banded together to overthrow him. A short and bloody revolution followed, resulting in the establishment of the Merchant’s Council and the Citizen’s Parliament.

Now, nearly sixty years after the disappearance of the colonists, the Citizens of Trellin want closure on their lost friends, family members, and neighbors. Adventurers are commissioned to go beyond the mountains, following the cold trail, to bring back news of the departed colonists—or their bones.

Running the Adventure

A Valley Lost to Time is an adventure written for a party of four to six 3rd level adventurers. It assumes that your party is familiar with the kingdom of Trell, and the recent political events that have installed Prime Minister Mikal.

This adventure book is written for your eyes alone, as the Dungeon Master. It is recommended that you read through the adventure in its entirety before the first session.

Many of the monsters and nonplayer characters (NPCs) in this adventure are found within the Monster Manual. In any case, a creature’s name appears in bold the first time it is mentioned in any given section.

All spells and mundane equipment not described here are detailed within the Player’s Handbook. Likewise, magical items are detailed fully within the Dungeon Master’s Handbook, unless they appear in this adventure’s appendix.

Story Overview

Adventurers recruited by the Trellin Prime Minister are sent westward, over the Drazlin mountain range, with a mission to discover the fate of the long-lost colonists. It’s a difficult journey, one that only the most intrepid of traders attempt.

After reaching the mining city of Kyltovak, the characters have a short time to resupply before descending into the forest below. It’s possible that the party might get caught up in some of the politics of the region, as the growing tension between the miners’ unions and the administration approaches open conflict.

One of the leaders of the old colonists was a wizard named Ellemet, who communicated with King Trey’s advisor via nightly sending spells. The compilation of 25 word messages provide a rough road map of landmarks, clues, and warnings for the adventurers as they try to follow the old colonists’ trail.

Eventually, after several days of travel, the adventurers arrive at a steep ravine leading into a valley. A crude archway marks the entrance into this lost valley, the last of Ellemet’s landmarks.

Upon passing through the portal, the adventurers find themselves in another world. The descendants of the original colonists have formed a village deep in an overgrown forest. For these people, nearly four hundred years have passed—ten times as long as have passed for the Trellin citizens.

The village, called New Trellin by the villagers, is a settlement in the lands of the fey. The village is controlled by an unseen being known only as the Prince of Myth. No one is allowed to leave New
Trellin, and ferocious beasts and worse patrol the woods. Any iron and silver—the only tools mortals have to fight against the fey—is consigned to the Pit, a fathomless abyss at the center of the village. The villagers produce grain, fruit, and bronze-work, which is taken in heavy taxes by fey overlords. With no apparent means of egress, the adventurers will have to learn from the villagers the strange rules and ways of this new realm. By banding together, the adventurers and villagers will be able to seize control of their own village and rebel against the Prince of Myth.

**Adventure Structure**

In chapter 1, “Travels and Travails,” three areas are detailed: the major city of Trellin, and two stretches of wilderness: the road from Trellin to Kyltovak and the centuries-cold trail left behind. You should refer to this chapter at several points throughout the adventure, as the party travels between the other locations in the adventure.

**Chapter 2,** “Kyltovak,” provides an overview of a mining colony set in the Drezlin mountains. Depending on the pacing of your adventure, the party might spend a lot of time here. The political climate of the town is reaching a boiling point, and several factions might try to derail the party to serve their own ends.

**Chapter 3,** “New Trellin,” details the occupants and locations within the lost colony of New Trellin. Here, it is expected that the party will establish a base of operations for their explorations and endeavors in this corner of the lands of the fey. Finally, **chapter 4,** “The Valley of the Prince of Myth,” provides an overview of the locations and NPCs in the broad valley surrounding New Trellin. The party will likely spend the majority of this campaign visiting locations in chapters 3 and 4 as they unravel the events of the past four centuries and attempt to find a solution.

Also included in this book are four appendices to supplement the adventure:

- **Appendix A** contains new options for player characters
- **Appendix B** contains the random encounter tables
- **Appendix C** contains new rules for diseases, and new monsters for this adventure.
- **Appendix D** contains lore and setting information for the world of Ar-Tereneth.

**Character Levels**

A Valley Lost to Time is written for a party of about 4 PCs of level 3 and should carry them to level 8 or beyond. A party will gain a level upon reaching each new area, i.e., when a party crosses the Drezlins and reaches the Jungle Trek, they should be level 6.
A glimmering, emerald ocean runs abruptly into shale beaches and grey-white cliffs. Beyond, plowed fields break deep forests, and momentarily give way to cities and towns. Ever present are the peaks of the Drezlin Range, visible from the coast as they loom over the entirety of the land. This is Trell, a small independent nation clinging to the mountain range like a barnacle on a whale.

In a short but bloody war, Trell has recently overthrown an old and well-established monarchy. The old line of King Trey IV paid deference to the old Empire Across the Sea, but the newly invested Prime Minister refuses to do so. Trell is too small and distant a colony to warrant much trouble from the Empire—yet.

In order to cement the new order in a divided political climate, Prime Minister Ioanna Mikal has invested in several projects popular with the newly democratic citizenry. One of these is the recovery of the lost colony of New Trellin.

After working with your players to determine a hook for their characters (see below), have a messenger from the Prime Minister contact the party with an offer. Ioanna’s contract is thus: Discover what happened to the colonists, bringing back some proof of their existence by following the trail left behind by Ellemet. Or, in the event that the colony perished, to verify irrefutably that disappearance.

Payment will be 400 gp per character, half now and half after the party returns. If the party accepts, Ioanna also gives them a map to Kyltovak and the written log of travel transmitted by Ellemet. The log represents a week or so of travel from Kyltovak to the colony’s final destination beyond the jungle. Ellemet, a 5th-level wizard, transmitted these sendings daily at
nightfall, reserving his other slots to help defend the colonists from beasts or aid in navigation. The final message seems to suggest that Ellemet himself perished, but in that case, his apprentice Katrine should have kept up the messages.

Hooks

In order to engage your players and include a personal investment to the plight of New Trellin, it is suggested that each player has a hook connecting their character to the plight of the lost colony. Some suggestions are detailed below, but the more customized a hook is to the PC, the more highly engaged the player will be in the adventure ahead.

Work with each of your players to establish a background element that draws on the following for inspiration. Use the suggested rewards as guidelines, and note that tying the reward or quest to a specific location will help establish some structure in your adventuring.

Forgotten Family Member:

Suggested Classes: Any martial.

A famed tracker that accompanied the colonists is a relative of one of the player characters. One of the elders in the character’s family knows the description of a magical family heirloom. It is the character’s right to claim this item if the tracker has perished.

Reward: A +1 weapon or similar magical item, buried in a specific grave behind the Church of The Guiding Light (Area NT3).

A Literal Godsend:

Suggested Classes: Cleric, Paladin.

The Orthodox Church of the Mariner (or, alternatively, any clergy from the Churches of the Astrologer or the Subjugator) requests the service of this PC in discovering the fate of the colony. The temple’s divinations have revealed that the colony survives, though they do not know in what form.

Reward: A spell scroll of revivify before setting out on the quest, and 500 gp upon completion. In addition, the PC gains the ability to cast the commune spell once at any point during this adventure.

Military Reserve:

Suggested Classes: Barbarian, Fighter, Ranger.

With the revolution over, the leadership of the People’s Army is all too aware of the place that they occupy during peace-time. A player who has ties to the military (such as a character with the criminal (spy), knight, sailor, or soldier background) might find themselves called upon by General Izaak to join any expedition westward, in order to bring kudos to the military wing of the government.

Reward: Two letters of writ, signed by the general, to be used in Kyltovak and New Trellin. The Kyltovak letter is for the purpose of outfitting the party on the mountain trek, and the New Trellin letter is for assuming command of the local militia. Along with the letters is a captain’s commission, equivalent to a comfortable lifestyle while in the kingdom.

Monarchist Loyalties:

Suggested Classes: Fighter, Ranger, Rogue, Wizard.

The Elven Empire has all but abandoned Trell, on the surface at least. But the military of Tereth still has a strong interest in keeping up-to-date with the advancements of the small, human kingdom. A character who has ties to the monarchist or imperial militaries receives a coded missive from an entrenched spy, requesting that they gather intel on the lost colony for the Terethian empire.

Reward: One Terethian spystone (Appendix C). This symbol can be recognized by a member of the Terethian military, or by anyone who examines it closely and succeeds on a DC 12 Intelligence (History) check.
Tome of Lore

**Suggested Classes:** Bard, Warlock, Wizard.

The mage who led the expedition, Ellemet, carried with him a book containing a history of the expedition, sketches of creatures and plants from beyond the mountains, and his own modest spellbook. The book has a large fire opal set on the front cover, a very rare stone only found in the Empire Across the Sea. A mages’ guild, bard college, library, or eldritch patron that is associated with this PC takes great interest in recovering this book.

**Reward:** A wand of locate object, to help with finding the book (The fire opal is rare enough to make it very unlikely that there is a second gem within 1000 ft. of the caster). In addition, Ellemet’s spellbook will be available to copy out wizard spells or rituals found therein.

Uneasy Spirits:

**Suggested Classes:** Barbarian, Druid, Warlock.

A great druidic shaman fears an intrusion on the natural realm emanating from beyond the Drezlin range. The shaman’s spiritual eyes cannot pass the mountains, but he knows that something unnatural has intruded upon this world. He entreats the characters to find out what is causing this planar intrusion in the jungle, and he believes that it is linked to the lost colony.

**Reward:** When this PC passes through the archway at J4, she gains the Charm of Infinite Forms (Appendix C).

Some Uncommon Toughs

Before the party has set out, a group of ruffians corners the party, intent on finding out what the Prime Minister is doing with a simple group of mercenaries.

Their leader, a bandit captain named Ignolio, approaches the party and tells them he has a business proposition, but would prefer to take the conversation outside, where “The Minister’s eyes and ears won’t catch us.” Ignolio is not beneath singling out the leader of the party and only asking them to this “meeting.”

If Ignolio gets 1 or 2 party members on their own, he and his men (4 bandits) attack suddenly in the alley, trying to subdue, rather than kill, the party. The town guards near the alleyway have been paid off, and will not come to interfere as long as the fight is contained there.

Ignolio the Bastard

If Ignolio and his men are successful in subduing one or two members of the party, they drag their new captives deeper into the alley, into an abandoned shop. Ignolio questions the party about the mission they’ve received from Prime Minister Ioanna. Ignolio and his men suspect that the party is being sent to recover a great treasure from the disappeared colony, and they want to take the clues and map for themselves.

If the entire party accompanies Ignolio to the alleyway, he and his men are much more cautious. They offer their services to the party as protectors and allies, in exchange for a cut of the treasure. If Ignolio gets the idea that the party will not make good allies, he gives the order to attack, again, with the intention to subdue the party.
The bandits and Ignolio are not willing to lose their lives at the hands of the party, and will flee with their downed comrades if more than 1 or 2 bandits are killed or knocked unconscious. If Ignolio is successful in obtaining the packet of sendings from Ellemet, he and his group set out immediately, and might catch the party again in Kyltovak.

If the party allows Ignolio to accompany them, he takes half of his men with him, ordering the other half to follow behind. The second night on the road, Ignolio takes the sendings and any other valuables he and his men can easily abscond with.

**Travel**

The wilderness between Trellin and the lost colony is untamed and unbroken by man. The travel portion of the adventure is broken into 3 segments: the road from Trellin to Kyltovak, the crossing of the Drezlin Range, and finally a jungle trek to reach the entrance to the Valley of the Prince of Myth.

Each segment covers a different terrain, and involves different challenges and perils. It is not recommended that this portion of the adventure be glossed over by skipping random encounters, resource management, or narration of travel. In fact, a gritty or realistic rest variant for this portion of the adventure is encouraged.

**The Steel Road**

**Distance:** 40 miles (2 days normal speed)

Connecting the capital of Trell with her most important mining settlement, the Steel Road leaves the fields and forests of Trell for the broken foothills of the Drezlin Range. There are plentiful settlements and farmsteads along this road, and merchants are common.

In the recent months following the overthrow of the monarchy, patrolling the road has become more difficult. Merchants and traders hire more guards, and are a little more wary of strangers on the road. Check for random encounters thrice per day. An encounter occurs on a roll of 17 or higher on a d20. As long as the party remains on the road, it is virtually impossible to become lost. The random encounter tables and descriptions can be found in Appendix B.

**Crossing the Drezlins**

**Distance:** 80 miles (8 days normal speed)

The Drezlins are a formidable mountain range, creating a natural barrier between the more arid kingdom of Trell and the jungle beyond. Few explorers have ever crossed over and made the return trip. Yetis, avalanches, and tribes of giants and goliaths are just some of the dangers that the characters might face here.

This area is considered difficult terrain, since it involves incredible uphill climbs, short cliffs, and rugged animal paths. Shipments of ore and supplies are ferried between Kyltovak and Trell via daring teams of packmen working closely with friendly goliath tribes to navigate the treacherous peaks.

The mountains are sparse for both supplies and heat or shelter. Characters who are not equipped with cold weather gear and are not resistant or immune to cold damage must succeed on a DC 10 Constitution saving throw every hour, or gain one level of exhaustion (DMG, 110). Cold weather gear can be purchased in Kyltovak (Area K8).

Three times per day, check for random encounters. An encounter occurs on a roll of 18 or higher on a d20. The absence of a clear road or trail makes it much more likely to become lost in the Drezlin Range than on the Steel Road, but there are far fewer fellow travelers. The random encounter tables and descriptions can be found in Appendix B.
D1: Ezzedra’s Roost

Ezzedra is a lawful evil young adult silver dragon who has recently moved into this region of the Drezlins to establish her own lair. She has the stats of a young silver dragon with a Charisma score of 20 (+5) and the Legendary Resistance trait (1/day when Ezzedra fails a saving throw, she can choose to succeed instead).

Ezzedra is the mortal enemy of Iakiera, a young white dragon who has followed Ezzedra to take her lair. Iakiera is cunning enough to recognize that a head-on confrontation would spell doom for her and her small band of kobolds. If the party encounters Iakiera or her kobolds, they will attempt to recruit the party for a violent confrontation with Ezzedra.

Ezzedra’s roost is located in a high cave in the Drezlins. Journeying to the cave adds 2d6 miles to the party’s travel time, as it’s somewhat out of the way. If the party makes the approach at night, they are more likely to catch Ezzedra off guard, otherwise, they will need to make group stealth checks against Ezzedra’s passive Perception of 18 twice in the last four hours of their approach. On a failure, Ezzedra notices the party during one of her patrols and attacks from the sky.

When combat breaks out, Ezzedra takes full advantage of her wings and hit point pool, gladly soaking opportunity attacks in order to swoop in, attack, and then move out of reach of the party. Iakiera delays one round after initiative is rolled, swooping in on the second round to attempt to drive Ezzedra out of the sky. Both dragons know that their Breath Weapons are ineffective against the other dragon, but Ezzedra will certainly use her breath on a vulnerable party.

Treasure: While Ezzedra has not amassed much treasure herself, her lair was once the lair of a much older white dragon that ruled the Drezlins in the days when giants built Kyltovak. This dragon, who died of old age before the elves arrived in Trellin, had built up quite the hoard in his age. Iakiera has no use for magic items and will offer all of the items in the hoard to the party, as well as up to 25% of the gold and other valuables. The total portion of the hoard that Iakiera will part with (after her kobolds inventory the lot) contains the following:

- Frozen in a block of ice is the body of a thief who was slain by the ancient drake. It’s possible to retrieve his magic items, which include a suit of studded armor of resistance (lightning), a gem of brightness with 45 charges remaining, and a potion of invulnerability that he was in the process of uncorking when the dragon’s breath consumed him. On his belt are four flasks of alchemist’s fire, which will need to thaw for 4 hours before they’re usable. Notably, the metal studs and plates in the armor are made entirely from highly conductive copper.
- Several huge-sized weapons are piled in corners of the lair, relics from the ancient war between dragons and giants. Most are useless to smaller creatures such as the party members, but a bundle of 12 giant’s darts will make fine stone javelins for medium creatures. One of the arrows resembles a javelin of lightning.
- A giant-carved figurine of power (serpentine owl) sits in an alcove on the back wall of the lair. Because it is giant-made, the figurine is almost two feet tall and weighs 80 pounds.
- 1600 obsidian coins. These also date back to the giantish empire, though these coins belong to the smaller denizens of the giant empire, the goliaths and dwarves (there are many giant-sized coins as well, but Iakiera keeps these 4 foot tall discs to herself). The coins have no modern equivalent today, but could be worth anywhere from 1 to 5gp each to the right collector.

Welcome to the Jungle

Distance: 50 miles (5 days normal speed)

Descending from the Drezlin range, the party finds itself in a deep jungle. Strange plants and animals are plentiful here, and foraging for food is much easier than in the desolate mountains before.
Three times per day and once per night, check for random encounters. An encounter occurs on a roll of 17 or higher on a d20. The jungle is teeming with life, compared to the desolate Drezlin Peaks. The random encounter tables and descriptions can be found in Appendix B.

Here, the party will need to guide themselves via six recorded sending spells left by Ellemet.

**Sending 1:**

Left Kyltovak. Navigated foothills and edge of jungle. Made camp on the riverbank—many strange plants/animals. Will proceed after restocking supplies. No sign of civilization.

**Sending 2:**

Followed the river all day today. Many biting insects, spined fishes with large teeth. Oxen are especially affected by insects/tree roots. Travel slow.

**Sending 3:**


**Sending 4:**

Left riverbank to get away from insects. Half of colony infected. Four more deaths, including Azerforth. Morale, supplies low. Disease rampant. Rash, cranial swelling, death.

**Sending 5:**

Spotted high tower free of trees. Made camp here, buried the dead. From tower, plateau spotted. Will break for the highlands

**Sending 6:**

Fever. Concentration difficult. Reach highlands one/two days, enter valley there? Won't last long without water.

**Jungle Route**

Following Ellemet’s trail of landmarks, the route from the Drezlin range to the highlands is a journey of 40 miles through rough jungle. Travel is difficult for the party, though not nearly as difficult as it was for the colonists, burdened as they were with cart and oxen.

The first day of travel out of Kyltovak is a steep trek down the mountains. Once in the jungle, the journey becomes difficult for a different reasons. Food and water is plentiful, especially if the party follows Ellemet’s trail along the river. Check for encounters thrice every travel day and once during the night. A roll of 16 or higher on a d20 results in an encounter. The random encounter tables and descriptions can be found in Appendix B.

While it’s possible that the party breaks from the route that the original colony took in order to reach the valley as...
soon as possible, it is more likely that they follow the exact landmarks left behind by Ellemet. These areas are detailed on the following page.

**J1. Riverhead**
While it’s not difficult to find the riverbed, it is more difficult to find any trace of the colonists. A party that spends 10 minutes searching this area for sixty-year-old clues can make a DC 15 Wisdom (Perception) or Intelligence (Nature) check. On a success, the player finds evidence of ancient, buried charcoal — the remains of the colony’s cook fires. Near the remains of the fire is a small oilcloth bundle that has remained intact since it was abandoned by one of the colonist scouts. The bundle contains a potion of growth and four pieces of +1 ammunition (Of a type most applicable to your party).

**J2. Su Monster Nest**
Some 600 feet away from the riverbank, a small band of su monsters make their home. It’s most likely that the party will be alerted to this nest if one of their number is felled by the beasts. The su monsters drag incapacitated prey back here in order to preserve the freshness of the meat as long as possible.

Su monster nests resemble massive wasp hives, or woven baskets ten feet on a side hanging from the trees. At any given time, 3d4 + 1 su-monsters are sleeping or eating inside the nest. One rock-chucker keeps watch.

*Treasure:* This nest has inhabited the jungle for many years, and while the monsters have no need for gold, they crave the shine of gems. 18 jaspers (50 gp each), 4 small turquoises (10 gp each), and 1 diamond (500 gp) are gathered together in a heap in the center of the largest nest.

**J3. Broken Tower**
Visible from the riverbank is a shattered tower. Standing 40 ft. tall, the tower is broken off at a jagged angle after the third floor. Centuries ago, this tower belonged to a powerful wizard who sought solitude in the jungle to continue his studies.

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**J3a. First Floor**
A broad, circular room. The door has long since rotted away, and while undergrowth chokes the stone room, animals have stayed far away from the tower. The stone ceiling remains intact, and provides shelter from the rain.

2d6 vine blights hide in the undergrowth, attacking whatever creatures enter their nest.

**J3b. Second Floor**
This second room is also free of any sort of animal disturbance, though the plant life has grown exponentially, despite the apparent lack of rain or sunlight.

A massive flower sits on the ceiling. It is a corpse flower. Unless the party approaches this floor stealthily, it is attempting to hide from a well-armed group (Passive Perception 12, Stealth +2). If combat breaks out, it stays on the ceiling, out of reach of melee attackers, utilizing its own ten food reach.

Clearing away the plant matter is an arduous process that takes an hour for two characters (magic, of course, is a great shortcut). Lying beneath the plants, and the source of their miraculous growth, is a blackfire tome (See Appendix C).

**J3c. Third Floor**
This floor is open to the sky, the ruined wall reaching a maximum height of 8 feet and a minimum height of 2 feet as it wraps around the tower. The de facto “roof” of the tower is slick with rain water at practically any time of day, due to its exposure above the treeline and poor drainage. The third floor is devoid of plant or animal life, the worn marble is bare.

From the tower’s vantage point, the highlands are visible: two large mesas that converge near the riverbank, rising out of the jungle like the firmament from the seas. Just barely evident is a passage leading through the plateaus into a secluded valley: the object of the colonists’ flight from the jungle.

Piled on the tower’s ruined top floor are eighteen cairns of the colonists who perished from the river mites. Only one of the cains bears any marking to denote its
occupant: a large, runic letter E has been carved painstakingly. Touching this stone triggers a *magic mouth* spell, which speaks in a tear-stricken voice of a young human female:

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Here lies Ellemet Wayfinder, dead of river-plague. I, Katrine, take up his staff and book to lead the surviving colony into the valley.
```

Katrine, Ellemet’s apprentice, took the mantle of leadership after the deaths of both Ellemet and Azerforth (the colony’s priest). Katrine was unable to continue Ellemet’s sending spells after his death. Disturbing the cairns reveals only decades-old bones, no treasure.

**J3d. Ruined Fourth Floor**

Also visible from the third floor of the tower is a mass of rubble strewn down the side of the hill. The largest piece is embedded halfway in the ground, the roots of a tree partially obscuring a small window. A medium creature could squeeze through this gap, if it desired.

Inside is a wizard’s workroom, though obviously damaged and decayed after centuries. Shattered glass and detritus litter the cramped cave. A successful DC 14 Intelligence (Investigation) check reveals that much of the detritus comes from a ruined telescope apparatus, as well as some salvageable vials containing 400 gp in powdered gemstone, and one sealed vial containing mercury (worth 100 gp to an alchemist or wizard).

Also lurking in the rubble, invisible, is the ghost of the ancient wizard who built the tower. Disturbing the remains of this work room rouses his ghost from its slumber. Modify the stats of a *ghost* in the following ways:

- Increase its Wisdom and Intelligence to 17 each, and reduce its Charisma to 10.
- Add the *ghostly spellcasting* trait, with the following spells known: *beast bond*, *find familiar*, *locate animals or plants*, *polymorph*, and *speak with animals*.

The ghost observes the party for several minutes in order to identify the group’s spellcasters. It then attacks, attempting to possess the character that it believes has the highest number and levels of spell slots, then uses its next turn to cast *polymorph* with that character’s spell slots.

If its *polymorph* is successful, the ghost chooses a tapir or jaguar (boar or panther), and then spends the next round stroking its head and petting it softly. If the ghost or its possessed body is not attacked for one whole round, then the ghost disorporrates and “moves on,” ending concentration on *polymorph*. The possessed creature gains the *charm of animal summoning*.

Otherwise, the ghost ends the possession as a bonus action and attacks the character that harmed it or the polymorphed creature, fighting on until the bitter end.

**J4. Ancient Archway**

Hiking out of the jungle and towards the valley’s entrance, the party comes upon this archway completely filling the pass leading between the two steep plateaus. Climbing the 4000 ft. sheer walls on either side is possible but dangerous. Stormy weather is frequent, and the rain, hail, and lightning make for a hazardous climb.

The Guardian of the Archway is a *shambling mound* empowered by the latent energies of the lands of the fey.

The archway and walls themselves appear to be the last remnants of an ancient civilization. Strange runes covering the rim of the open archway are of a tongue unknown to man, and beyond the arch is a deciduous forest and river, partially obscured by mist. Passing near the archway is a small family of mountain goats. The mother leads her young cautiously past the party and through the archway, where its passage through the mist is visible (This is a *programmed illusion* that resets in 24 hours with a spell save DC of 21).
Nestled between two dagger-like peaks of the Drezlins lies Kyltovak, a common ground for miners, traders, and tribesmen alike. The walled city is formidable to approach. The ancient goliath tribes that built the fortress used it as a meeting place to forge treaties between tribes, though in the current age many races are allowed to enter and buy, sell, and otherwise manage their business.

As a depot for the various mines across the Drezlin Range, Kyltovak serves as a hub for the mercantile business of the mountainous region. Traders from the north, east, and south bring goods and supplies, often bartering them directly for the ores and refined metals produced in Kyltovak. Goliath trackers bring fur and meat from their hunts across the snowy range, and miners of all races come here to escape the dark mines for a time.

**Times of Trouble**

Kyltovak is undergoing some dramatic changes and political upheaval. The fortress town is caught in a struggle between the 1st Iron Miners’ Union and the foreman’s loyalists. The Orthodox Church of The Smith sides with the foreman and his men, and many of the merchants do too. On the other hand, galvanized by the example of the Iron Miners, many of the other miners and refiners have banded together in unions, demanding more fair pay and safety help.

The party, as a newly arrived, presumably neutral party, might find themselves caught up in one or more of the scheming factions. If they’re not careful, this could drastically delay their journey - or even get them killed in the deep mines of Kyltovak.

**Approaching Kyltovak**

As the Steel Road winds upwards, the air rapidly becomes thinner and colder. Kyltovak is situated at the end of the Steel Road, the last bastion of civilization before the Drezlin Range begins in earnest. The high walls built of red marble are easily spotted from several miles away in clear weather, though there is a 45% chance that a blizzard sits upon the city when the party approaches.

A squat guardhouse sits 200 feet from the actual gate of the city. A surly dwarven guard in chainmail and heavy fur calls out to the party from the guardhouse, asking the party’s business in Kyltovak. He is in a foul mood today, moreso if it is blizzarding outside, and will take it out on the party.
questioning their intentions and reasons for entering Kyltovak. He pretends to be very well connected in the town, which is a lie. Regardless, Haftel can give directions to most of the common locations within Kyltovak.

Haftel will pressure the party for details of the party’s engagement as he helps them pass through the guardhouse into the city proper. He’s looking for any signs that the party has ties to the struggles between the Foreman and the Union. He pretends to have no investment in the struggle, claiming that it’s “all one little misunderstanding, a tiny trouble, really. A matter for fools.” If the party seems to lean one way or another, Haftel will alert the Foreman’s men, who will arrange to meet the party.

Areas in Kyltovak

K1. Guardhouse

Situated 200 feet before the city gates proper, the guardhouse serves as a lookout for the eastward pass. Merchants, immigrants, and pilgrims travelling to Kyltovak must pass through the guardhouse first, registering their wares with the guard on duty and clearing their purpose in Kyltovak. No fewer than four guards are stationed in this post at a time. The guards are armed with heavy crossbows and halberds, and are able to attack through the arrow slits on all four sides of the guardhouse. In the event of an attack, one guard spends his first turn running to and ringing the alarm bell in the middle of the guardhouse.

The guardhouse also contains 15 cells for holding prisoners that the Foreman wants to pay special attention to. Normally, criminals in Kyltovak are assigned a certain amount of unpaid labour in the mines, but as the Foreman is trying to quell several dissident groups on strike, he brings people he considers key to the movement to this location for rough questioning.

K2. The Doors of Stone

The large doors carved from red marble bear the figures of two giant kings from ages past. Entrants to the city present the seal they obtained at the guardhouse, and are admitted into the city.

K3. The Large Market

The Large Market is the principal location of all day-to-day trading in Kyltovak. This large, terraced square has three floors of stalls, shops, and stands. Trackers and traders intermingle among the various wares sold and bought, from cold weather gear and supplies, to rare ores and stones mined deep within the mountains.

Any of the mundane supplies found within the Player’s Handbook can be found and bought here, at the listed price. Rations are especially important, and merchants will recommend carrying at least 20 days worth.

K4. Temple of The Smith

This broad and austere building hosts the largest temple dedicated to this Orthodox saint of the Architect in all of Arrep. Priests of the Smith control the town, along with the mines’ Foreman.

The teachings of the Smith include the importance of industry, craftsmanship, and attention to detail (similar to the Architect herself), but also cover service to the community and the mercantile force.

The temple is open for visitors, and the priests within can perform basic clerical services for a fee equal to the material components for a spell with a 50% markup. There are 15 priests with cleric levels 2-6, and a single bishop with 9 levels of cleric, meaning that adventuring patrons to the temple can have access to the raise
dead spell, though for an increased cost of 750 gp. In addition, all of the priests are metal-working craftsmen, the majority blacksmiths.

The Bishop Terzick is an aloof elven male war priest, who considers his church to be the civilizing force present in the Drezlin range. He holds that the importance of The Smith is the undeniable “Permanence of Iron” as a symbol of unrelenting industry and commerce. If the party comes through his temple, he will request to meet with them and ascertain the true purposes of their quest. As a man of the clergy, he holds himself as an apolitical figure, and has kept distant from the recent war. But he does consider Kyltovak his own personal town, and will not take kindly to characters who don’t play along with his desire for intel.

In place of an altar sits a small, but complete, forge. Quenching barrels, anvils, and tools are laid out in perfect order. The fire in the forge is always lit, though kept at a low heat, and a piece of iron lays half buried in the coals. A character who approaches the forge and uses the tools there is blessed by The Smith himself, gaining advantage on any crafting checks made that day. In addition, a weapon forged here deals an additional 1 point of damage on a hit. A creature can receive this boon only once every 7 days.

The ring of iron will alert Bishop Terzick to patrons, and he will come to see what has been made. If the character is proficient in Smith’s tools or is crafting something exceptional, Terzick will remark on it and offer some curt praise. If the workmanship is shoddy, Terzick will suggest a “lesser trade” for the character to pursue.

**THE ALTAR OF THE SMITH**

The temple’s chapel has an 80% chance of being empty when the players first arrive, and a 20% chance that Terzick or one of his priests is present, working at the altar. Prayers are held nightly at dusk, and then the chapel is full of worshippers.

**K5. FROSTY YAK WATERING HOLE**

The official spot in Kyltovak to get a bit of famous dwarven ale, this large bar is always loud and busy no matter the hour of the day. Any miners not currently mining or sleeping spend their wages on strong brew.

The barkeep is a slick half-elf with half of his face a ruinous mass of scars. He blames a mining accident, the same accident that took his left arm and leg. Corrill is his name, and he’s more than happy to listen to the party’s concerns with their travel or whatever. If asked for advice, he’ll mention the legends of a great dragon, who the goliath tribes call the “Mother of Blizzards.” This dragon hasn’t been seen in decades, though, and her treasure hoard has often been sought, but never claimed.

Corrill refuses to take a public side in the struggle between the miners and the Foreman, but he has no love for the Elven Empire or its patron religion. In fact, he’s been supplying the escaped unionizers with rations and water while they hide out deep in the mines. If the party can
thoroughly convince him that they mean no harm to the miners, Corrill will help them find the miners in their hiding spot.

If Ignolio has arrived in Kyltovak ahead of the party, at least one of his men is in the watering hole at any given time. They recognize the party, and will try to discreetly make contact with Ignolio at area K6.

**K6. Macho Salmon Inn**

The only inn in town, the Macho Salmon has bested all competitors by a combination of powerful brand association, little need for an additional inn, and some illicit drug trade and assassination. The proprietor is an elderly kuo-toa who claims to have “swum upstream and ended up here” purely by chance.

In reality, Jopaarg Molliwolk is an escaped sacrifice dedicated to Dagon, and he’s come as far as possible from the ocean to escape a watery death. He’s trying to lay low and will take no part in the current political conflict, but if he thinks that a character is trying to discover his true nature, they might find something poisonous slipped into their morning porridge.

Jopaarg is the only inhabitant of Kyltovak who remembers the colony passing through. He can describe the company’s wizard Ellemet, Katrine, and Azerfoth the priest. He has quite the head for names, and will be able to confirm that any other colonist that the party is looking for by name made it to Kyltovak. He has no knowledge of the lands beyond the Drezlins, but has heard that a lush jungle fills the valley beyond.

Ignolio and his men are staying here as they make preparations for their journey (in particular, waiting for a tracker to rendezvous with Ignolio), unless they were killed or driven off by the party previous to this moment. If they have Ellemet’s sendings, then he and his men leave Kyltovak as soon as they find out the party is on their tail. If the party still has the sendings, then Ignolio breaks into the party member’s quarters at night, taking the information they need and departing immediately.

**K7. Mine Offices**

A grim, featureless pair of buildings, built to fulfill function and not for aesthetics. These buildings offer a stark contrast to the Temple of the Smith on the other side of the city, though they are equally important in the daily life and business of Kyltovak. The mine offices handle the administration of the great Kyltovak iron, steel, and adamantine mines, which stretch 50 miles north and south beneath the Drezlin range.

Inside, the offices resemble a single squat warehouse full of desks and stacks of records. At any time of day, several dozen human, dwarven, or half-elven clerks can be found here studiously scribbling on the endless stacks of paper. While the room may appear disorganized, it is actually the model of efficiency, keeping the miners supplied and assuring on-track shipments of ore to the kingdoms in the east.
While the foreman has an office here, he is hardly ever present (less than a 10% chance), preferring instead to keep a watch on the metal-workers in the foundry or passing time with Bishop Terzick.

**K8. Supply Depot**

The twin to the Mine Offices, the Supply Depot is headed by the foreman’s sister, an imposing dwarven woman named Marta Cedrovich. Marta does not believe in weakness, frailty, or “bumming around,” and is always occupied in some form of physical labor in her warehouse.

Any serious expedition into the Drezlin Range will make a stop here first. In addition to the mundane equipment found in the Player’s Handbook, the Kyltovak Supply Depot has the following additional goods and equipment for sale. These items are described in Appendix B.

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cold Weather Clothing</td>
<td>10 gp</td>
<td>3 lbs.</td>
</tr>
<tr>
<td>Ice Shoes</td>
<td>5 sp</td>
<td>1.5 lbs.</td>
</tr>
<tr>
<td>Ice to Water Kit</td>
<td>80 gp</td>
<td>10 lbs.</td>
</tr>
<tr>
<td>Llama Feed</td>
<td>4 cp</td>
<td>10 lbs.</td>
</tr>
</tbody>
</table>

If one of the party members has a letter of writ from Minister Ioanna or General Izaak, Marta will take the order and outfit the party with the following equipment: suits of cold-weather gear, climbing equipment, and cold-weather tents for each party member, rations for 20 days, three pack llamas, and llama feed for 20 days.

**K9. Foundry**

Located on the eastern outskirts of Kyltovak, the foundry is the true heart of the foreman’s power. What kyltovakians are not miners or merchants work here, refining the metal for Bishop Terzick’s clergy or to be sold to the metal merchants travelling east. It’s a hot, stinking, and dangerous place, but the pay puts food on the table. Recently, several of the refiners have joined the Iron Miners’ Union, and subsequently been thrown out to take refuge in the mines.

There’s little of interest in the foundry, just tired workers scared of being ousted for supporting the unions’ resistances, unless the players come here to find the foreman. He’s here 90% of the time, keeping personal watch on all the business that goes down, stalking back and forth amongst the machinery with his retinue of 4 goliath thugs.

**The Foreman**

Ivan Cedrovich is a dwarven veteran considered tough even by that race’s high standards. He stands barely 4'2", but
every inch of that height is covered in thick hair, muscle, and tarnished metal armor to protect from flying sparks. He is stern and demanding to a fault, and exacting to the point of rudeness or maliciousness. Ivan works his employees to death, literally, often placing the ones he likes the least in dangerous and compromising positions within the foundry. He blames the victims of accidents for each mishap, often hounding their families for repayment to his foundry for “damages caused by insufferable negligence.”

Ivan rules the foundry and the mines by sheer, brute cruelty. The consummate bully, he has entered into deals with the Bishop Terzick and the metal merchants who come to Kyltovak to ensure that the workers of the city must either submit to his cruel and awful conditions or die of starvation.

Ivan plays the part of a tough, but reasonable, foreman to the party. He will admit that there have been “troubles in the ranks,” but he will assure any worried party members that “a strong hand guides and corrects, but never hates the flock.” He’s uninterested in the party’s quest, and only bothers with them if he thinks that they will help him settle the troublesome revolt among his workers.

If members of the party seem agreeable to the principles of power and control that Ivan has mentioned, he mentions to the party that the violent revolutionists have stolen away a powder elf artificer who arrived in Kyltovak from the Empire Across the Sea, kidnapping her and hiding her away in the mines. Ivan promises a reward of 1500 gp for her safe return. In reality, Lyratel the powder elf is effectively a slave that Ivan purchased to teach him and his inner circle the making of more powerful blasting powder.

**K10. Main Mine Entrances**

Kyltovak has three “exits” in the form of huge tunnels cut into the mountainside. Area K2 forms the entrance to the Drezlin surface. The two tunnels that comprise area K10 are thoroughfares that lead to complex warrens and mining systems to the north and south of Kyltovak. The entirety of these mines are out of the scope of this adventure, since they represent miles of industrial space.

It’s most likely that a party would enter the mines in order to try and contact the outcast miners and refiners. The easiest way to track down the unionizers would be to gain the trust of Corrill, who will take the party out of the city at night on one of his supply runs. Observing and tailing the half-elf bartender would be another route, but his wariness for the eyes and ears of the Bishop or the foreman accounts for his high passive Perception (16). If he spots a party following after him, Corrill will do his best to make the supply run look like an innocuous delivery to a sick miner living on the edge of Kyltovak.

A party who attempts to find the miners without the Corrill’s knowing or unknowing aid will have a very hard time of it. The unionizers have hidden themselves well at the bottom of a silver mine, and finding their trail requires a DC 20 Survival check. A character searching in the mines can make this check once every day of searching. Two or more characters searching together have advantage on the roll, and multiple teams of two characters can cover more ground: though this leaves them vulnerable if they do find the miners—or what’s left of them.

**Union Hideout**

The miner’s trail leads to a mineshaft with a well-constructed trapdoor hiding it from routine inspection, though characters who have passed the earlier Survival check find the hidden entrance easily. The tunnel
leads to a series of connected rooms carved out of the rock, though a cave-in currently only allows access to the central room. This room was a planning room that also served as storage for the miners’ equipment. Ruined lockers and chests, large enough to hold all of the miners’ tools and clothes, are strewn about the room. One large locker remains intact on the western wall. Half-buried under the rock is one of the few surviving miners. He calls out weakly before the party enters the room, begging for help.

This is the body of Drakov Ernesti, one of the former leaders of the miners. Now, his brain has been replaced by an **intellect devourer**. The body is pinned beneath rocks and useless to the aberration, but it will do everything within its power, tell any lie it needs to, to get an unsuspecting party closer. Once a creature is within 10’, a second intellect devourer attacks from where it’s hiding (+4 to Stealth, advantage for hiding in darkness) with devour intellect. Both intellect devourers attempt to take the strongest bodies they can.

Digging through the cave-in to one of the 4 adjacent rooms takes 2 hours for 1 character with at least 14 Strength, with each helper reducing the time by 30 minutes (to a minimum of 1 hour per

**1d10 Room Contents**

| 1  | This room is completely caved in. It requires 1 more hour of digging and a DC 14 Intelligence (Investigation) check to find something salvageable, if there are other contents. |
| 2  | A trinket lies among the rubble, along with 2d4 silver pieces and 3d4 copper pieces. |
| 3  | One of the unexploded mining charges in a crate marked “Explosives.” The charge is volatile: a character who handles it must succeed on a DC 14 Dexterity saving throw or set it off, dealing 2d10 thunder and fire damage to any creature in the room. A character proficient in Alchemist’s Tools can identify the danger, giving advantage on the saving throw. |
| 4* | The room of the miners' resident medic. A healer's kit with 2d6 charges and 1d6 potions of healing are all that remain. |
| 5* | Some of the miners who perished haunt this place as specters. 1d4 + 1 of them are in this room, and they're not happy to see their rest disturbed. Being mere shades of their former selves, they are not capable of reasoning with the party, and fight until dead. |
| 6  | A bundle of mining equipment remains intact. This room contains 1 burglars’, explorer’s, or dungeoneer’s pack, as well as a shovel and pickaxe. |
| 7-8* | A half-dead intellect devourer hides in this room. It has 10 hit points, disadvantage on all attacks, saving throws, and ability checks, and the DC to resist its devour intellect is 10. It fights savagely, like a cornered and wounded beast, but a quick-thinking character who can either speak Deep Speech or communicate telepathically might placate it. |
| 9-10* | **Lyratel**, the powder elf artificer, crouches in this room. She's currently trying to rig an explosive to blow through the rubble, but when she hears the party advancing through the wreckage she stops and prepares for a fight. She won't be taken back to slavery alive, but she's also desperate for genuine help. If the party can convince her that they can get her out of Kyltovak, she'll gladly follow them forever, especially if she learns the destination of their quest: she's all too ready to leave behind elven civilization. She isn't in a combatant, but can aid the party with her alchemy. |

40
passageway). Roll twice on the table on the following page to determine the contents of the rooms. Results with a star (*) can only occur once; if this result is rolled a second time, then treat it as a roll of 1.

Developments

Bar Fight

Use this event if you want to give your party a greater involvement in Kyltovak’s politics.

In the single large space in The Frosty Yak, a fight breaks out between off-duty workers loyal to Foreman Ivan and workers who are currently on strike. There are 3d6 + 3 humans, dwarves, and goliaths brawling once the fight gets started, split more-or-less evenly between the sides of the loyalists and the strikers. Treat the combatants as guards armed with clubs (+3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage) and with an AC of 12.

When the fight breaks out, an NPC who is present and has interacted with the party already might encourage them to join the fray or try to hold the peace. For example, if one of the gate guards has interacted extensively with one of the PCs, then that guard might call for the party to join on the side of the loyalists. If another PC has already spoken to Corrill on friendly terms, then he might subtly encourage the character to help the strikers.

In either event, party members are free to either participate or simply observe the melee. After 2d4 rounds, the Foreman’s 4 goliath thugs arrive to break up the fight, liberally applying the force of the maces to the skulls of the brawlers. Ivan watches the process, and directs his men to round up unconscious strikers to be taken in for questioning. Whether the party aided the loyalists or the strikers, or stayed out of the fight completely, Ivan takes notice of them. If he suspects that he can use them to find the rebel camp, he’ll offer that as a quest. If he suspects them of sympathies with the rebels, then he does his best to have them arrested with the other miscreants.

Goblin Market

If any players wish to buy medicines, potions, spell components, or other such uncommon items, any of the kyltovakan natives will point them to the Night Market, which only meets for a single night once every fortnight, in a secluded square in a dark corner of Kyltovak. Most of the merchants refuse to talk about it, though they will admit that anything can be bought there, for the right price, especially goods that would be otherwise impossible to purchase this far in the mountains.

The goblins arrive sometime during the party’s stay, perhaps even the first night that they’re in Kyltovak. The tiny merchants’ procession slips into the city without much notice or fanfare, until posters crop up at The Macho Salmon and The Frost Yak urging the townsfolk to “Come Buy, Come Buy; Only One Night in Kyltovak; Come Buy!” The posters, apart from the slogan, bear images of succulent
fruits of all shapes, sizes, and varieties, as well as rare herbs, spices, and spell components from lands known and unknown.

The Market itself is accessed through a run-down but well protected house in the residential quarter of Kyltovak. The boarded up house is simply a front for the courtyard beyond, in which far more goblins and stalls than should have fit within the caravan are hawking their wares. Players who wish to spend gold in the Night Market can find any spell components for sale here at the prices shown on the spell itself, as well as alchemical or herbal ingredients for potions. Every poison from the DMG is sold here as well for the printed price, as well as any rare or uncommon potion. Uncommon potions cost 100 gp each and rare potions cost 500 gp each.

The most popular booth by far is the large fruit stand in the center of the market. “Sweet to tongue and sound to eye,” shouts a goblin sitting atop the support beam as townspeople surge through the doors directly to this spot, tossing over precious gold to the goblins in return for the most luscious and strange fruits. Kylvakovians who don’t have enough gold bring in family heirlooms, precious stones probably mined straight from the earth or stolen from the more fortunate, or locks of their own brilliant hair to trade for the fruit. They devour it ravenously where they stand, spitting out the seeds into receptacles held by eager goblin hands.

Purchasing a fruit is a simple enough matter. Each fruit costs 15gp, and each buyer is allowed only a single fruit per trip. In addition, the fruit must be eaten wholly in the confines of the Night Market, and the seeds must be returned to the goblins. The goblins will give the following information about the fruit, and about their policies:

- “We buy and sell from lands beyond the sun, then bring them here and across the world for man to feast his eye and soul.”
- “A far-off lord lacks the means to travel, but grows the most majestic fruit. He gives us leave to sell, but would kill us if we planted the seeds.”
- “We do not think it possible to grow them beyond the lord’s green fields, especially not in Kyltovak, but we cannot take the risk.”
- “If you cannot pay, fret not. We’ll work out a deal. And if you must have more, fret not. We’ll soon return with fruit aplenty.”

The statistics for these unique fruit are found in Appendix 57.

The goblins will not take kindly to threats or violence. If they have reason to believe that violence will erupt, they pack their wares quickly into bundles upon their backs, and scurry out into the dark city. Upon turning a corner, the goblins vanish. Enraged kylvakovians who were dependant on the goblin fruit will oust the party from the city immediately. If the goblins are attacked, then 5-6 merchant goblin knives will fight the violent party head on, while the others escape in the fashion described above. A party member who tries to violently coerce the goblin merchants might face a vile curse.

**Merchant Goblin Knives**

Merchant goblins employ potent assassins to guard their caravans. Called knives, these guards are all too quick to slip their epynomous weapons into the back of a aggressive customer: they get bonus pay for combat.

Use the statistics for goblins, but modify them in the following ways:

- Increase their hit points to 35 (10d6)
- Their long knives deal 1d6 damage instead of 1d4

Their long knives are coated in a potent poison. A creature hit by a merchant goblin knife’ Long Knife attack must succeed on a DC 12 Constitution saving throw or take 5d6 poison damage, or half on a success.
Surrounded on all sides by deep, impenetrable woods, the town of New Trellin is separated from the world around it not just by natural barriers, but by planar barriers as well. Millennia ago, a fey lord took a fancy to this secluded valley ringed by mesas, and spirited it away to the lands of the fey. He left a gate behind, so that he could easily walk between worlds, and also to lure travelers to his capricious domain. Called the Lord of Myth by many, this archfey is expanded upon in Appendix B.

Though the colonists arrived here only sixty years ago, time in the land of the fey moves differently, and nearly 300 years have passed for the descendants of the original colonists. The couple dozen survivors of the journey have grown into a large town with a population of nearly 8,000. Principle political organizations within New Trellin include The Office of the Chief Commissioner, The Town Guards, The Trailblazers, and The Church of the Guiding Light. More details on each of these organizations are given later in this chapter.

A wall made of rough hewn stone runs the perimeter of New Trellin, as low as 4 feet in some places, and as high as 12 on the south side, facing the deeper woods. Besides the town itself, a few acres of farmland lie to the north of the city, and a tremendous quarry is situated a couple miles even further north. The road leading through the farmland and to the quarry is made of gravel and kept clear by the Trailblazers, for if it were to be overgrown than the people of New Trellin would lose the majority of their food and building materials that make mortal life tenable in the land of the fey.

Three Rules Writ Large

The colonists entered this deep glade, and forged ahead unsuspecting of the true nature of their journey. Soon, however, they learned the rules of the vale:

• Carry no steel, iron, or silver. Render it to the Pit, and the Pit will provide in turn.
• Bring neither blade to cut nor fire to burn into the woods at night.
• Keep your stories in your heart, share them only at night, huddled around your hearth.

In the earliest days of the colony, these rules were not known. Katrine, the de facto mage after Ellemet’s death, spent long hours divining and questing to solve the strange disappearances and misfortunes that plagued her people. One by one, these three rules were discovered and writ large among the colonists. Breaking one of the
rules can spell death or worse. These rules apply not only in the area immediately around New Trellin, but throughout the entirety of the Vale of the Lord of Myth, so long as he holds sway over these lands. Only creatures with the fey type are immune to the effects of the rules.

Living in the Vale without following these rules brings danger. A creature unaware of the rules’ existence is protected by their innocence, however, once the nature of this place is made known to them they can never again receive the benefit of their innocence. When you, as the GM, roll to determine if one of the characters who has broken these rules attracts fey attention, roll twice and take the higher result for a character who is unaware of the rule they are breaking.

Descriptions of the three rules follow. At the end of each description are several curses that could be used as examples for breaking that particular rule. You may choose from that list, roll to obtain a random result, or invent your own misfortune following those examples.

### Forbidden Metals

The denizens of the lands of the fey have few weaknesses among mortals, but certain metals sap their strength and render their magics less effective. Nobody is certain why this is, except perhaps as a closely guarded secret among eladrin enclaves. The touch of iron burns most fey, as does silver, and steel is a technology that the fey cannot reproduce. The fey hate those who carry these metals, and strike first before they can be hurt by them in turn.

For every 8 hours that a creature carries steel, iron, or silver anywhere in the Vale, they risk provoking the wrath of the fey spirits seen and unseen that permeate this world. Roll 1d20, and on a roll of 10 or lower, some sort of misfortune befalls that character. The misfortune manifests itself the next time the afflicted character touches an item made from one of the three forbidden metals.

<table>
<thead>
<tr>
<th>1d4</th>
<th>Misfortune</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Invisible fey warn the rule-breaking character. The character might experience a rush of cold wind, feel a shiver down their spine, or hear laughing or weeping from an unknown source. If multiple checks have been rolled for the same character within 24 hours, then the signs are more malevolent: the creature might feel as if predators stalk him or her, hearing branches crack behind them or floorboards creak.</td>
</tr>
<tr>
<td>2</td>
<td>Trickster spirits plague the character, stealing away its possessions. The character must make a Perception (Wisdom) check with a DC of 20, or lose 1d6 items randomly from its person. There’s a 25% chance that any item is irrecoverable, otherwise, the character can find it with 10 minutes of searching.</td>
</tr>
<tr>
<td>3</td>
<td>The offending metal object heats up as if it were the target of a heat metal spell. This effect lasts for 1 minute. The Save DC for this spell is 16.</td>
</tr>
<tr>
<td>4</td>
<td>The offending metal object (or one object, if the character carries several) rapidly ages and tarnishes, becoming far less effective. If the object is a weapon, subtract 1 from attack rolls using this weapon, and subtract 1d4 from all damage dealt with it. If the object is a shield or armor, subtract 1 from its AC bonus. If the object is a tool or other item, all checks made with it have disadvantage. An object can be affected by this misfortune several times. Repairing the damage is impossible without magic.</td>
</tr>
</tbody>
</table>

### Trespassing in Sacred Groves

The fey never truly can die. Instead, their spirits go on to inhabit the woods and dark places of their world, bringing with them the strange power of their vibrant
lives. It’s not uncommon for travellers in the lands of the fey to feel watched at all times, and that’s because they likely are being watched by untold thousands of silently observing spirits in every tree, rock, flower, and blade of grass. These spirits still wield power over mortals, and are not afraid to levy that power when they feel threatened.

The woods that surround the town of New Trellin have long memories for axes that bite and fire that burns, and hate mortals who bring those weapons against them. Every hour that a creature spends within the woods with open flame or a metal weapon that deals slashing damage, roll 1d20. On a roll of 10 or lower, the trees have taken notice and are angry. Their anger manifests the next time the character exposes their slashing weapon, lights a fire, or casts a spell that deals fire damage.

1d4 Misfortune

1 Invisible fey warn the rule-breaking character. The character might experience a rush of cold wind, feel a shiver down their spine, or hear laughing or weeping from an unknown source. If multiple checks have been rolled for the same character within 24 hours, then the signs are more malevolent: the creature might feel as if predators stalk him or her, hearing branches crack behind them or floorboards creak.

2 Long cuts open up on the character, dealing 15 (6d4) slashing damage that can’t be mitigated in any way.

3 The character must make a DC 16 Constitution saving throw or fall unconscious for 3d10 hours. Creatures such as elves are not immune to this effect.

4 The character must make a DC 16 Charisma saving throw or be confused, as the spell, for 10 minutes. During this time, the afflicted character moves deeper into the woods every time it rolls a 1 to determine its actions. On a successful saving throw, the character is stunned for 1 minute.

Robbing the Lord of Myth

Of all the creatures that rule the Vale, one is lord among them. The archfey known as the Lord of Myth is most jealous of mortal creativity, the one quality he cannot possess himself. He casts his influence wide, and when he hears a story relayed or a clever lie told, his ire is provoked and he snatches it up to himself. The only places he cannot go are those expressly carved out of the wild and made more human: the comfort of a hearth at night-time.

Whenever a creature tells a story of any sort, they risk drawing the Story Lord’s attention. A story can be something as simple as a report of how the day went, or as complicated as a lyrical ballad. When it is spoken aloud and in the open air, away from the safety of shelter and fire, the Lord of Myth can hear it. Roll 1d20, and on a roll of 13 or lower, the Lord of Myth takes notice.

1d4 Misfortune

1 The character must make a DC 16 Wisdom saving throw or suffer the effects of a 9th level modify memory spell. The spell lasts 1 round instead of 1 minute, and the eliminated memory is the story that the character has just told.

2 The character is tortured by invisible fey spirits, gaining a long-term madness (of the GM’s choice or rolled randomly).

3 The character is plagued with strange twistings of misfortune. For the next 3d10 hours, whenever it rolls an additional d20 for advantage or disadvantage, the character treats the number rolled as being one lower than the die shows.

4 The character must make a DC 16 Charisma saving throw or take 10d6 + 45 force damage. If this damage reduces the character to 0 hit points it dies, leaving behind its material possessions as it dissolves in flower petals or shimmering dust.
When a creature enters the Vale through the archway at J4, they materialize somewhere in the woods within 2 miles of New Trellin. Their appearance is marked by bolts of lightning that do not harm the trees, visible across the Vale. A Trailblazer patrol hastens to find the newcomers first, arriving within minutes. There are 2d4 Trailblazer myrmidons and 1 Trailblazer captain (Arin) in this particular patrol.

The myrmidons spread out in a wide semicircle around the newcoming party, while their leader steps forward and demands that the group surrender any metal on their person to be sorted. The captain, a human female with spiky red hair and bronzed skin, is relatively sympathetic to the plight of the newly arrived adventurers, but will not budge on their ultimatum: hand over all metal on their persons, in exchange for passage and shelter. Arin reassures the party that this is necessary to survive in their land, and promises compensation for every item that they take here and now. Even better, she promises them a hot meal and a real bed for the night.

If the party complies easily, then half the myrmidons assemble the metal items into large linen packs while the other half keeps watch. Then, Arin and her patrol bring the party to the gates of New Trellin. She tells them that they can put lodging on the Trailblazers’ tab for now, and to come and find her at the Trailblazers’ lodge the next day to see about getting their equipment back.

If it comes to violence, the Trailblazers attempt to restrain and subdue the violent adventurers, attempting to forestall conflict at any opportunity. Captured or subdued PCs are brought to the holding cells beneath area NT7, until they calm down and one of the leadership can come speak to them. If even one of the NPCs is reduced to below half their hit point maximum, then the entire group retreats, doing their best to cover the wounded myrmidon. Upon reaching New Trellin, the City Guard is alerted, and will bar the party entrance through the gates.
Areas in New Trellin

NT1. New Trellin Gates

Three gates grant access to New Trellin at various vantages: two in the north wall and one gate in the south wall. The southern gate is located at the highest point in the wall, where it reaches nearly 9 feet, and is always manned by two members of the City Guard. In the event of an attack, one guard blows his horn, alerting the rest of the garrison, while his mate secures the gate with thick bolts.

The northern gates are less secure, since they are on the side of New Trellin where the woods are least thick and raids are less likely. The two paths run to the same eventual destination: the quarries, though they run through a different network of small farmsteads.

NT2. Ox Skull Tavern

The Ox Skull Tavern gets its name from the macabre decorations hanging over the front doorway: a huge skull from one of the original colonists’ oxen. Similar, yet smaller, skulls hang over the walls throughout the tavern. Food and drink is plentiful here, and served in horns or on plates made of bone. Anyita Reynolds, the half-dwarven proprietor, claims that the bone has been magically preserved for these long centuries as a result of a fey blessing bestowed upon her late father, the dwarven ox-tender for the entire colony. A meal costs 5 farthings, while just a drink costs 1 farthing.

Anyita can provide straw pallets for any adventurers who would like a place to stay, as long as they promise to “bring her back some meat for a stew,” if they happen upon any in their travels. Anyita supports the Trailblazers and the Church of the Guiding Light, but takes a very laid back stance on the town’s politics, preferring to stay out of the mess and will let the characters make up their own mind.

On the wall opposite the bar, quest notices are tacked to the wall with stone or bronze darts. Any interested party can take the paper, do the deed, then claim some sort of reimbursement from the asker. Anyita manages the board, and can clarify any question that a quest-seeker might have.

NT3. Church of the Guiding Light

A simple chapel stands near the edge of New Trellin, cresting the top of a low rise. Behind the church proper, a massive cemetery dominates the hillside all the way to the town’s walls. Because of the prohibitions against story-telling and music, worship is not permitted in the church. Rather, the clergy makes nightly rounds to the houses of any in the village who request their companionship, sharing the history of the town and attending to physical and spiritual needs.

The interior of the chapel is sparsely adorned. A small altar adorns the back wall of the main chapel, with pews to seat a dozen quiet worshippers. Above the candle-lit altar is a golden spear set in the wall. It glows just brighter than the candles at its base, filling the chapel with bright light at any time of day. The priests here are loath to part with their holy relic, but will do so if convinced of a great need. The spear functions as a +1 spear, and any creature who suffers a critical hit from the spear is blinded for one minute, or until it succeeds on a DC 15 Constitution saving throw made at the end of each of its turns.

At any given time there are 3d4 deacons in the church, most often sleeping after a long night in one of the two side halls off the main chapel or tending to the candles on the altar. They will approach the party, and invite them to the Leaded Cloister to consult with the high priest. The deacons will aid any party who has not been especially rude to a member of the clergy in whatever way they can: from
castings of cure wounds or lesser restoration to shelter from the Commissioner’s men, if it comes to that.

**The Leaded Cloister**

Only one member of the original colony survives: the colonist’s only elf, **Azerforth the Priest**. Azerforth succumbed to the mind-bloat early in the colony’s jungle crossing, and was left for dead. Divine intervention prevented his death: Azerforth had a vision of a glowing lance guiding the colonists into the Vale and warding off the dark things of the night. A voice called him by name and called him to be a Chronicler to a people who would not otherwise have a story. Azerforth returned to his emaciated body as a revenant sworn to the defense of his adopted people and followed the colony slowly.

Because of the time dilation surrounding the Vale, Azerforth arrived in New Trellin almost 1 year after the colonists. He made himself known in secret to Katrine, who helped him create his current role: the keeper of an oral history of the colony who would preserve the Rules Writ Large and the religion of the colony for future generations. Azerforth does not leave the small rooms of the Leaded Cloister, relying on his magics and the thick metal walls to protect himself from fey spies and divination spells.

Azerforth will speak with one character at a time, though he does not remove the lead chainmaille veil that covers his entire body. He will speak openly of the Three Rules, and do his best to explain them in detail. He will also recount the entirety of the town’s history, of its founding, and of recent major events as he sees fit. He offers no stance on the town’s politics.

Finally, as a potent spellcaster, Azerforth can perform many high-level healing and divination spells if the party requests them. However, he will always demand a proportionate favour in return. He demands that such a party go into the Trackless Bog, and find the Well of Souls. This is all the explanation he will give. The Trailblazers can guide the party to the Bog, but they won’t follow them in.

**NT4. Guard Barracks**

The guard barracks in New Trellin is a veritable fortress with a 20’ high wall of thick stone edged with bronze spikes that gleam in the sunlight. 40 guards occupy the barracks at any given time, while another 80 are patrolling the walls, streets, or stationed at other locations in the city. A tall bell tower can alert the entire town when struck.

The barracks double as a brig. New Trellin is thankfully fairly crime-free, and the cells are usually only filled by the occasional drunk.

**NT5. Commissioner’s Mansion**

The largest building in the entire town, this building is modelled after the Royal Palace in Trellin, and the elven architecture stands out against the rest of the town’s more austere and functionary dwarven-style buildings. The Mansion was built by the current Commissioner’s great-grandfather, one of the early leaders of the town. The building is the closest to The Pit (Area NT9), and is enclosed
by a stone wall 15’ high. An attendant of the Commissioner answers the gate and escorts any inquiring party to the Commissioner’s sitting room.

The Commissioner’s real name is Erik Vladosson, but he wisely does not disclose this name to any being. He knows enough of the fey to not want his name to be common knowledge for any being; in fact, he is a powerful fey warlock whose pact is made with the being that rules the auspicious Pit. He hides this nature well, and none suspect the pact that his family has made with the being for several generations. If the party comes to him, either by summons (see Developments, below) or on their own initiative, the Lord Commissioner tries to get them immediately in his pocket, recruiting them to “investigate some matter” outside of the city.

**Warlock’s Quarters**
The Lord Commissioner does not leave any damning evidence in any part of his house except under lock and key in his private quarters. Of particular interest are the items held in the chest at the end of his bed: a +2 rod of the pact keeper and his Book of Shadows lie nestled in wrappings of fine velvet. A golden, gilded lily studded with gemstones (worth 800gp) rests on top of the chest, which is protected by a glyph of warding and an alarm spell. Opening the chest without first disabling the glyph (DC 16) casts hypnotic pattern (Wisdom save DC 16) in the entire room, and alerts the Lord Commissioner to the intrusion.

**NT6. Mitya’s Mercantile**
A simple mercantile trading mostly in cast bronze items for the outlying farms, the aged human Mitya prefers to receive food for her goods, but will accept payment in farthings if it is necessary. Because of the scarcity of metal, only goods from the PHB without large metal components are for sale. Mitya does not deal in weapons of any kind.

**NT7. Trailblazers Lodge**
A far more simple building compared to the official guard barracks, the lodge is at the end of a secluded alleyway, though any citizen could easily point it out to an inquiring party. A thick door coated in bronze opens a mere crack to any who knock, and adventurers are always welcome to enter and meet with whoever’s on duty.

There are fifteen Trailblazers in total. Two captains, Arin and Hrongar, lead intermittent expeditions out into the fey forest surrounding the town. The Trailblazers are responsible for security on the road that leads to the quarries, and also act as advanced scouts to patrol the forest and rescue newcomers lost in the woods. As an organization, the Trailblazers are admired and nearly worshipped by the people of New Trellin as the mightiest heroes of their generation and defenders against what lurks outside. The Trailblazers employ the best metalworkers in the city, and can make or repair any weapon possible with the limits of their technology (Appendix C).

When the party might arrive, Arin and half of the Trailblazers are on leave, resting in the barracks or in other parts of the city. Hrongar has left on an expedition that passes near the Trackless Bog, investigating a rumour of a goblin warchief stirring up trouble. Arin is immediately looking to recruit the party to the Trailblazers, as she recognizes their obvious competence. Arin won’t explain most of the rules concerning the town, but she can put the party in contact with the clergy in order to get that information to them.

In any event, Arin will try to communicate the danger of trusting the Lord Commissioner, without actually telling any stories. If the party is up to it, she’ll ask them to try and get in the Lord Commissioner’s good graces, as a way of finding out what things he’s up to. Arin suspects, but cannot confirm, that the Lord Commissioner is trying to disband her group entirely. The Trailblazers have always operated outside the chain of command of the city-bound guards.
NT8. The Pit

Enclosed by the same wall that contains the Lord Commissioner’s mansion, no fewer than 20 guards patrol this area at any given time, including at night. The Pit itself is 180’ in diameter and 300’ deep, though a magical darkness prevents line of sight to more than 30’ in any direction while in the pit. Stone scaffolding stretches out one-third of the distance across, with a single, rickety elevator to lower metal objects into the Pit for sacrifice. While the patrols of the guardsmen are frequent and numerous, these guards are most lax of all. Very few people attempt to break past the wall surrounding the complex. And nothing from the Pit ever comes out. Thus, the guards have disadvantage on Wisdom (Perception) checks to notice a party sneaking in to investigate.

Irregularly, metal ore from the Quarries is brought to the Pit and lowered down. Refined bars of bronze alloy are returned. In addition, when the party or any other newcomers arrive in New Trellin, all their metal equipment is surrendered to the Pit, and bronze facsimiles are returned to their owners. The process is not understood by any of the citizens of New Trellin, save perhaps the Lord Commissioner, and is regarded with superstitious reverence.

Walking out along the pier that juts into the Pit, a creature must succeed on a DC 8 Wisdom saving throw or be charmed. A charmed creature is overcome with a desire to throw themselves into the Pit. This urge passes quickly, and a creature within 10’ of the charmed creature can use their reaction to stop this violent impulse. Even if there is no ally to save them, a charmed creature may attempt a second saving throw on the precipice of danger, thus saving themselves from falling in.

If a creature descends into the Pit, either by elevator or affixed climbing equipment, the urge grows stronger and manifests as audible whispers offering bargains of physical power, metal, or magical might to the creature who abandons logic and throws themselves into the pit. Every round of descent, a creature must succeed on a Wisdom saving throw with a DC of 12 + the number of rounds of descent. It is very likely that a party who decides to investigate the bottom of the Pit will lose 1 or more party members to these psychic urges. Refer to Chapter 4 for more details on what lies beneath New Trellin.

Developments

Summoned by the Lord Commissioner

Word travels very quickly in New Trellin. After the party has been in the town for a full day, and before they leave for the first time, a messenger boy comes bearing summons from the chief authority of the town, the Lord Commissioner. The Lord Commissioner, a shrewd man with dirty blond hair and a sly smile that never seems to leave his face entirely, puts forth a proposition for the party: a routine little quest, just a little nuisance in the quarry to the north.

He offers whatever wealth he thinks the party might require: up to 1,000 farthings total, and promises to remain “in his good graces.” He urges the party to set out for the quarry as soon as they can, as the matter might become more sensitive the longer it goes unattended.

Whether the party accepts or not, the leadership of the Trailblazers is interested in what the Commissioner had to tell the party. Arin will find the party before they leave, and offer to double the Commissioner’s price. She urges the party to investigate if they were lukewarm to the Commissioner’s advances - “the Trailblazers could use some men on the inside,” she offers cryptically.
Goblin Raid

Some time after the second day spent in New Trellin, a tumult arises at the gate. Hrongar, one of the two captains of the Trailblazers, stumbles through the rapidly opening gate. He’s wounded, bleeding profusely from four arrow wounds in his upper arms and shoulders. “Goblins— they’re coming” are the last words he chokes out before he falls unconscious, in critical condition. If no player character steps forward, then roll death saving throws for Hrongar to see if he stabilizes or dies before other help arrives.

An authority figure in New Trellin who has made connections with the party (most likely either the Lord Commissioner or Arin) might ask them to lend their aid. The party has 1d6 hours to prepare before the guards on the watchtower call out the first sighting of the goblin mob. The goblins themselves are individually weak, and in small bursts and bands the guardsmen are sufficient to repel their attempts at taking New Trellin. This warband is different: four score goblins rush out of the woods in a horrid tide of screaming, screeching barbaric warriors.

The first foray is a pitched battle in the location of the gatehouse between 15 guards (armed with light crossbows and spears, see sidebar), 25 goblins (armed with feyspittle poisoned arrows, see sidebar), and the party (if they take part). Similar battles take place on the walls of the town in two other locations as well. Characters standing on the battlements (including all 15 guards) have three-quarters cover against the goblins’ arrows, and can easily inflict great casualties. 10 goblins hang back within the short range of their bows and attempt to give cover to the other 15 goblins who rush forward to the walls and attempt to scale them. When over half of the goblins have fallen, the remaining break and seek cover in the woods.

The initial reaction of the townsfolk is celebration: while it was a large group of goblins that assaulted the town on three sides and the strength of the guards was mightily tested, but they were victorious, no? Then the Singing begins. An insidious noise, wordless and resembling no mortal music begins to flow out of the forest and wind its way through New Trellin. Every creature who can hear the noise must make a DC 10 Wisdom saving throw every minute or take 1 point of psychic damage. A creature reduced to 0 hit points by this damage falls unconscious and is stabilized.

Of Guards and Goblins

The guards of New Trellin carry crossbows carved from the rare cast-off deadwood found deep in the forest in addition to their bronze spears. Like all metal weapons in New Trellin, these spears have the Fragile property. The guards do not wear chainmaille, instead relying on tough jerkins made from plant fiber with bronze plates sewn over the top (treat as studded leather armor, for a total AC of 15 with their shields, and 13 while firing crossbows).

This goblin tribe distills a poison from a deadly mushroom that feeds on the blood of dead fey creatures. This poison, called feyspittle, is daubed on the arrows and shortwords of the goblins attacking New Trellin. A creature hit by a weapon attack from one of these goblins must make a DC 14 Constitution saving throw or take 3d6 poison damage and 3d6 necrotic damage. A fey creature who fails this saving throw is also poisoned for one minute. While poisoned, a creature takes 1d6 necrotic damage at the start of each of its turns. At the end of each of its turns, a creature can repeat the saving throw, ending it on a success. Each goblin in this group carries the equivalent of 1d3 - 1 vials of poison, for corpse-looting purposes.
Arin, being wounded heavily in the fighting, asks the party personally to find the source of the music and stop it. The noise is simple enough to track, and a party moving at a quick speed can get there in less than 10 minutes. The Singer is in the center of a large clearing 100’ in diameter, surrounded by the bodies of incapacitated goblins, charmed by their intonation. The Singer is a fey spirit who “adopted” the goblins in this area under one banner, and they’ve put it into the heads of the goblins to conquer New Trellin and sell the humans as slaves and playthings across the realms of the fey.

Roll initiative when the party enters the clearing. The Singer is used to using their charms and magics over conversation and rhetoric when dealing with mortals. If reduced to one-quarter of their hit points, The Singer pleads for their life, offering a boon and a blessing if they are allowed to depart in peace. Otherwise, they flee cursing the names of the adventurers.

A Blessing and a Curse

If The Singer survives their encounter with the party, they might leave one of two powerful enchantments on the party. If they bless the party, then every creature in the party gains a damage reduction equal to their proficiency bonus to psychic damage: that is, they subtract their proficiency bonus from psychic damage taken. In addition, the member of the party with the highest Charisma score gains the bard’s Countercharm ability, which they can use three times as a bonus action.

Alternatively, if The Singer curses the party, then each member of the party has disadvantage on saving throws against mind-affecting abilities that impose conditions such as charmed or frightened. Cursed creatures regain 1 fewer hit die at the end of each long rest. This curse fades after 1d6 + 3 days have passed. Casting greater restoration removes this curse for one creature, and casting remove curse suppresses its first effect for 1 hour.
he lands of the fey are a strange and varied lot, perfectly malleable to the whims of their individual lords. While certain lands are held by groups well-known throughout the mortal planes, such as the Summer and Winter courts, the Court of Stars, or the Verdant Lords, innumerable smaller realms exist, ruled over by fey nobility: eladrin dukes, fomorian warlords, and sprite princesses.

The Vale surrounding New Trellin is one such fief. Ruled by the Lord of Myth, a minor archfey with little interest in the squabbling politics of his fellows, The Vale is full of deep forest broken by the occasional clearing or steep hill clearing the trees. Many fey make these forests their homes, attracted to the Lord of Myth's penchant for luring mortal visitors to his realm. Beneath the surface, nivwarves (fey cousins to the dwarven race) toil in the service of the Lord of Myth, producing magical works of metal to equip his guards and most trusted servants.

Farmsteads

Infrequent farmsteads dot the road where the forest naturally recedes from the pathway. These farmsteads are home to some of the toughest people in all of New Trellin, because they have to contend with the very forests themselves on a daily basis. Naturally, the farmers are wary of strangers as a fey threat, but will give shelter for a single night to any traveller that entreats them, because to deny hospitality to a stranger in the fey forest is an invitation for fey wrath.

The farmsteaders are not a conversive lot, but might offer one of the following pieces of advice or rumours:

- Never turn down a stranger on the road. Show them whatever hospitality you can, and go along with whatever they say. You don't want to offend one of the many fey that live out here.
- When last I was in New Trellin, I didn't much like the politics. I think something's going to change soon, though whether it'll be the Lord Commissioner or the Trailblazers that shoves first, I don't know.
- Sometimes, at night, little lights appear in the woods. If you see them, hurry on to shelter, because they only appear when danger is near. Folks say they're the spirits of the dead, come to welcome those who'll soon join them.
- Goblins are out on the road, in greater numbers than before. If they smile, it's because they want to kill you and eat your flesh. Never smile at a goblin.
The Pit

The surface-level areas of the Pit are detailed in NT9. Descending into the pit by means of the elevator takes 1 minute, as the elevator descends at the rate of 30 feet / round until it makes contact with the uneven floor. Climbing into the pit might take much longer, especially if the party does not have access to good climbing gear. Characters attempting to scale the walls must succeed on 3 Strength (Athletics) checks, one check every 100’. The DC for these checks is 15 if the character uses adequate climbing gear, or 20 if the character does not possess such gear. If a rope is suspended all 300’ to the floor, or the character has a climb speed, then no check is needed. On a failure, the character must succeed on a DC 16 Dexterity saving throw or plummet to the bottom.

The pit is ruled by a race of fey known by themselves as the nivwarves. They are one of the groups closely aligned with the Lord of Myth, though they are malevolent and hateful towards all other fey, believing themselves to be superior because of their innate immunities to the effects of cold iron and silver. The nivwarves are the custodians of the human settlement, since the humans established their colony over nivwarven ancestral lands. They take the metal from New Trellin and smelt it into weapons and armor to do battle with other tribes of subterranean fey.

P1. The Pit

Gifted with powerful psionics, the nivwarves have set up an enticement field that causes creatures near the Pit to throw themselves in. The power of the field also prevents creatures from dying in this first chamber of the Pit: any creature that starts its turn with 0 hit points is immediately stabilized.

If there are no scheduled deliveries of metal from the surface, there is only a 10% chance that this room is occupied by 1d4 nivwarven guards. If there is a delivery scheduled within 30 minutes of a party reaching this room, then 4 guards are at ready attention. The guards first attempt to calm party members and lure them into security with their mindblast. Failing that, one guard flees to area P3 to raise the alarm, bringing the entire nivwarven barracks with him in 5 rounds. On the second round of combat, the nivwarven psionicist in area P10b enters the combat.

The guards in this area fight to the bitter end, knowing that the enchantment in this room will keep them safe from actual death.

The Nivwarves

Centuries before the mortal Colonists entered the lands of the fey, a colony of dwarves stumbled upon these lands almost by accident. Seeking precious metals, they mined right through the weak points between worlds and stumbled into vast caverns of glittering gemstones. Their mines are bereft of the metal that they loved so dearly, and the race turned to working the diamonds and emeralds of the fey instead.

The deep caverns were not empty. Dread fomorians and cunning dark elves were not appreciative of their new dwarven neighbors, and the fledgling dwarven city-state of Gavijazol had to grow up fighting their enemies on every side. To gain an edge against these fearsome, established foes, the dwarves entered into pacts with dark gods, exchanging their souls for psionic ability. They took the name “nivwarf,” which means “not dwarf” in their ancient tongue, and reached a position of relative power among all the subterranean races.

With the coming of the Lord of Myth to the lands above their caverns, a treaty was drawn up and borders established, but to this day border disputes and minor aggressions keep the nivwarves in a necessarily constant state of combat readiness.
P2. Processing Hall

Prisoners are stripped of all gear in this area, and metals are sorted by usefulness. If no alarm has been razed, then 1d4 - 2 nivwarven guards are passing through this area on their way to the mess hall. If they have reason to suspect a party, one will attack while the other runs to area P3 to raise the alarm.

Like all nivwarven guards throughout the rest of this complex, these guards will surrender when reduced to below one-quarter of their hit point maximum, even going so far to surrender their weapons. The surrender is a ruse and a delaying tactic until more help can arrive, and they will strike out with their psionic abilities as soon as they deem it profitable.

Scraps of metal litter the floor of this area, but no pieces useful enough for the nivwarves or an adventuring party remain.

The majority of the nivwarven inhabitants of this place sleep and pass their time in this room playing games of chance or brawling. At any given point, assuming that the alarm hasn’t been raised, 8d6 nivwarven guards can be found in this room. If no alarm has been raised, then the guards here are automatically surprised when characters enter.

Thadath the Craven

A young nivwarven guard cowers in this room if the alarm is raised or if combat commences. A recent conscript from the nivwarven city of Gavijazol, Thadath is visibly sickly compared to his fellow guards and is constantly mocked for both his physical weaknesses and reluctance to spill blood. If shown kindness and promised that the party will spare his life, Thadath will guide the party to any areas in the Guards’ Block of the Pit. He will accompany the party into the Psionicists’
Block, but will whimper and cower behind them in reluctance. He will not raise a hand against his race unless compelled to do so by magic.

If combat stats become necessary, Thadath is a nivwarven guard with Strength 13 and Constitution 11. He has 18 \((4d8)\) hit points, and his attack and damage with his Warhammer are each 1 point lower. In addition, he has not yet learned the \textit{Disorienting Strike} technique.

**P4. Forges**

The heat from this room carries out into adjacent areas. A constant smelting forge is kept in here, with 6 nivwarven smiths (noncombatants) working around the clock to process ore and create weapons and armor out of iron, silver, and bronze (to be given to New Trellin). The smiths will only fight back if mortally threatened. Treat them as \textbf{commoners} with the \textit{Innate Spellcasting} feature of the \textbf{nivwarven guards}.

**P5. Armory**

Scores of metal weapons and armor fill this room. These weapons are iron-tipped, not silver-tipped, but there are \(4d6\) weapons total split between light hammers, spears, battleaxes, warpicks, and warhammers. 2 suits each of plate, half plate, scale, and chainmail stand on racks, also made from iron and steel, but sized for nivwarves, dwarves, or small creatures.

**P6. Guard Post**

A small room with a table and two chairs serves as the checkpoint to the New Trellin entrance. 2 \textbf{nivwarven guards} are always on duty in this room.

**P7. Exit to New Trellin**

The corridor here slopes upwards and continues for 100’ off the edge of the map before ending in a 250’ shaft with iron rungs set in the walls. At the end of the shaft is a locked trapdoor (Thieves’ Tools DC 15 to pick the lock or Strength DC 20 to break the door open) that opens up in a secluded alleyway near Area NT4. The trapdoor is well camouflaged on the surface level side; DC 17 Wisdom (Perception) to find it. It is also protected with a permanent psionic ward that acts similar to an \textit{antipathy} spell (DC 16 Wisdom save to resist). A creature that is frightened of the warded door also forgets about ever seeing it after fleeing the alleyway.

Opening the trapped door in this corridor triggers a \textit{glyph of warding} that casts \textit{hypnotic pattern} (DC 16) in the corridor. Since the glyph is hidden behind the false door on the stone wall beyond, there is no chance of detecting it before opening the door.

**P8. Kitchens**

The meals for prisoners are prepared in this room, a tasteless mess of ground tuber paste. Dried roots hang from the high ceiling in this room. They are bland and bitter, but sustain life when cooked. If the cook is in this room (50% chance), he surrenders and blubbers on the ground until the party passes, then runs to the nearest guards and alerts them of the party.

**P9. Cell Block**

Area P9a contains 15 cells where the nivwarves hold their prisoners before they can be treated by one of the psionicists. These prisoners are kept weak but healthy and fairly lucid, since the psionic process causes no small duress on body, mind, and spirit. These cells are all empty when the party arrives.
Area P9b contains prisoners that have undergone the treatment in Area P9c. These prisoners act as if under the effects of the *feeblemind* spell, and are unable to make any attacks. The only way to remove the spell is to kill the copy of the prisoner that exists somewhere on the surface world, at which point the prisoner awakens from *feeblemind* with 1d6 levels of exhaustion (possibly dying from exhaustion). There are no cells in this area, but one nivwarven guard watches the prisoners to make sure they don’t accidentally kill themselves. The exact identities of the prisoners is up to the GM, but at least one or two NPCs from New Trellin should be represented here: anyone that the party has met could be a fake, with the exception of the Lord Commissioner.

In Area P9c, prisoners are dragged from their cells, restrained on a table, and processed by one of the nivwarven psionicists. The process is similar to the spell *simulacrum*, except that the material component is silver dust and powdered black pearl worth 1,500 gp. The consciousnesses of the simulacra are also dependent on the survival of the prisoners in Area P9b. If one of the prisoners is killed, the corresponding duplicate immediately dies. The duplicates (called “sheevra” in the nivwarven dialect of Sylvan) are used as spies and agents in the surface world. They can telepathically communicate with the psionicist that created them at any distance in the world. Unlike normal simulacra, the sheevra can regain spell slots if their psionicist forgoes hit dice of healing: a spellcasting sheevra regains spell levels equal to one level per two hit dice that the psionicist forgoes during a rest.

**P10. Psionicist’s Chamber**

Three nearly identical rooms are occupied by one of the three nivwarven psionicists. These powerful arcanists are among the most powerful creatures in the entirety of the Pit. These psionicists are responsible for the creation of the sheevra and the protections in place on the Pit. Sworn to lives of ascetic denial, the rooms of these creatures are sparse, containing only mats for sleeping and simple stone bowls for eating. If attacked on their own, a psionicist will attempt to flee to the cover of other nivwarves for support. They will not surrender.

**P11. Exit to Gavijazol**

This tunnel winds deeper and deeper into the caverns of the nivwarves, eventually reaching the nivwarven city of Gavijazol. Without guides, a party of surface-dwellers will rapidly become lost in the ever-diverging passageways.

**P12. Audience Chamber**

The Warden of the Pit receives visitors in this room, most notably, the Lord Commissioner. 2d4 nivwarven guards are in this room at any given time.

**P13. Warden General’s Chamber**

The commander of the Pit is a fearsome nivwarf named Jarnor the Flayed. His scarred and shredded face is the most visible remnant of his encounter with a fearsome mind flayer. He is blind, and might feign weakness if surprised by a party, but his iron fist and steel will hold the entire garrison in line. He believes himself invincible. Half-Brain, Jarnor’s “tame” intellect devourer, fights alongside its master.

**Treasure:** In a locked iron strongbox, Jornor keeps the following possessions:

- 8 blood red gemstones (worth 400 gp total)
- Silver robes with a silver mirrored mask (ceremonial clothing he wears while meeting with the Lord Commissioner, worth 1,200 gp)
- 1 potion of greater healing
**P14. Exit to the Lord Commissioner’s Mansion**

This shaft leads to an abandoned cellar in the Lord Commissioner’s mansion. The protections in this area are identical to those protecting Area P7.

**P15. Dueling Ring**

A circle of sand for dueling and brawling practice. Several battered dummies line the walls. 1d6 - 2 nivwarves are practicing some manner of hand-to-hand combat.

**P16. Mess Hall**

A communal area for the nivwarven guards. 2d10 guards can be found in this area, unless previously alerted.

**P17. Shrine**

A shrine to the unnamed nivwarven god dominates this room, depicted as a 15’ tall statue of a cloaked and shrouded nivwarf with no face. Nivwarves believe that they were abandoned centuries ago by their god, who led them to this fey realm and left them here. They offer sacrifices and prayers so that he will not betray them again. Some ask for mercy, so that they may someday return to their homelands.

The cruel nivwarves offer living sacrifices to their god. Several corpses hang from iron chains around the statue. Many of the corpses are humans from New Trellin, while several are fey creatures from the surrounding Vale.

**Treasure:** Most of the corpses are stripped of any valuables, but one elven warrior retains her equipment. The corpse, which is only a few days old, bears a cloak of elvenkind, a pair of boots of elvenkind, and a mithril longsword in her scabbard (which uses the same statistics as a steel rapier).

**The Quarries**

The quarries lie at the northernmost extremity of New Trellin’s sphere of influence within the Vale. Not a natural quarry by any meaning of the word, this area is the site of a planar convergence with the Elemental Plane of Earth. Resembling a pustule of stone and earth in the otherwise unbroken forest, the quarries are an infinite mound of ever-growing mineral deposits that provide the materials for buildings, tools, and weapons that New Trellin needs. The Lord of Myth more than welcomes the human mining efforts. If left unchecked, the planar convergence could stabilize enough to threaten his realm’s integrity.

Currently, the quarries are besieged by a great elemental fey: a hall knocker. The massive beast has situated itself in the middle of the quarry, demolishing the living quarters for the townsfolk who work there. A couple dozen quarriers survived the beast’s initial rampage, and are holed up in the mine shafts and tunnels. At least one miner is watching carefully from a tunnel entrance, and will wave to an approaching party with a red bandana to try and (stealthily) get their attention and coax them to join him in the mine shafts.

**Purpose of the Pit**

While the nivwarves have long since abandoned their ancestors’ joy for metallurgy, they retain skill with the craft. The Lord of Myth uses the ancestral oddities of the nivwarves to handle cursed metal that enters his realm, chief among those being silver and iron. In turn, the nivwarves use weapons forged from these metals as a deterrent to the other peoples of the deep caverns and caves.

The nivwarves build military bases, such as The Pit, near planar ver- gences where outsiders are likely to enter the land of the fey. Using their psionics, the nivwarves lure unsus- pecting mortals into their bases and strip them of metal and mind alike.
Evading the hall knocker is not so difficult, as it is currently occupied with turning each and every bit of the destroyed buildings into fine gravel. Any character attempting to sneak up on the hall knocker has advantage on their Dexterity (Stealth) check to go unnoticed. If the hall knocker is attacked, it retaliates only against creatures that have dealt it damage: ignoring all others until it has incapacitated the first creature to attack it.

**Hall Knocker**

A hall knocker is a strange fey that springs out of the ground where the realm of the fey converges with the Elemental Plane of Earth. Irritable and chaotic, hall knockers try to destroy any kind of structure or organized matter that it can find, grinding it all down to dust and rubble.

A hall knocker uses the statistics of a stone golem, with the following modifications:

- The creature type is fey, not construct, and the alignment is chaotic evil.

- The hall knocker has an Intelligence score of 8 and a Charisma score of 18.

- The hall knocker has the fey vulnerability trait (Appendix C).

- The hall knocker has the Stone Thorns trait. Stone Thorns. Once per turn when a creature hits the hall knocker with a melee attack, it takes 2d4 slashing damage and must succeed on a DC 17 Constitution saving throw or be poisoned until the end of its next turn.

- When the hall knocker uses its slow action, thorny vines of stone hinder and trap the creatures that are caught in the spell-like effect.

**Mine Shafts**

Several dozen mine shafts fan out of the central pit of the Quarries. The survivors of the initial attack have fled into these tunnels—4d10 **commoners** and 2d6 **guards** hide out in groups of 4-5, some badly wounded or unconscious. The group that tries to get the party’s attention from earlier has a plan to kill the hall knocker. Their tunnel has access to the ridge overlooking the Quarries, and they’re prepared to launch a cart of explosives down onto the head of the hall knocker. The leader of the group asks the party to distract the beast and draw it close to the tunnel entrance.

If the party agrees, then the miners ready their trap. If the party lures the hall knocker within 15 feet of the tunnel entrance, then the miners have enough room to launch their payload from above. The chief engineer yells for the party to take cover, and the payload hits one round later at the beginning of the hall knocker’s turn. Any creature caught in the resulting explosion (a 20’ radius sphere, centered on the hall knocker’s head) must succeed on a DC 15 Dexterity saving throw or be knocked prone and take 5d6 bludgeoning damage and 5d6 fire damage, or half as much damage on a successful saving throw. The hall knocker has disadvantage on this saving throw.

If it survives the blast, whatever surviving miners are present and able to move (half of the total survivors) rush out to help the party finish off the monster in whatever way they can. Once the hall knocker is dead, one of the senior miners rips a deep black stone out of its chest with his pickaxe, and presents this magical lodestone (See Appendix for item details) to the party in gratitude for saving him and all his fellows.
The Lord of Myth collects the stories of the multiverse in his domain, filtering through them so that the most precious pieces remain. His most favourite are those stories of adventurers that came to his realm and challenged him, only to die somewhere in his demesne. These stories he places in the Well of Souls so that he might drink from them and be refreshed in the memories. After millennia of depositing souls in this location, the receptacle itself became infused with a burning, righteous fury to see the Lord of Myth deposed. Now, the Lord of Myth cannot even enter its presence without it lashing out against him. While he cannot drink the infused waters like he would before, he jealously guards its power through three hags who live in a ruined tower at the heart of the Bog.

The Well of Souls is situated in the midst of the Trackless Bog. While exploring the bog, there is a 1% chance for every 8 hours of searching that a party stumbles upon the Well. The only sure way to reach the Well of Souls is to hear about its existence from someone who has visited it before. Azerforth is one such NPC, and he will send a party there if they need a spellcasting favour such as resurrection or greater restoration. If the party has been informed of the whereabouts directly, they will find the Well after 1d4 days of searching. The waters of the Trackless Bog are filthy, and any creature who does not take proper precautions will be exposed to Sewer Plague (DMG, 257).

The hag caretakers of the Well of Souls have spies and familiars throughout the Trackless Bog. There is a 25% chance that any particular encounter has one of the hags’ spies, giving them warning of the party’s advance into the Bog. If a spy is present, that creature will try to steal a possession or lock of hair off of a party member, then race back to the hags with the component needed for a scry or dream spell.

The three hags who tend the cauldron are self-styled “fate hags,” and have a unique spellcasting list for their coven casting feature. They are subservient only to the Lord of Myth, and this is because they fear his power over their names: centuries ago the Lord of Myth stole their true names, placing them in reluctant but permanent bondage. The hags refer to themselves by their hair color: Sister Grey, Sister Red, and Sister White, and they fly into a furious rage if the subject of their names or their servitude is brought up.

The three sisters are under orders to prevent access to the Well to any creature that tries to seek it out. However, the sisters are also pragmatic tricksters, and are reluctant to pass up on allies or servants. If they think they can mislead, dominate, or redirect an adventuring party, they will do so, with the ultimate goal of subverting the Lord of Myth’s rule sufficient to break free from his power.

The hags’ lair is a crumbling tower situated in the middle of a cenote (a natural sinkhole filled partially with water). The base of the tower is 40 feet from the lip of the cenote, and the top of the tower is 10 feet from the lip of the cenote, 8 feet below the surface of the swamp. Jumping to the top of the tower is simple enough for any character who can clear the distance, and characters can affix a 50 foot rope to a nearby tree to lower themselves to the base of the tower if they so desire.

Finally, the cenote is under the effects of a powerful time dilation. Time moves 60 times slower within the cenote: if one day passes inside, two months have passed on the outside. Keep track of how long individual party members spend within the cenote, and how long the group as a whole stays within it. Creatures within are unaware of how quickly time passes. This time dilation has no effect on rests, but magic items that recharge at a certain time of day do not regain charges at all while within the cenote.

C1. The Cenote

The walls of the cenote are rough and easy enough to climb, even without a rope. However, three carrion crawlers (Sister Red’s beloved pets) ambush any creature attempting to climb down the walls of the cenote.
The Sisters Three

cenote. A creature paralyzed by a crawler’s venom is unable to cling to the cliff face, and falls into the pool below. The three crawlers have been well-trained to avoid the top of the tower, unless Sister Red is there, and will not attack characters that go directly to the tower.

There are several small caves lining the cenote walls, which can’t be seen from the swamp’s surface. One of these caves holds Sister Grey’s herb garden. Characters searching for ingredients for consumable magic items or spell components can find up to 1000 gp worth of supplies (the specifics of what and how much they find is up to you as a GM). Another cave contains the bones and discarded non-magical supplies of adventurers who were killed by the creatures in the cenote and not yet reanimated by Sister White. 10 minutes of scavenging and a DC 14 Intelligence (Investigation) check produces something of value: Roll on the table below or choose a similar item.

The third cave contains other offal and detritus disposed of by the hags. It also contains an otyugh, Fleshtearer, who is the largest of Sister Red’s pets. The otyugh has the run of the cenote’s pool, and will attack any adventurer who does not approach the water stealthily. The otyugh is less well trained then the car- rion crawlers, but knows enough not to enter the other sisters’ caves, and will not pursue creatures who flee to them. There is nothing of value in the otyugh’s cave.

2d4 Scavenge

| 2 | A magical holy symbol made of iron or silver. A creature who attunes to the symbol gains the ability to Channel Divinity: Turn Fey once per day. A character who already has the Channel Divinity feature gains a +1 bonus to any DC associated with that ability. |
| 3 | A random spell scroll from the bard or wizard list (roll 1d4 to determine the level) |
| 4 | Two potions of healing |
| 5 | A gaming set, a simple weapon, or 1d8 pieces of ammunition (all non-metal or bronze) |
| 6 | A necklace or ring set with a precious stone, worth 125 gp |
| 7 | An iron spear tip. Can be attached to a spear or used as a crude dagger. |
| 8 | A magical torc made of twisted iron and silver strands. A creature who attunes to the torc has advantage on mental saving throws against spells cast by fey creatures, and once per day can remove the blinded, charmed, deafened, paralyzed, poisoned, condition from another creature by touching that creature as a bonus action. |
## Poison Trap Table

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gelatinous Essence</td>
<td>A filthy glass vial filled to the brim with a black sludge and corked with glass. The sludge is difficult to remove, and has the consistency of very thick molasses.</td>
<td>The imbiber takes 4d4 acid damage and is poisoned for 1 minute. At the end of this minute, the imbiber vomits up a medium <strong>black pudding</strong> with 40 hit points, which is hostile.</td>
</tr>
<tr>
<td>Hellraiser</td>
<td>An iron hip flask, slightly warm to the touch. The liquid inside is bright orange and smells strongly of rare spice.</td>
<td>The imbiber becomes immune to fire damage, however, whenever it would take fire damage, it must choose an ally it can see to take half of the damage it would take. If no allies are within sight, the imbiber is not immune to fire damage.</td>
</tr>
<tr>
<td>Font of Incandescence</td>
<td>A crystal spherical flask with a perfectly clear liquid inside. Touching the flask causes the liquid to glow brightly, emitting bright light for 10’ and dim light for another 10’</td>
<td>The imbiber emits bright light out to a range of 60 feet, and dim light another 60 feet. This glow is visible at any distance, and cancels out magical darkness created by spells of 3rd level or lower within the bright light.</td>
</tr>
<tr>
<td>Ominous Liquid</td>
<td>This flask is razor sharp on one side, and capped on both sides, with a drinking tube opposite the razor edge. It was once used in ritual sacrifice. The point is to be driven into the back of the head, allowing the user to drink directly from the brain or spinal fluid of the victim. Fortunately, this flask is already filled with an electric blue liquid.</td>
<td>This liquid is a refined and evolved version of the mind-bloat parasite. The imbiber takes 4d4 psychic damage and gains the ability to speak telepathically with intelligent creatures within 15 feet. When a creature is first contacted via telepathy, it must make a DC 13 Wisdom saving throw or take 4d4 psychic damage and also be infected with the ominous liquid. Creatures infected with ominous liquid must succeed on a DC 13 Wisdom saving throw every time they attempt to target another infected creature, or be unable to target that creature with an attack.</td>
</tr>
<tr>
<td>Potion of Healing</td>
<td>Identical in all ways to a potion of healing in a small bottle.</td>
<td>The imbiber heals 2d4 + 2 hit points. Whenever the imbiber damages a creature with a melee or ranged weapon or spell attack, that creature heals 1d4 + 1 hit points immediately after taking the damage (potentially reviving an unconscious creature)</td>
</tr>
<tr>
<td>Mind Killer</td>
<td>A large bottle of purple liquid in constant motion. Something resembling an eye stares back at a character who opens the lid and stares down the bottle.</td>
<td>The next thing to damage the imbiber becomes a new phobia for it. This could be a creature, a damage type, or an organization. When within sight of its phobia, the imbiber must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The imbiber can repeat the saving throw when it cannot see its phobia.</td>
</tr>
</tbody>
</table>
C2. Forsaken Tower’s Roof

The tower’s roof is a flat and barren circle of slick stone. When a humanoid sets foot on it, a magic mouth spell activates, causing a 5’ long mouth to open at the center of the roof and speak the following:

“Adventurers, what do you seek? Some words of advice, then, before you proceed. Trust not your eyes, nor pain of flesh. Be prepared to sacrifice, or you won’t get very far at all. Take risks, but don’t risk losing your conviction. Above all, up is down, and down is up. You’re headed to your fate.”

The mouth stays open after finishing its message, revealing a short shaft down its throat into the next room.

Coven of Myth

This spell list is meant to be used in conjunction with the Shared Spellcasting feature. While all three hags of a Coven of Myth are within 30 feet of one another, they can each cast the following spells but must share the spell slots among themselves:

1st level (4 slots): tasha’s caustic brew, tasha’s hideous laughter
2nd level (3 slots): blue, hold person, mirror image
3rd level (3 slots): bestow curse, blink, dispel magic, lightning bolt
4th level (3 slots): phantasmal killer, vitriolic sphere
5th level (2 slots): hold monster, mislead
6th level (1 slot): eyebite

C3. Third Floor: Blade Trap

The entirety of this room is full of spinning blades, spikes, and saws that create a narrow tunnel 20 feet below to a clear trapdoor. The first 15’ of blades are real, and a creature that moves into the area of the blades or starts its turn there must make a DC 15 Dexterity saving throw or take 5d10 slashing damage. The 5’ of blades closest to the trapdoor are illusionary. A creature that walks through these blades sees through the illusion, though to any other creature witnessing their passage they meet a horrible and bloody demise. Walking through the illusionary blades, a creature easily finds the key to open the trapdoor.

The trapdoor contains a hidden symbol of insanity on the reverse side. This symbol is only set off if the trapdoor is not opened with the key hidden behind the illusionary blades. The spell save DC is 16.

C4. Second Floor: Poison Trap

This room is empty except for a small wooden table with seven flasks and vials sitting on it. Carved into the table is the following “Drink One”. The flasks are described on the opposite page. Upon drinking, the effects of each potion are permanent while within the cenote, though once outside a remove curse or wish spell will end the effects.

The moment a creature drinks the contents of a flask, a trapdoor appears for them in the center of the floor. Only creatures who have drained a flask can see the portal, though a creature that can see it may attempt to drag a creature through the open door with them. A creature being thus dragged must succeed on a DC 15 Wisdom saving throw or be petrified for one hour after passing through.
C5. First Floor: Vampire Pet

This room has about 2 feet of standing water in it, unless the door at C6 has been opened, in which case the room is full of water. At the center of the room is a large circular well. Attempting to draw water from the well hoists up a locked coffin. The coffin contains an aquatic vampire spawn, Vladic Szeroth, who immediately attacks the party if disturbed. Sister White, who animated Vladic and placed him here to guard the entrance, has promised to let him go if he kills enough adventurers. This is, of course, a lie. Three ghouls climb out of the well when initiative is rolled.

If the door at C6 is forced open, Vladic is released from his coffin, and hides directly under the lip of the well to make his attack.

30 feet below the surface of the water in the well is another trapdoor. This one leads to a cramped staircase that winds 40 feet below, to C7.

C6. Submerged Entrance

The entrance to the first floor is buried beneath 8 feet of water. The door is made of thick oak bound with brass bands, all warped with water and tarnished (DC 16 Strength check to force it open; AC 14 and 25 HP in order to break it down).

Forcing the door open in any way likely attracts the attention of the otyugh in area C1 and the creatures inside C5. A wise party would pick their battles, or simply retreat to approach the situation with a better tactical advantage.

C7. The Three Sisters’ Lair

This broad room is thick with the scents of sweat, vomit, and rotten swamp gasses. At the center of the room, and providing dim illumination throughout, stands the Well of Souls. The Well resembles a black-iron cauldron 4 feet tall and 2 feet in diameter, filled to the brim with a mother-of-pearl liquid. A creature who can see into the cauldron can hear a tumult of voices, indistinguishable one from the other.

The three hag sisters are standing adjacent to the Well when the party enters. Sister Red uses the stats of a sea hag, Sister Grey uses the stats of a green hag, and Sister White uses the stats of an annis hag. The three sisters have the Coven Casting Trait, and they use the Coven of Myth.

The hags welcome the party, and ask them how they’ve enjoyed the sisters’ quaint home. The sisters are loath to kill any adventure who has made it this far.

Marked by Fate

The Lord of Myth occasionally marks a creature as one of his special interests. The purpose of the mark is to draw creatures to hinder or challenge the chosen champions, but not to kill them. The Lord of Myth wants to use marked creatures to create the stories and legends that he feeds off of. The legendary creature will only be killed at the end of its arc, and by his hands alone. This mark is invisible to the creature, but starkly obvious to fey, fiends, and monstrosities (among others). Even mortals have a sense of awe, dread, or wonder upon witnessing the marked creature, though they often cannot attribute its source.

Fey, fiends, and monstrosities know the direction of a marked creature within 1 mile of themselves, and might seek it out of curiosity or a desire to challenge the marked creature. The marked creature has disadvantage on saving throws to avoid being viewed or tracked magically, such as via the scry spell. In addition, humanoids sense the aura of power around the creature. Marked creatures have advantage on Charisma ability checks when interacting with mortal humanoids.
and instead would like to set the adventurers on a path to kill or wound the Lord of Myth instead. They will, however, block the party from approaching the Well of Souls.

**The Well of Souls**

Drinking from the Well allows a portion of one of the heroic souls trapped within to inhabit and empower a PC. If a character drinks from the Well (perhaps at the suggestion of the High Priest Azerforth), consult the chart in Appendix C.

When the last character in the party drinks from the Well, it shatters, a crack appearing down one side, the excess souls spilling out into the air and ground in a rush of nearly audible whispers. The Well has served its purpose in ensuring that the stories of past heroes will live on in their new hosts, and now destroys itself in order to curb the Lord of Myth’s power.

**Rage of the Lord of Myth.**

In the round after the Well shatters, a cry of rage fills the room and a cloaked form appears, long draping hood covering his face and antlers of pure black emerging from the sides of the garment. The illusion of the Lord of Myth points a slender finger at each PC, proclaiming dread curses and threats of death in Sylvan. Every creature within C7 is marked by an invisible symbol of a crossed sword and quill wreathed in antlers and thorned vines.

The full meanings of this marking are covered in the sidebar, “Marked by Fate.” The ruler of this fey realm has taken notice of the players, and the reward for winning his deadly game might be simple survival.
Appendix A: Player Options

New Equipment:

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cold Weather Clothing</td>
<td>10 gp</td>
<td>3 lbs.</td>
</tr>
<tr>
<td>Ice Shoes</td>
<td>5 sp</td>
<td>1.5 lbs.</td>
</tr>
<tr>
<td>Ice to Water Kit</td>
<td>120 gp</td>
<td>10 lbs.</td>
</tr>
<tr>
<td>Llama Feed</td>
<td>4 cp</td>
<td>10 lbs.</td>
</tr>
</tbody>
</table>

**Cold Weather Clothing:** Without proper clothing, characters are at risk of exhaustion and death from exposure. This clothing consists of woolen undergarments, a thick hide cloak with fur, and gloves, boots, and a hat. Wearing this clothing protects from ambient temperatures of less than 0°F, but does not confer resistance to cold damage. It is possible that some specific cold-weather hazards (such as being submerged in freezing water) could still incur some sort of penalty.

**Ice Shoes:** Not so much shoes as a set of steel studs and spikes to attach to the bottom of boots or sabatons, these ice shoes are practically essential for navigating the Drezlin Mountains. The listed cost includes the price of affixing the studs to the bottom of an existing pair of footwear. A creature who is wearing these shoes has advantage on any saving throw or ability check to maintain their footing on icy terrain, and ignores non-magical difficult terrain from frozen liquid.

**Ice to Water Kit:** A dwarven device powered by a connection to the Elemental Plane of Fire, this kit consists of several crystal vials and an “incubator.” The incubator is a steel cylinder approximately 12 inches wide and 20 inches tall. Snow is placed in one of the crystal vials, and then set in the incubator. After the lid is closed, brass gears inside the incubator set the vial spinning. In 1 minute, 1 pint (0.5 gallons) of tepid, clear water is produced from packed snow. The incubator is not meant for water purification (say, in the jungles), but will clean microbes from water eventually, after at least 10 minutes per pint. Safety measures in this common magical item prevent it from doing any damage: the incubator simply won’t channel heat if a sentient creature is placed inside.

<table>
<thead>
<tr>
<th>Animal</th>
<th>Cost</th>
<th>Speed</th>
<th>Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Llama</td>
<td>10 gp</td>
<td>40 ft.</td>
<td>420 lbs</td>
</tr>
<tr>
<td>Mountain Goat, Giant</td>
<td>15 gp</td>
<td>40 ft.</td>
<td>520 lbs</td>
</tr>
</tbody>
</table>

New Races

**Elf, Powder**

Powder elves are the lowest of the true elves in Terethian society. Exiled from their ancient home in the Siltshroom Groves, powder elves retain a natural affinity for the alchemical craft of their ancestors. Powder elves work in the refineries and gun assembly factories, working side by side with goblins, dwarves, and other the other less fortunate of Ar-Tereneth.

Powder elves are slimmer other elves, but not taller than high elves. Their skin and hair colors are are all shades of metallic.

**Ability Score Increase.** Your Intelligence increases by 1.

**Tinker’s Proficiency.** Whether or not you worked in a factory or refinery, powder elf clans teach the tools of their trade from a very young age. You are proficient in one tool from the following list: Alchemist’s, Poisoner’s, Thieves’, or Tinker’s.
Clever Fingers. When you engage in Crafting as part of a downtime activity, you work at 150% the normal work rate.

Mushroom Keeper’s Heritage. The toxic atmosphere in the slums has only enhanced the natural resistance to poison that your yil-fenat ancestors passed on from their mushroom-filled grottoes. You have advantage on saving throws against poison and to resist environmental dangers such as extreme heat or extreme cold.

Gnome, Confectioner

Forest and rock gnomes populate the surface world, deep gnomes live far beneath the reach of the sky. Confectioner gnomes travel between all, in caravans that pass hither and thither in worlds near and far. Most similar to their rock gnome cousins, confectioner gnomes possess an innate talent for creation and discovery.

Ability Score Increase. Your Dexterity score increases by 1.

Clan-Taught Trade. Your nomadic clan taught you in their signature trade from a very young age. Choose a tool proficiency from the list below: Alchemist’s, Cook’s, Poisoner’s. You are proficient in the chosen tool.

Connoisseur’s Tastes. Whenever you make a skill check related to taste (such as an Intelligence check to identify a poison, or a Wisdom check to detect the presence of a poison) you can add twice your proficiency bonus instead of any other proficiency bonus that may apply.

Assembly Line Production. When you engage in Crafting as part of a downtime activity, you work at 150% the normal work rate.
# Appendix B: Encounter Tables

## Steel Road Random Encounters

<table>
<thead>
<tr>
<th>1d100</th>
<th>Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>3 Goblins mounted on 3 Wolves</td>
</tr>
<tr>
<td>6-10</td>
<td>Dire Wolf and 1d4 Wolves</td>
</tr>
<tr>
<td>11-15</td>
<td>1d10 Bandits</td>
</tr>
<tr>
<td>16-25</td>
<td>4 Goblins</td>
</tr>
<tr>
<td>26-30</td>
<td>Displacer Beast</td>
</tr>
<tr>
<td>31-35</td>
<td>2 Half Gargoyles</td>
</tr>
<tr>
<td>36-40</td>
<td>2 Spies</td>
</tr>
<tr>
<td>41-45</td>
<td>Werewolf</td>
</tr>
<tr>
<td>46-50</td>
<td>Basilisk</td>
</tr>
<tr>
<td>51-55</td>
<td>Manticore</td>
</tr>
<tr>
<td>56-60</td>
<td>A windstorm arises, lasting for 1d4 + 1 hours</td>
</tr>
<tr>
<td>61-70</td>
<td>2 Griffons</td>
</tr>
<tr>
<td>71-75</td>
<td>1 merchant (noble) with 2d6 + 4 guards.</td>
</tr>
<tr>
<td>76-80</td>
<td>4d10 antelope (deer)</td>
</tr>
<tr>
<td>81-85</td>
<td>Werewolf and Worg</td>
</tr>
<tr>
<td>86-90</td>
<td>Lighting storm with hail, lasting for 1d4 + 1 hours</td>
</tr>
<tr>
<td>91-95</td>
<td>A roadside Shrine</td>
</tr>
<tr>
<td>96-97</td>
<td>Wereboar</td>
</tr>
<tr>
<td>98</td>
<td>Hill Giant</td>
</tr>
<tr>
<td>99</td>
<td>Bulette</td>
</tr>
<tr>
<td>100</td>
<td>Young Copper Dragon</td>
</tr>
</tbody>
</table>

## Drezlin Range Random Encounters

<table>
<thead>
<tr>
<th>1d100</th>
<th>Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>Avalanche!</td>
</tr>
<tr>
<td>7-12</td>
<td>Blizzard!</td>
</tr>
<tr>
<td>13-18</td>
<td>2d4 Orcs</td>
</tr>
<tr>
<td>19-25</td>
<td>1 Veteran and 1d4 Scouts</td>
</tr>
<tr>
<td>26-31</td>
<td>1d3 Yetis</td>
</tr>
<tr>
<td>32-37</td>
<td>Dwarven Trappers</td>
</tr>
<tr>
<td>38-43</td>
<td>Goliath Tribal Traders</td>
</tr>
<tr>
<td>44-49</td>
<td>1 Troll</td>
</tr>
<tr>
<td>51-60</td>
<td>2d6 Kobolds</td>
</tr>
<tr>
<td>60-66</td>
<td>1 Winter Wolf</td>
</tr>
<tr>
<td>67-72</td>
<td>2 Gargoyles</td>
</tr>
<tr>
<td>73-78</td>
<td>An eerie howl of distant wolves closing in on their prey.</td>
</tr>
<tr>
<td>79-84</td>
<td>1 Abominable Yeti and 1d4 + 1 Giant Goats</td>
</tr>
<tr>
<td>85-90</td>
<td>A frozen waterfall with a black crystal embedded deep within the ice</td>
</tr>
<tr>
<td>91-93</td>
<td>1 Dire Wolf and 2d4 Wolves</td>
</tr>
<tr>
<td>94-96</td>
<td>1 Young Remorhaz</td>
</tr>
<tr>
<td>97-99</td>
<td>1 Young White Dragon and 3d6 Kobolds</td>
</tr>
<tr>
<td>100</td>
<td>1 Young Silver Dragon</td>
</tr>
</tbody>
</table>
### Jungle Trek Encounters

**1d100 Encounter**

| 1-15 | River Midges (reroll if not near water) |
| 16-20 | 1 Hydra (reroll if not near water) |
| 21-25 | 1 Giant Crocodile (reroll if not near water) |
| 26-30 | 2d4 Swarms of Insects |
| 31-35 | 1d6 + 1 Su Monsters |
| 36-45 | 1d2 - 1 Su Monsters and 1 Barlgura |
| 46-50 | Torrential downpour |
| 51-55 | 2d4 + 3 Giant Spiders |
| 56-60 | A profane shrine to a demon lord |
| 61-65 | 1 Shambling Mound |
| 66-70 | 1 Wraith |
| 71-75 | 1d4 Giant Constrictor Snakes |
| 76-80 | Su Monster snare |
| 81-85 | 1d4 + 2 Maw Demons |
| 86-90 | 1 Giant Ape |
| 91-95 | 1 Treant |
| 96-100 | 1 Glabezru |

### Jungle Trek Night Encounters

**1d12 Encounter**

| 1-2 | River Midges (reroll if not near water) |
| 3-4 | 1 Wraith and 1d4 Shadows |
| 5-6 | 2d4 Swarms of Insects |
| 7-8 | 2d4 Su Monsters |
| 9-10 | 2d4 Specters |
| 11 | 1d4+1 Shadow Demons |
| 12 | 1 Young Black Dragon |

### Vale Encounters

**1d20 Encounter**

| 1 | Sprite Village |
| 2-3 | 2d4 Faerie Dragons |
| 4 | Unicorn’s Grove |
| 5 | A Goodberry Bush |
| 6-7 | 1 goblin |
| 8-9 | Fey Warlock Initiation |
| 10 | 3 green hags |
| 11 | 2d8 eladrin scouts, 1d4 eladrin nobles, and 2d6 blink dogs |
| 12-13 | Toadstool Circle |
| 14 | 1 satyr and 1 dryad |
| 15 | 1 ice maiden |
| 16 | 1 assassin |
| 17-18 | Troll Snare |
| 19-20 | 1d4 + 1 chwingas |
**Encounter Descriptions**

The following encounter descriptions are to be used with the random encounters on the previous pages.

**A Fey Assassin**
This spy assumes that the party is pursuing the whims of an opposed fey court. He will do his best to learn everything he can about the party and their intentions before leaving them with some rations “as a gift between travelers.” The rations, enough for 1d4 creatures to eat, mimic the effects of a potion of poison.

**Avalanche**
This massive avalanche of snow and ice is 400 feet wide and 100 feet long. When an avalanche occurs, all nearby creatures must roll initiative. Twice each round, on initiative counts 10 and 0, the avalanche travels 300 feet until it can travel no more. When an avalanche moves, any creature in its space moves along with it and falls prone, and the creature must make a DC 15 Strength saving throw, taking 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one. When an avalanche stops, the snow and other debris settle and bury creatures.

A creature buried in this way is blinded and restrained, and it has total cover. The creature gains 1 level of exhaustion for every 5 minutes it spends buried. It can try to dig itself free as an action, breaking the surface and ending the blinded and restrained conditions on itself with a successful DC 15 Strength (Athletics) check. A creature that fails this check three times can’t attempt to dig itself out again. A creature that is not restrained or incapacitated can spend 1 minute freeing a buried creature. Once free, that creature is no longer blinded or restrained by the avalanche.

**Blizzard**
Fearsome blizzards are some of the most dangerous of all hazards to be encountered in the Drezlins. When a blizzard arises, visibility is limited to 20 feet, and nonmagical flames are extinguished by rushing winds and snow. The party must succeed on a DC 15 Wisdom (Survival) check as a group, or lose all progress for that day of travel. Roll a second encounter check: on a result of 18 or higher, a second encounter occurs. If a second blizzard is rolled, ignore it.

**Bandits**
Many monarchists oppose the current government of Trellin. These bandits pose as merchants, complete with a wagon full of mundane equipment. They will attempt to discover the party’s intentions, and will leave them dead on the road if they discover the nature of their quest. All the terrorists fight to the death.

**Basilisk**
This beast tries to ambush the party in the middle of a rest, or while they’re distracted in a social interaction. If it’s being consistently hit (more than 3 times in a round), it flees for easier prey.

**Bulette**
A bulette burrows out of the ground suddenly, surprising any character with a Passive Perception lower than 13. It fights until bloodied, then flees in search of more easy prey.

**Chwinga**
1d4 + 1 curious chwingas follow the party for 1d4 hours. If the party sufficiently entertains or interacts with the chwingas, then they bestow their magical gift on one or more creatures.

**Copper Dragon**
This dragon lands suddenly in front of the party, carrying a goblin partially eaten away by acid. “He was an awful conversationalist,” the dragon announces. “You have 30 seconds to prove yourself better, or I will unleash hell upon your heads.”
The dragon is merely bored, and if sufficiently entertained, will leave the party in peace.

Demons
Any of the demon encounters (Glabezru, Maw Demons, or Barlguras) function similarly. The demons are apex predators of this jungle summoned by su monster priests. They are bold and unsubtle, and fight to the death after engaging a party rapidly and violently, confident of rebirth in the Abyss.

Displacer Beast
This beast tries to ambush the party in the middle of a rest, or while they’re distracted in a social interaction. If it’s being consistently hit (more than 3 times in a round), it flees for easier prey.

Dwarven Trappers
A band of dwarven trappers who’ve gone out hunting for elk, wyvern, and orc. If the party can give them any advice for the hunt (a DC 15 Wisdom (Survival) check or a DC 18 Charisma (Deception) check), then the dwarves give them a cask of dwarven mead. If combat breaks out, treat the dwarves as 2d8 + 2 scouts wielding heavy crossbows and light hammers.

Eladrin Hunting Party
This hunting party stops to watch the advance of the mortal party. One noble, a particularly beautiful eladrin, mocks anyone she considers ugly among the party. If the party does not attack them, or fends off the verbal assault with equal wit and grace, the eladrin is impressed with the patience of mortals, and offers a gift of an uncommon magic item and an invitation to her summer fey home. If the gift is turned down or the eladrin are attacked, the whole group fight back with a vengeance. The scouts and blink dogs will not retreat as long as at least one noble remains in the fight, but any noble reduced to fewer than half its hit point maximum flees or pleads for mercy.

Fairy Dragon
A small flock of faerie dragons pass within 60’ of the party and attempt to play some tricks on them. All of the dragons are blue or older, and cast polymorph or illusion spells in amusing ways. If they are bargained with, and given a unique art object worth at least 300 gp, then one of the dragons will accompany the party for 24 hours and cast polymorph once on command. After casting polymorph in this way, the dragon departs.

Fey Goblin Scout
A single goblin watches the party’s advance (Stealth +6). If it goes unnoticed by the party, it blows on a conch shell. For the next two hours, encounters are twice as likely to occur.

Fey Warlock Ceremony
Chanting in sylvan echoes from the center of this open clearing. Inside, a naked human female is curled up at the center of a macabre dance. 1d4 satyrs, 1d4 pixies, 1d4 goblins, and 1d4 dryads caper around the girl. The party can watch this ceremony (which goes on for 5 minutes) without any incident, but the moment a creature crosses the line, the entire ensemble attacks. The human female is a warlock with the archfey patron of an equal level to the party, and she attacks as well. Disturbing this ritual is a grave offense, and the fey fight until slain.

Frozen Waterfall
This fist sized black crystal glitters in refracted light, and can be dug out with 1 hour work and a DC 15 Strength (Athletics) check, or by dealing 50 points of bludgeoning or fire damage to the waterfall. A character who touches the crystal (which is worth 200 gp) must make a DC 16 Wisdom saving throw or be afflicted by a long term madness of your choice.

Giant Ape
A party that succeeds on a DC 15 Wisdom (Perception) check as a group recognizes the territory of this incredibly huge beast, and can avoid fighting the creature easily.
Otherwise, the enraged ape swings from the trees and attacks from above. She’s protecting her young, and will only flee from the party if reduced to under a quarter her hit point maximum.

**Giant Crocodile**
This massive creature hides just below the surface of the water, and attempts to hide (Stealth +5) before combat. If it attacks with surprise, it bites at any humanoid it can reach and drags them into the water. If it can grapple one creature, it flees with its meal.

**Giant Snakes**
These tree-dwelling snakes wait until their prey pass just below them, then fall upon them from the sky. In addition to their swimming and walking speeds, they have a climb speed of 30 ft. They flee if reduced to half hit points, trying to make their way to water or high trees as fast as possible.

**Giant Spiders**
Always found in or near lairs full of webs, these giant spiders each try to restrain or incapacitate a single creature and then bring it back to their nest after ambushing an unsuspecting party (Stealth +7). Each individual spider will flee if reduced to under one quarter of its hit point maximum, but its fellows will fight on.

**Goblins**
Goblin bandits attack from an ambush position, raining arrows down on unsuspecting heads. The retreat at any show of force.

**Goliath Traders**
This caravan is making its way either to Kyltovak (carrying adventuring supplies such as those found in the Player’s Handbook; 33% likely) or to Trellin from Kyltovak (carrying metal ingots; 67% likely). In either case, the merchants will converse with the party, trading information about the road ahead. This gives every member of the party advantage on their next Wisdom (Survival) check or saving throw made to avoid the effects of inclement weather made within the next 3 days.

**Goodberry Bush**
This small bush is covered with 3d4 goodberries, as produced by the spell. It is guarded by a spiteful fey spirit. Any creature who removes berries without first thanking the invisible spirit takes 1d6 slashing damage from invisible knives.

**Griffons**
A pair of griffons, hunting for their young, spies the party and swoops in. They won’t stick around if either one is killed or reduced to half hit points.

**Hags**
One green hag, in human form, approaches the party and offers to shelter them in her house. If she’s taken up on the offer, she leads them to two other hags, who all attack the party. The hovel contains human remains, a massive iron cauldron, and one uncommon magic item. The hags flee if reduced to fewer than half their hit point maximum.

**Half Ogre Toughs**
These two brothers have taken to patrolling the Steel Road, extorting money out of travelers and merchants. If they are paid their toll of “5—no, 10!” gold pieces, then the ogres let the party pass. Otherwise, they attack. If one of the two brothers is reduced to one quarter his hit points, the two flee.

**Herd of Deer**
This herd grazes peacefully a little ways off the road. Unless they are approached stealthily, they startle and flee with a passive Perception of 12.

**Hill Giant**
Hill giants are not clever, but they are always hungry. If this one is greatly outnumbered (3 or more to 1), the giant can be persuaded to leave the party alone in return for food (or a clever lie of food). The
giant does not have a death wish, and will flee if reduced to below one-third his hit point maximum.

**Hydra**
The hydra is king in the waterways of the jungle. It regards a party as no more than a group of foolish su-monsters that have strayed too close to the water’s edge. It attacks suddenly and savagely, but retreats underwater if fighting enemies that can consistently deal fire damage and it is reduced to half hit points.

**Insect Swarms**
Swarms of flesh-eating insects carpet swathes of jungle, devouring anything they pass over. They will not attack a creature actively carrying a source of fire such as a torch, nor will they attack a creature with an extraplanar type, such as fey, fiend, or celestial.

**Kobold Band**
These kobolds have come to the Drezlins to seek out one of the two white dragons who are about to compete for control of the mountains. If the party pretends to be the heralds of one of the two dragons, then the kobolds will fall in with them in an attempt to appease their new deity. Kobolds have an innate ability to find the nearest dragon, which is either Ezzedra (33%) or Iakiera (66%)

**Kobold Tribe**
This young white dragon (Iekiera) has adopted a tribe of kobolds who worship her as a goddess. She recognizes her lowly status in these mountains, and will attempt to parley with the party and attempt to hire them to kill the Silver Dragon that rules this area in her lair. The young dragon offers half of the treasure hoard in return for help killing the other dragon. If combat breaks out, she stays out of reach and lets her kobolds take the brunt of the attacks, fleeing if she loses half of her tribe.

**Lightning Storm**
Group DC 15 Intelligence (Nature) check to find shelter and mitigate damage from the storm. On a success, the party is unhindered by the storm, able to weather the storm and then make up on time lost. On a failure, the travel day immediately ends as the party is caught unprepared and suffers some damage to equipment or person. On a total failure (not a single check passes the DC), each party member gains two levels of exhaustion, in addition to losing a day of travel.

**Manticore**
This beast tries to ambush the party in the middle of a rest, or while they’re distracted in a social interaction. If it’s being consistently hit (more than 3 times in a round), it flees for easier prey.

**Merchant Caravan**
A merchant on his way back from Kyltovak to restock supplies. Has access to some Adventuring Gear, as determined by yourself, at 80% the listed price, but since he is returning from selling the majority of his stock, he has only 100 gp of equipment for sell.

**Ogres**
This young ogre couple is out pursuing the hunt: the hunt of the party, if no other hunt is found. In the first round of combat, before any damage has been dealt to either ogre, a PC can make a DC 15 Charisma (Persuasion or Deception) check to convince the ogres that better prey is just around the corner. After that point, or if the check fails, then the ogres are too caught up in bloodlust to avoid all combat. The ogres retreat if both are reduced to below half hit points, dragging away any unconscious creatures to eat later. If one of the ogres is slain, however, the remaining mate becomes enraged and will fight until death. While enraged, an ogre has advantage on all melee attacks and deals 2 additional points of damage on a hit.
Orc Warband
These savage orcs are out in the mountains to prove their strength to their clan. One orc stands out in the open and issues a brutal challenge in broken Common, while the other orcs hide in the rocks or drifts of snow to attempt to attack with advantage. The ambushers throw javelins on their first round of combat, then quickly rush in to engage and back up the “bait.” Surrender is prohibited on these trials of strength, and the orcs fight to the death.

Profane Shrine
The demon invaders in this jungle have left this altar for mortals to stumble upon and tie their souls to the Abyss. A creature who offers a blood sacrifice on this altar (either by killing a beast, humanoid, or celestial immediately above the altar or by causing 1d10 damage to itself using a weapon that deals slashing or piercing damage) gains a profane gift. This profane gift takes the form of a charm from the Dungeon Master’s Handbook. Until the charm leaves the creature, it is charmed by all fiends and gains one permanent madness of the GM’s choice. Casting remove curse or similar magic clears both the charm and the madness.

Remorhaz
At first, the rumble felt through the ground at the remorhaz’s approach might be mistaken for an avalanche. If a member of the party fails on a DC 15 Intelligence (Nature) check, the party might be in for a nasty surprise when this massive beast tunnels through an icy wall behind them.

River Mites
Travelling near the banks of the river can be a deadly hazard. When this encounter is rolled, roll 1d100 and add a second encounter worth of monsters. The presence of the midges means that combatants are exposed to Mind-Bloat Mites (See Appendix C). The mites manifest as patches of light obscurement 10-20’ in diameter. After an encounter is resolved, check to party for exposure and infection as detailed in Appendix C.

Roadside Shrine
A statue of a grinning halfling with a heavy backpack and walking staff, this statue represents Lucky Larry Leadfoot, the famed halfling Saint (of The Mariner) that helped discover the Kyltovak mines and blaized the Steel Road - all while barefoot. A character who leaves an offering (a piece of food, a single coin, or a pair of shoes) or sleeps near the statue starts each long rest with temporary hit points equal to their level. After 12 long rests, this charm fades. A DC 16 Intelligence (Religion or History) check can suggest the appropriate action to be taken.

Satyr and Dryad
A satyr in hot pursuit of a dryad passes through, yelling to the party to aid him in his pursuit (“Get her, get her!”). Any other pursuers can make a DC 13 Strength (Athletics) check to aid him. The lovers are upset by aid, and attack a party who spoils their sport in this way.

Scouts
Mountaineer scouts from the recent revolution, these humans were aligned with one of the two sides (75% chance of being monarchists, 25% chance of being revolutionists). Either way, they suspect the party to belong to the other side, but can be persuaded to pass by peacefully. If peace is settled, their advice and reconnaissance gives each player advantage on their next Intelligence (Nature) check made in the next two days.

Shambling Mound
A ravenous shambling mound can be mistaken as a simple bush, unless the party succeeds on a group Intelligence (Nature) check with a DC of 15. If the party fails, the shambling mound attacks with surprise. It is not smart enough to flee when wounded.
Silver Dragon
The young adult silver dragon Ezzedra has only barely established her lair in the ancient cave on an older, long since dead, white dragon. Being a Young Adult dragon, Ezzedra has Legendary Resistance (1/day), but otherwise resembles a Young Silver Dragon with a Charisma score of 20. Ezzedra is wary of any usurpers who might try to shoulder into her territory. She attacks with all the sudden ferocity of a blizzard from on high, swooping close to blast the party with her Cold Breath and then moving on if not attacked. If reduced to fewer than one quarter her maximum hit points, the dragon returns to her cave to rest. Aspiring adventurers might track her to claim her treasure hoard, an additional distance of 2d6 miles.

Specters
Souls of the ancient dwellers of this jungle linger on as a shadow of their former glory. The specters are Large-sized and have the outlines of giant-forged weapons and armor. A character who succeeds on a DC 14 Intelligence (History) check can link these specters to the giant empire that used to fill the entirety of the Drezlin Range. The specters focus their attacks on a character who has draconic influence: i.e., a draconic sorcerer or a dragonborn.

Spies
The Revolution is still fresh in the minds of many, both Monarchists and Revolutionaries. These spies are monarchists intent on reaching Trellin and assassinating the Prime Minister. One of them approaches the party, while his partner hides a short distance away. If the party gives away their allegiance, then the two attack immediatly.

Sprite
Village covering a large area nearly 200' on a side, this village is fairly well disguised. 10d4 sprites and twice that many noncombatant sprites occupy the vilage. They are not hostile unless threatened, and will trade fruit from their hidden groves in exchange for secrets, jokes, true names, or small, interesting trinkets.

Su Monster Snare
Choose one character at random. That character must succeed on a DC 14 Wisdom (Perception) check or step on a su monster snare. The snare takes the form of a simple wooden stake daubed with poison. A character who steps on it takes 2d4 piercing damage and must succeed on a DC 14 Constitution saving throw or take 4d10 poison damage and be poisoned for 4 hours. While poisoned, a character's speed is also reduced by 10 ft. On a success, the character takes half damage and isn't poisoned.

Su Monsters
Su monsters swing through the trees, cackling and screaming loudly enough to be heard from hundreds of feet away. They stay in the upper levels of the jungle, behind full cover, until they're ready to drop down on a (probably suspecting) party. Half of the su monsters hang back to use psychic crush while the others engage in melee. The su monsters make use of the plentiful branches to constantly move above and around the heads of their enemies. When reduced to fewer than half of their hitpoint maximum, a su monster retreats to safe distance and only attacks at range. If more than half of the su monsters are bloodied or killed, the whole group retreats. Once this encounter has been rolled once, add an additional encounter check each day of travel. If this roll results in an encounter, then treat it as a su monster or demon encounter. This additional encounter check persists until the party passes through the su monster nest (Area J2).

The Ice Maiden
The ice maiden lies prone on the road, begging for a source of warmth to be brought to her. If warm-blooded creatures come within 30 ft. of her, she lunges forward to embrace them with her deathly cold arms, not stopping to leech their heat until only frozen flesh remains.
**Toadstool Circle**

This circle of bright orange toadstools is 5 ft. in diameter. A creature who steps inside must succeed on a DC 12 Charisma saving throw or be teleported to a random location:

- The Well of Souls (Area C1)
- The Pit (Area P1)
- The Gates of New Trellin
- The Quarries

A character who succeeds on this saving throw may pick one of the locations other than the Well of Souls.

**Torrential Downpour**

A thick jungle monsoon quickly forms, giving very little time to find shelter before its upon a party. Unless a party succeeds on a DC 17 Wisdom (Survival) check as a group, they will be left exposed to the elements for 1d4 hours. Each hour the storm persists, every creature caught out in the storm must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. At the end of each hour, the party can repeat the Survival check to find shelter, at which point they no longer need to make more Constitution saving throws. The DC for both the Survival check and the Constitution saving throw increases by 1 ever hour. In either event, the party cannot make any meaningful progress during the storm—count ever 4 hours of travel as a single hour of travel.

**Treant**

The treant is a noble creature that shelters and protects the jungle from the influence of demons. It automatically attacks the party if they have accepted a profane boon from the demonic altar. Otherwise, it approaches the party and tries to judge their intentions in its jungle. If it finds the answers lacking, it attacks with a fury. It will be reincarnated on the next dawn, so it fights with little thought towards self-preservation.

**Troll**

Trolls don't like the cold, and these trolls are horribly, horribly lost. They will ask for directions in mangled Giant, but if there is no rapid response, they grow frustrated and attack.

**Troll Snare**

A simple, poorly constructed pit trap (DC 12 Wisdom (Perception) check to notice) spans the road. It is 15 ft. deep and 20 ft. in diameter. If it is triggered or detected, 1d4 trolls leap out of hiding (these trolls are much better at hiding then they are at pit construction: they have a Dexterity of 14 and a Stealth of +8) and demand that the rest of the party lie down in the pit. They then beat the party unconscious and eat them whole. The trolls are confident in their ability to regenerate, and only flee if reduced to below half hit points by fire or acid.

**Unicorn’s Grove**

This sacred clearing is auspiciously quiet. Female characters who enter the grove and maintain a respectful attitude magically regain 10 hit points and are cured of any disease or poison. If a male character enters the clearing, then a pair of enraged unicorns manifest in its center and attack all members of the party. They will not pursue creatures farther than 100’ beyond the clearing, but will fight until death. If the two unicorns are summoned, then the magic of the grove forever fades.

**Were-folk bandits**

If the party is carrying silver openly, these bandits will show themselves and pass by peaceably, otherwise, they attack in bestial form, attempting to down one party member and ransom them for coin. The exception is the Werewolf encountered with a Worg. He is out for the hunt, and will attack any party from wolf form. All the were-folk flee at one quarter hit points.

**Windstorm**

Group DC 15 Intelligence (Nature) check to find shelter and mitigate damage from the storm. On a success, the party is
unhindered by the storm, able to weather the storm and then make up on time lost. On a failure, the travel day immediately ends as the party is caught unprepared and suffers some damage to equipment or person. On a total failure (not a single check passes the DC), each party member gains two levels of exhaustion, in addition to losing a day of travel.

**Winter Wolves**
One of these wolves, hiding beneath a snow bank, will attempt to lure humanoids closer by calling for help in Common. When the party falls for its bait, the whole pack explodes out of hiding.

**Wolf Pack**
Wolves will not normally attack travellers, but are spurred into action by their werefolk brethren. They attempt to pick off the party one at a time, concentrating on rendering one adventurer unconscious at a time, and will flee if one of their number is killed.

**Wolf-mounted goblins**
The three goblins ride in mounted, whooping and yelling. They're accostumed to raiding caravans and will flee if one of their number falls to any stern resistance. If all the goblins are killed, the wolves flee.

**Wraith**
The wraith attacks similarly to the specters, above, but it is a more rational creature. It is also large, and a dark shadow of a crown hangs above its head. A creature who succeeds on a DC 16 Intelligence (History) check recognizes the wraith as a former member of the giants’ royal caste. The character also recalls the formal feudal pledge made to such kings, the recital of which might give the wraith pause in its quest to purge the souls of interlopers.

**Yeti Goatherd**
This yeti is herding his goats from one enclosure to another without attracting the gaze of the mighty roc. If the party carries any part of the bird’s carcass, the yeti approaches them ecstatically and offers 2d4*10 pounds of goat cheese in repayment. Otherwise, he will attempt to convey the danger to the party, though he only speaks Yeti. He will only attack if provoked, and will try to get his goats to safety above all else.

**Yetis**
These yetis have no goats of their own, and must hunt the few humanoids that enter The Drezlins for their sustenance. They attack savagely, retreating if more than one of their number fall.
NEW MAGIC ITEMS AND BOONS

BLACKFIRE TOME

Wondrous Item, very rare.
This heavy black book is constantly cold to the touch, though it appears scorched and burned. Reading the tome takes 8 hours, and requires a DC 15 Intelligence check. On a failed check, the magic of the tome is not unlocked, but a creature that has failed can try again after a long rest and 8 more hours of study.

A creature who has successfully read the Blackfire Tome gains the ability to cast the spell shadow of moil as an action once per short rest. Constitution or Charisma is the spellcasting modifier for this spell.

Curse: Whenever a creature casts shadow of moil after having read this book, they must succeed on a Wisdom saving throw against their own spell save DC for shadow of moil. On a failed save, the creature takes 2d8 necrotic damage and is afflicted with one short term madness, as determined by the GM, for 1 minute.

CHARM OF INFINITE FORMS

When you drop to 0 hit points, you may choose to be affected by the reincarnate spell. Roll twice on the table, and choose your race from the two results. Once you have used this charm three times, it vanishes.

SPUN-SUGAR BLADE

Weapon (any melee weapon that deals slashing or piercing damage, arrows, or crossbow bolts), rare.

As beautiful as they are deadly, spun-sugar blades are the favourite tool of unseelie assassins who want to make an artistic statement. Many different flavours of the weapon exist, limited only by the imagination and taste of the creator.

A spun sugar blade shatters when it is used, regardless of whether or not the attack hits. On a hit, the weapon deals one additional die of damage. Unprotected blades also dissolve after one minute of being totally submerged in liquid.

A spun-sugar blade can be created with a baked-in poison, consuming one-third of a dose. A target who is subject to this poison has disadvantage on the saving throw, due to the excellent and rapid spread of the poisoned weapon.

TERETHIAN SPY’S STONE

Wondrous Item, uncommon.
This flat stone is 2 inches in diameter and not much thicker than a gold piece. Inscribed in the top and inlaid in lapis lazuli is the elven character for swift. While you are attuned to the stone, you may cast find familiar as a ritual, expending material components as normal.

WAND OF LOCATE OBJECT

Wand, uncommon.
This wand has 3 charges, and you can use a charge to cast locate object. The wand regains 1d3 charges daily at dawn.
**Draught of Souls**

*Wondrous Item, Legendary.*

A creature who drinks from the Well of Souls gains new memories and echoes from heroes that have perished before them in the Vale of the Lord of Myth. Immediately after drinking from the Well, a creature rolls 1d100 and consults the table on the opposite page. The character adds 3 class levels of the resulting class to their own character. These levels do not function the same as multiclass levels: they do not advance spellcasting or proficiency bonus, or any other feature that is dependent on character level increase (such as cantrip damage). In all other aspects, treat these new levels as multiclass levels. They grant class features and subclass features, but not skill proficiencies or saving throw proficiencies beyond what is normally gained upon multiclassing.

If a character rolls the same class that they currently possess they should reroll until a new class is rolled.

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Goblin Fruit

Wondrous Item, Legendary

These luscious fruits are always ripe, and seem flawless and perfect to the mortal eye. A merchant goblin caravan will carry 1d4 - 1 of these fruit, though they will only part with them for great treasures or favours. The intangible price of consuming a fruit can be far more deadly costly.

Upon sampling even a drop of the fruit’s juice, a creature that is not native to the Feywild must succeed on a DC 18 Wisdom saving throw or immediately eat the rest of the fruit in a wild display of savage desire. This is a charm effect. After eating a fruit, a creature is cursed by the Curse of the Goblins’ Fruit.

Eating a fruit has two effects. The first effect is identical to that of a heal or regenerate spell (the consumer’s choice). To determine the second effect, roll 1d10 and consult the table below. If an effect gives you a power that requires a saving throw, the DC is calculated as 8 + your proficiency modifier + either your Constitution or Charisma modifier (depending on the ability).

1d10 Effect
1 One mental ability score (Intelligence, Wisdom, or Charisma) of your choice increases by 2, and so does the maximum for that score.
2 One physical ability score (Strength, Dexterity, or Constitution) of your choice increases by 2, and so does the maximum for that score.
3 Choose a spell of 1st- or 2nd-level that you can cast at least once per day. You gain the ability to cast this spell without expending a spell slot twice per day. If you do not have the ability to cast any spells, the DM chooses one 1st- or 2nd-level spell for you. Charisma is your spellcasting modifier for any spell cast through this ability.
4 You gain the fey ancestry Elven racial trait. If you are an elf or another race with the trait, you are now immune to the charm condition.
5 Choose a fey or beast with a challenge rating equal to or less than 1/4 your level. As an action, you may transform into this creature. You retain your hit point maximum and current total, mental ability scores, and class or racial features. All other game statistics are replaced by those of the creature. If the creature has any lair or legendary actions, you cannot use them. If you are reduced to 0 hit points while in this form, you transform back into your original form at 0 hit points. You may stay in this form for a number of hours equal to your level, or until you use an action to revert to your own form.
6 You gain memories that are not your own. You are proficient in one exotic language and the History skill, and your proficiency is doubled for History skill checks. You gain proficiency in one martial weapon of your choice, or shields.
7 When you touch a creature by any means, it must succeed on a Constitution saving throw or be poisoned. While poisoned in this way, a creature takes 2d10 poison damage at the start of each of its turns. The target repeats this save at the end of each of its turns, ending the effect on a success. This DC uses your Constitution modifier.
8 Once per day, you may spend an action to emit a powerful aura for one hour. A creature that starts its turn within ten feet of you and can see you must succeed on a Wisdom saving throw or have disadvantage on all Wisdom and Charisma saving throws. A creature affected in this way repeats the saving throw if it ends its turn without being able to see you. A creature that succeeds on the save becomes immune to your aura for 24 hours. This DC uses your Charisma modifier.
9 Your skin takes on a durable appearance, such as tree bark or marble. You are resistant to piercing, slashing, or bludgeoning damage from nonmagical weapons. As a reaction to being hit with an attack or failing a saving throw, but before you know the damage total, you may negate any the damage you would have taken. If you choose to do so, you are stunned until the end of your next turn.
10 Whenever you are reduced to 0 hit points, you are immediately reincarnated (as the druid spell) in a new, unoccupied location within 10d10 ft. When you are reincarnated in this way, a silent illusion of your mutilated body remains on the ground where you fell, and you are invisible for one minute, or until you attack a creature or cast a spell.
New Mechanics

Ghostly Spellcasting

A ghost with the ghostly spellcasting trait has no spell slots of its own, but may use spell slots from a possessed creature to cast the spells it knows. As a reaction to the ghost casting a spell, the possessed creature can use its reaction to repeat the saving throw against possession, ending the effect on a success after the spell is cast.

Fragile

A weapon with the fragile keyword breaks down more easily. On a nat 1 on an attack roll, the weapon gains a cumulative -1 penalty to damage. When an item gains 1 more damage token than the wielder's proficiency, it breaks.

Armor with the fragile keyword also breaks down more easily. If the wearer suffers a critical hit, then it gains a cumulative -1 bonus to AC. If the AC bonus of the armor reaches 10, the armor breaks.

Repairing Fragile Items

Bronze items are cast, not forged. 1 hour of work and a DC 15 Strength (Blacksmithing) check can repair any number of -1 tokens on a damaged weapon or armor. A broken item must be recast, essentially recreating the item entirely. At the GM’s discretion, the time needed to recast the item might be reduced by 25-50%.

Fey Vulnerability

The lands of the fey is the world of possibility, of magic, and of dreams made flesh. The whole plane seems infused with mist and starlight. The native creatures to this plane are equally flighty and ephemeral, darting hither and thither upon wings, hooves, or strands of magic.

In contrast stands the Prime Material Plane, home of slow humans with plodding feet. Everything about the Material Plane is concrete and absolute, rejecting the relativity of the lands of the fey. Iron is at the core of the worlds of the Prime Material; it drives the turning of the planets and breathes life into the blood of the people that live upon it. In times long since forgotten, a powerful archfey tried to bargain with Iron and her sister Silver, to try and gain power over the blood of humanity. But the sister’s rejected this fey’s advances, and fought back bitterly against him and his children. So it is even to this day.

The following vulnerabilities reflect the weakness that fey creatures have to certain earthly metals. At your discretion, add one or both of these vulnerabilities to creatures with the Fey type or the Fey Ancestry racial feature. If the modified creature is a Player Character, consider offsetting the vulnerability with a feat or similar boon. The Player should not choose the feat or boon.

Iron Vulnerability: When you take damage from a weapon with the cold iron tag you must make a Constitution or Charisma saving throw with a DC equal to 10 + 1/2 the damage dealt or have your speed be reduced to 0 until the end of your next turn. If the damage was from a critical hit, you are instead restrained until the end of your next turn. While your speed is 0 from this effect, you are unable to teleport.

Silver Vulnerability: When you take damage from a weapon with the silvered tag you must make a Constitution or Charisma saving throw with a DC equal to 10 + 1/2 the damage dealt or be poisoned until the end of your next turn. If the damage was from a critical hit, you are instead poisoned for a number of rounds equal to 10 - your Constitution modifier (repeating the saving throw at the end of each of your turns, ending the effect on a success).
Curses and Diseases:

Mind-Bloat Mites

The mind-bloat mite can be encountered in two forms: either as a cloud of biting, flying insects, or as a miniscule larva in infested waters. The mind-bloat mite is a twisted demonic creation, like the su-monsters, and it was created to defend this side of the mountains from giant incursion thousands of years ago.

A creature that has been exposed to mind-bloat must make a DC 14 Constitution saving throw. A creature below half its hit point maximum makes the save with disadvantage. On a failed saving throw, the creature develops a rash around the infected bites within 1d6 hours. Resting with this rash is painful, and the diseased creature regains 1 less hit point for each hit die it spends during a short or long rest. The infected creature can repeat the saving throw every 24 hours. On a successful saving throw, the rash fades.

The mind-bloat parasite does more than simply irritate the skin, however. If a creature has failed at least one saving throw against this disease, then a potent psionic infection begins to set in. 24 hours after a creature’s failed Constitution saving throw, the diseased creature makes a DC 14 Intelligence saving throw (This means that as long as the diseased creature shows a visible rash, it can be infected psionically as well). If the creature succeeds on its Intelligence saving throw, it no longer needs to make any saves against the psionic portion of the infection, unless it recovers from the whole disease and is reinfected.

On a failed Intelligence saving throw, the diseased creature’s brain is infested by a colony of the psionic mites. The creature gains the ability to communicate telepathically with any creature within 20 feet that speaks at least one language (though there is a 5% chance that the other creature is exposed to mind-bloat), resistance to psychic damage, and gains additional abilities and drawbacks based on its Intelligence score. Intelligence is the creature’s spell-casting ability for any spell-like abilities.

As the creature uses an ability granted by the mind-bloat, the parasite grows stronger. Every 24 hours, roll 1d100 to see if the disease progresses. The base chance of progression is 25%. Every time the diseased creature uses one of the abilities gained by the mind-bloat, the chance increases by 5% (to a maximum of 100%). The check resets to the base chance every day. When the disease progresses, the creature adds 1 to their Intelligence score, potentially granting them new powers.

A creature’s brain can only withstand so much expansion before it gives out. The threshold is typically 21 for humanoids or other creatures with natural Intelligence, and anywhere from 6-10 for beasts. A creature whose Intelligence cap has been raised by a feature or item has that score as their threshold. If a diseased creature passes the threshold by one point, its brain explodes and it dies.

Ending the disease: Once the psionic parasite has taken hold, the diseased creature stops making saving throws against both parts of the disease: the rash heals at the end of the creature’s next long rest. Lesser restoration and lay on hands can both remove the disease entirely, but every day that a diseased creature uses none of the disease’s abilities, they may attempt a DC 14 Intelligence saving throw, losing one point of Intelligence on a success. The disease is eradicated when the creature’s Intelligence has fallen below 10. Lost Intelligence is restored at the end of the next long rest.
Curse of the Goblins’ Fruit

When a creature eats a piece of Goblin Fruit, a terrible wasting sickness comes over them, making them dependent on the fruit for sustenance. The curse lays dormant for 1d6 days, striking suddenly at twilight after the rolled time is up.

Consult the table below for reference. A creature should make a DC 15 Wisdom saving throw each week, moving towards the left on a success or right on a failure.

A creature should make a DC 15 Wisdom saving throw each week, moving towards the left on a success or right on a failure.

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<th>Int</th>
<th>Additional Ability</th>
<th>Drawback</th>
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<td>9</td>
<td>Gains one additional language, and an extra tool or skill proficiency.</td>
<td>None</td>
</tr>
<tr>
<td>11</td>
<td>Can cast mind sliver at will.</td>
<td>Becomes exceptionally hungry and thirsty: must consume twice the amount of food and water in a day or gain 1 level of exhaustion.</td>
</tr>
<tr>
<td>13</td>
<td>Can teleport 10’ as a bonus action (Prof. uses / rest)</td>
<td>Plagued by headaches in combat: Disadvantage on Concentration except with psionic spells from this disease.</td>
</tr>
<tr>
<td>15</td>
<td>Can cast dissonant whisper 1/rest</td>
<td>The parasite makes every attempt to protect the head of the diseased creature: whenever the creature takes bludgeoning damage, it must succeed on a DC 14 Charisma saving throw or be frightened of the creature that dealt the damage until the end of its next turn.</td>
</tr>
<tr>
<td>17</td>
<td>Can cast suggestion 1/rest</td>
<td>The brain and body put out and recognize adrenaline in different ways now: whenever you roll initiative, you must make a DC 14 Wisdom saving throw or be affected as if by the confusion spell. The spell lasts until you save against it, or for a number of rounds equal to your Intelligence.</td>
</tr>
<tr>
<td>19</td>
<td>Can cast fear 1/rest</td>
<td>Extensive damage to certain neural pathways: disadvantage on any attack roll with an ability not provided by this disease.</td>
</tr>
<tr>
<td>21</td>
<td>Can cast phantasmal killer 1/rest</td>
<td>Your swollen brain has become especially exhausting to use: gain a level of exhaustion at the end of each long rest.</td>
</tr>
</tbody>
</table>

A *remove curse* spell cast on the cursed creature counts as one success, and a *greater restoration* spell cast on the cursed creature suppresses the effects of the curse for 1d4 days. Both of these spells can only be used in this way on any given cursed creature once per week. A *wish* spell removes the curse entirely.

Mind-Bloat Mites

A *remove curse* spell cast on the cursed creature counts as one success, and a *greater restoration* spell cast on the cursed creature suppresses the effects of the curse for 1d4 days. Both of these spells can only be used in this way on any given cursed creature once per week. A *wish* spell removes the curse entirely.

End The cursed has advantage on future Wisdom saving throws to end this curse. If it fails another Wisdom saving throw, then it moves back two spaces, to Start. If the creature succeeds on another Wisdom saving throw, then the curse is lifted.

^ The DC for the daily Constitution saving throws becomes 10.

Start The cursed must make a DC 12 Constitution saving throw each day, or be unable to eat food not grown in the lands of the fey.

End The cursed gains vulnerability to iron or silvered weapons. If the cursed fails another Wisdom saving throw, then its creature type changes to fey, its alignment becomes chaotic, and the curse becomes permanent.
RELIGION

In the lands once beholden to the Empire Across the Sea, the gods of the Forgotten Realms are entirely unknown. The ancient gods of the Terethian elves are worshipped throughout the kingdom of Trell and her neighbors, though the worship has split into two churches: the Orthodox and the Independent. Each of the two pay homage to the same deities, but are distinct in their treatment of the various saints that each church holds canon.

Each people colonized by the Terethian Empire has distinct practices and beliefs that are not part of official imperial religion. These customs are referred to collectively as The Heresies among the Orthodox Church, and their practice is typically banned across the Terethian colonies. This includes the mystical druidic orders practiced in the fringes of the Terethian Empire.

While the Orthodox Church is dependent on hierarchy and proper order, with records kept of membership and strict lines of progression and regression of status, the Independent churches have little to do with each other. In Arreþ especially, many churches pop up without any official linkage between them, often dedicated to a small subset of gods and saints.

THE SOVEREIGN SEVEN

The chief deities in the lands conquered by the Terethian Empire are a council of seven figures referred to only by their titles. All are worshipped in unison, with temples often dedicated to several gods or all seven. It’s not uncommon for a worshipper to invoke the names of several on a daily basis: casting a prayer before The Subjugator for help in overcoming a challenging task, or to The Architect while finishing a project of any kind.

The origin of the Seven is a matter of no small debate amongst theologians and philosophers. The Orthodox Canon holds that the Seven are powerful and elven spirits, personifications of the fundamental ideals of elvenkind, and were never actual persons. Other theories hold that the Seven were mortal heroes from the dawn of Ar-Tereneth who discovered the path to deification. To most worshippers—and even most clergy—the origin of the Seven is a non-issue. The Seven are a constant and unchanging part of daily life for many citizens, of all nations and races.

The Mariner is the patron of all things natural in the world. He is often depicted holding an astrolabe and a compass, the tools of navigation by which the Terethians explored and settled the corners of Ar-Tereth. While the Mariner demands respect for nature, he also expects his followers to use natural resources and benefit from them. His tenets include the value of exploration, and the progress that can be found in harmony with nature, drawing explorers and adventurers to his teachings.

The Architect holds domain over artists and inventors. There are more paintings and statues of the Architect than any other of the Seven, showing her as an elven matron with ink-stained fingers designing, painting, sculpting, or otherwise engaged in creative art. She encourages art and invention for its own sake, holding that the beauty of a thing comes from its inherent form and the ability it has to serve its purpose. Many craftsmen across the nations pay homage to the Architect by including her symbol on some hidden part of their work: a compass and a quill, crossed, forming a stylized letter A.

The Guardian comes in times of need to protect the helpless. The first of the Seven to be depicted in human and animal
forms, the Guardian is often shown as a large canine, and almost always standing over some figure in need of protection. Paladins and guardsmen often pledge allegiance to the Guardian in similitude of his tenets, which proclaim that the aggressor is always at fault, and that shield is always more honorable than the sword.

The Trickster is a wild card, who favours those who depend on luck. The Trickster’s face is never shown, perhaps because they want it to be so. Prayers to the Trickster do not follow a sequence or dogma, like the rest of the Seven, and the Trickster has left no other teachings to their followers other than, “Let the Lord of Chaos rule.” It is presumed that the Trickster themself is the Lord of Chaos, and it is not uncommon for a dedicated gambler or conman to get this phrase tattooed near their heart or palm.

The Inquisitor seeks out secret things and reveals their truth to his devout followers. He commands that any who attempt to mislead or obscure truth are deserving of punishment. In art, he is often depicted holding a silver scale, upon which he balances out a block of black iron against a precious pearl. His most devout followers wear only white, and take up solemn oaths to speak only the truth. The Inquisitor has many worshippers among detectives and arbiters of the law, and any who seeks answers out of other people.

The Subjugator creates law and order, punishing transgressors and rewarding the faithful. Among the clergy of the Orthodox church, her priests are responsible for the internal affairs and trials of all seven disciplines. One of her tenets is that by conquering trials, one imposes order where there was once only chaos in one’s life. Thus the duty of any follower of the Subjugator is to challenge oneself and gain self-mastery through increasing trials. Her symbol is a pair of chains, one broken and one whole.

The Astrologer walks the line between civilization and chaos, reading the stars and the strands of fate. She is often depicted as a wild youth, barefoot and mysterious, or as a crone bent double with age and experience. The Astrologer encourages the discovery of secrets and the guarding of forbidden knowledge, and her Orthodox priests are often found coming dangerously close to straying in one or more Heresies.

The Order of Saints

Both the Orthodox and Independent churches teach that the Sovereign Seven, while supreme and all-powerful, are not omniscient nor omnipresent. They bequeath portions of their power to clerics, paladins, or warlocks who act in their name. And they also might bless a particularly devout follower with immortality, allowing that individual to embody a portion of their power and answer prayers directed to them.

In the Orthodox church, saints are generally referred to only by their title (i.e., “The Smith,” a saint of the Architect), and are typically ancient figures from old Terethian tradition. The canon is generally seen as closed, with only direct, divine interaction creating a case for a new saint. Independent saints are different. The canon is very much an open one, with many venerated figures who were expelled from Orthodox canon, or cultural heroes from the Colonial tradition. These saintly heroes are referred to by their names (i.e., “Lucky Larry Leadfoot,” a saint of the Mariner revered along the Steel Road in Arreþ), and vary widely from region to region.

While the Orthodox church teaches that the saints reside with their patron deities in the Celestial Spheres, the Independent churches often maintain that the saints walk Ar-Tereneth to this day, and their power remains constantly close to the sphere of their birth. There are a multitude of saints in both canons, and they serve as intermediaries for the Seven, who do not directly interfere with mortal affairs. The Poet, a saint of the Architect, famously wrote the following phrase, in the moment before his Sanctification: “As distant as the sun are the Seven, while
their Servants the Saints flit close like the clouds, showering their favour upon us as rain and morning dew."

**Religion and Player Characters**

Religion can play a large or a small role for your character. Obviously, some classes have religion as an integrated part of their design. But all characters who come from Terethian tradition will have been touched in some way by the churches of the Sovereign Seven. Think about your character’s relationship with the Seven. What do they mean to him or her? Is your character especially devout, uttering several prayers to distinct gods and saints throughout their day? Or is your character a more distant practitioner of religion, only calling out for divine aid in the most stressful of situations?

Three classes receive their spell-casting power from a divine source or intermediary. Clerics are typically devoted to a single member of the Seven and his various saints, or to a single god and saint pair, but most recognize the “Unity of the Seven,” the doctrine that affirms that each god and saint is necessary and has a role to play in the divine scheme of things. Paladins are more closely tied to divinity in Ar-Tereneth than in other 5e settings. Paladin oaths, while made on a basis of inner conviction and not worship, are founded in divine principles and draw on the power of one or more of the Seven. Warlocks can make their pacts with a number of beings divine or heretical, and when the pact is with a saint, the relationship is seen as particularly powerful and close, to be envied by the highest of priests.

**The Heretical Arts**

The druidic arts and the hemomancy of a blood hunter, as well as the demonology practiced by various dark spellcasters, are known together as the Heretical Arts. Strictly forbidden in inner Tereth, practitioners of these arts must be careful not to display their devotion within any part of the Terethian Empire. Arreþ is the exception to this cultural practice, boasting a strong druidic tradition in the wild places of that continent, but the people are still wary of any magic that might go against Orthodox dogma. The Independent churches also hold these arts as heretical, but do not hunt down or banish their practitioners.
Regions of Ar-Tereneth

Tereth is the ancient birthplace of the elven race, and the seat of the Terethian Empire. From this small continent, the elven empire has stretched across the globe, driving their culture and influence into every people in Ar-Tereneth. The continent is mountainous and full of thick forests, many of which were once sacred places in the old elven religion. The soil is difficult to cultivate, for the forests do not easily yield up their land to plows or other tools. The Elves fortunate enough to be born here, in the heart of the Empire, rarely leave unless called away on a government or military assignment. Many elves fill positions in the multi-layered bureaucracy of the Empire, many of which are passed down from parent to child.

Elneth is the sister-continent to Tereth, comprising the southern coast of the Silvered Sea. This land is a wasted and blasted land, broken and ruined by some ancient cataclysm. Ruined cities and fell monsters increase in frequency the farther south one journeys, and Terethian archeological teams have yet to map out the entirety of this rich land. The people that live along the northern coast are predominantly of races that can survive in the harsh conditions, dragonborn first among them. They band together in tribal states that hug the coastline, depending on the rich waters for sustenance. The dragonborn warlords do no engage in open war with each other, not now that they fall under the Pax Alfic, but competition for the best fishing spots or mines is fierce, and the tribes do make and keep slaves, against popular Terethian practice. The Elnethian city-states are fully within the Terethian empire. The warlords benefit greatly from elven occupation, gaining access to a greater range of trade supplies and a tenuous peace in return for access to their holy sites and the occasional "indentured servant."

Kraturia is the first of the lands east of Tereth. The majority of this continent is full of semi-arid steppe land, with high elevations and harsh winds. Many orc slaves escaped to this region in the early years of their captivity, and have since tamed the wild steppes. On occasion, raiders will come out of Karturia to take what they can from the neighbouring states, but the raiders know that they’re no match for the full brunt of the Terethian military.

Il-Keset borders Kraturia on the east just as Tereth and Elneth border it on the west. It’s a fair land, boasting broad hills and heavy winter storms. There is no single ruler, instead, dozens of small kingdoms fill this region from mountain to sea. The kingdoms officially do not bow to Terethian rule, but recognize the Empire’s superior power and would capitulate easily if Tereth decided to subjugate them totally. Il-Keset is also home to the widest mix of races in the Old World. Many members of the “half-” races find a community in these states.

Arreþ is a curiosity among all the lands of Ar-Tereneth. It was discovered some “mere” four centuries ago (not even a full generation by elven standards), at the end of the Age of Exploration. Humans and halflings are exclusively native to this continent, though by the modern age they’ve spread across the kingdoms of the world. Arreþ is exceptional among its peers because, recently, the three kingdoms of Arreþ (Serrany, Trell, Killovixe) fought in a bitter revolution against the Terethian Empire, costing the Empire many resources and lives. Eventually, Tereth agreed to release the Arreþian kingdoms from their status as colonies because of the hold that they command on the world’s grain supply (the flatlands of Arreþ are more highly suited to crops such as wheat and barley than any other land in the world). Attempts at forming a confederacy between the three kingdoms failed, and the three view each other with some level of suspicion, each nation waiting for the day when the other two break treaty against them. Arreþ is a narrow land, bordered on the east by the Eternal Ocean, and on the West by the uncrossable Drezlin Range, where hidden kingdoms of dwarves and goliaths dwell.
Adventuring Races
and Classes of Ar-Tereneth

Races

Below are the explanations of some of the connotations surrounding the common D&D races in Tereth and its provinces. Other races exist, but are far more exotic and rare in the Elven-dominant empire of Tereth.

Aasimar are rare, occurring less than once in ten million human or elven births. Both the Orthodox and Independent churches revere such children as blessed by one or another deity.

All gnomes can trace back their lineage to a small wooded island south west of Tereth. Discovered early in the elven expansion, the pragmatic gnomes attached themselves to the much larger empire, and spread across the globe on elven ships. Renowned workers, gnomes are expected to learn a trade in their youth and pursue it with excellence: whether that’s as an engineer in a dwarven mine or a shipwright for the Terethian navy.

Goblins, and other goblinoid races, are commonly regarded as savage by the high-elves of Tereth. Their race originated in the lands east of Tereth, but they’ve spread throughout all the lands of the Empire. Their reputation as skilled traders is unrivalled.

Dragonborn (and their smaller cousin the kobolds) are the proud heirs of a long-lost empire that once dominated Elneth. Their kingdoms were already in decline when the first Elf-King pushed the giants out of Tereth. The Dragon-Lords, powerful dragonborn warlords, control the Elnethian coast, trading resources and slaves to the Terethian Empire. Slavery among the elves has fallen out of favour philosophically and culturally, but many slaves of many races still exist in all the lands touched by Tereth.

Dwarves are the first of the "New Races," the races that did not exist in the Old Empire, and were discovered after the Age of Westward Expansion. Rugged xenophobes, the dwarves keep to themselves in their mines and citadels, trading their ores and metals for human grain. Many skilled craftsmen exist within the dwarven race, rivalling the greatest of elven artificers.

Elves are known in their own tongue as the First Race. The dominant race of Tereth is elvenkind, with High Elves constituting the ruling class. There are many castes of elven society, and moving from caste to caste is frowned upon deeply. But across the race, the lowest powder elf is still recognized as superior to the mightiest of human or goblin stock. Half-Elves are shunned in elven high society, and many go to great lengths to hide their usually bastard parentage.

Goliaths, half-orcs, and orcs are the three giantfolk races. When the giants were driven out of Tereth during the founding of the empire, many of their children could not make the journey, electing to stay as slaves to the elves rather than drown in the ocean voyage. The orcs are the descendants of slaves who escaped east, becoming leaders among the goblinoid tribes of Kraturia. Half-orcs are a result of many centuries of forced breeding with humans, and often still bear their ancestor’s bondage. Goliaths, another race of the Arreþ, are strong folk who cohabit the mountain homes of the dwarves.

Halflings and humans claim Arreþ as their ancestral home, though some of the city-states of Il-Kreset boast large human populations. After contact was made with the Tereth Empire, some Elven nobility took it upon themselves to "Elvenize" the barbaric round-ear folk. It worked too well, with humanity rapidly growing in progress and magic in the space of a few centuries. Human culture has had a greater effect on Terethian culture than any other global culture. Human art and literature is beginning to circulate strongly in the outer realms of the Empire, and the grain produced in the endless golden fields of Trell is exported to the entire world.
Tieflings are the philosophical opposite to aasimar, with about the same birth rate. The Orthodox church preaches that these children are cursed by the gods, and often demand their execution at birth. Many tiefling hide their nature in all circles of society.

**Classes**

All official classes can be found in adventuring parties across Ar-Tereneth, though some have some heavy cultural factors that might impact them in ways uncommon in other settings.

**Artificer:** Artificery is a combination of dwarven ingenuity and elven magic. During the Age of Westward Expansion, some dwarven clan-crafters broke away from tradition and traded secrets with elven archmages. Artificery is a closely guarded secret, among the dwarves in the east and western sides of the world.

**Barbarian:** Barbarians are found among all the fringe states of Tereth. Many are noble warriors of goblinoid or giantish descent, others are brave human or halflings who eschew the trappings of elven society.

**Bard:** Every culture of Ar-Tereneth has a poetic or musical tradition, from the blood-curdling chants of the goblin warbands to the soft couplets of high elven poetry. Traveling bard is a recent profession taken up by displaced humans or half-elves, spreading their art for a meal or a warm night in an inn.

**Blood Hunter:** One of the Heretical Arts, blood hunters are feared throughout Tereth, often used as a boogeyman to frighten small children. In reality, most blood hunters walk a thin line between civilization and the monster within, taking up positions as lawmen or bounty hunters in the eastern or western peripherals of the Empire.

**Cleric:** Adventuring clerics in Ar-Tereneth are usually dedicated to one or more of the Seven or their saints. Regardless of race, a powerful cleric with class levels is regarded as having inherent authority throughout the Empire. NPC clerics are more likely to revere a single one of the Seven.

**Druid:** Druids are most often spellcasters native to Arreþ, who have rejected the elven culture in favor of their old religions. Druids eschew the city and are often found completely cut off from civilization or else living in the most fringe of settlements around the kingdom of Trell.

**Fighter:** By far the most versatile and widespread class, fighters are found in every corner of Ar-Tereneth. From musketeers in the employ of the Emperor to pit fighters, from noble orc war chiefs to brave human frontiersmen, fighters can occupy any walk of life.

**Monk:** An elven cultural tradition that predates the modern Church of the Seven, monks are wandering aesthetes who have given up most material possessions seek perfection in mind and body. Monks can be found among all races, and are often dedicated to a political, spiritual, or philosophical cause.

**Paladin:** Paladins are oath-driven warriors, who unlock the power of the divine through the power of their conviction. While many paladins devote themselves to a god or saint, others act more like monks, seeking inner perfection and devotion.

**Ranger:** Most rangers live on the borders of the known world, trading and aiding the frontier settlements. Some ranger order work closely with the New World druidic orders, and others are more pragmatic, often working alongside blood hunters as lawmen or bounty hunters.

**Rogue:** In any civilized society, crime eventually flourishes. Rogues are found in any part of the world, and not always in illegal capacities. The rogue class include scouts, informants, spies, and yes, thieves.

**Sorcerer:** Called Wild Magi in the Elven tradition, sorcerers are spellcasters that have mastered magic without being taught or trained. They are often apprenticed to wizards when the family is noble or wealthy, but outside of such privileged circles, sorcerers are often abandoned by their families at a young age due to the unpredictable nature of their magic.
**Warlock:** There are two major divisions in the warlock class: those who are dedicated to one of the Sovereign Seven or one of their saints, and those who have made pacts with other extraplanar beings. The Orthodox church dismisses all warlocks at heretical, but the Independent church has many warlocks among their clergy. Warlocks who make pacts with creatures like fiends, aberrations, or fey are universally shunned by the church.

**Wizard:** The highest calling in high elven society is that of a wizard (‘Mage Ultimate,’ in Elven). Colleges exist in the capital of Tereth where the elite young are taught from a very early age to wield ultimate magical power. Non-elves are forbidden from carrying spellbooks, but that hasn’t stopped rogue wizards from taking on apprentices outside of the Empire’s jurisdiction.