

Theaceae

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INTRODUCTION

Welcome to Theaceae, the land of tea, treasure, and adventure. Most people come here to escape civilization and strike out into a new world. From the pirate infested seas and dangerous jungles to the tea plantations, the east side is full of opportunity for those willing to work for the tea families or risk defying them. For more independent adventurers, the dry side of the mountains offers rewards if they can endure the harsh conditions and strange folk. Separating the region, the White Spine mountains are rumored to hold the ruins of an ancient elvish civilization that was destroyed long ago, but the dangers that brought down this mighty civilization may still lurk throughout Theaceae.

CHAPTER 1: THEACEAE

Theaceae is an isolated frontier region known for exporting luxury high altitude teas. The White Spine mountains divide the region. The foothills city of Camellia on the east side is nominally the capital, though settlers on the west side of the mountains tend to ignore this claim. The east side has plenty of precipitation and rich tea plantations, but is plagued by Gnolls and other dangers in the jungles at lower altitudes. The west side, or dry side, is generally safer, but the living conditions are harsher and the high altitude plains are ill suited for agriculture.

AREAS OF THEACEAE

The three principal regions of Theaceae are the east side, the dry side, and the White Spine mountains.

The plantations on the east side account for the majority of the wealth in the region, but gnoll raids are frequent throughout the east side, even against large groups. The city of Camilla in the foothills protects the largest tea plantations and provides the majority of the income for the region. Most Camillan citizens feel relatively safe inside protection of the iconic white watchtowers known as The Teeth. The only other city in the east side is the port of Duro, but there are small, isolated groups scattered throughout the jungles trying to survive and evade the gnolls and other threats.

The most well known feature of the White Spine mountains is the ruins of the ancient city of Sinensis. The city sits high in the mountain pass which serves as the main artery between the east side and the dry side. It is unclear what exactly led to the destruction of Sinensis, but there are rumors of additional ruined elvish locations throughout the region.

The dry side is generally safer than the rest of the region, but these high altitude plains are less suited to agriculture. Settlers in this region are glad for the independence and relative isolation the area requires. Small farms and villages dot the area, with only a handful of large organized groups.

THEACEAEN HISTORY

Theaceae was a haven for elves thousands of years ago, but only traces of this civilization remain. Art and artifacts from the elves of this era are highly prized among the wealthy around the world. The details of the disaster that ended the elvish civilization are not clear, but there are rumors of a large disaster that destroyed the elvish capital city of Sinensis coinciding with a dragon appearing in the region and hunting down elves for their

treasure.

Rumors of precious metals in the White Spine mountains brought a clan of dwarves to Theaceae. While they did not find the riches they were looking for, the clan found pure ore and minerals and control the mining in the mountains to the present day.

Legends of rich, lush plant growth during the height of the elvish civilization brought humans to the region approximately 500 years ago. Rather than a bountiful region filled with plenty, these early settlers found an austere region filled with danger. Some of the settlers carved an area of safety out above the gnoll infested jungles and began growing tea for trade, while others embraced the rugged environment on the far side of the mountains and struck out on their own.

DEITIES

The stories of deities in the region are an amalgamation of old elvish lore and the beliefs of the early human and dwarven settlers. Variations exist between the various cultures in the region, but all groups seem to share stories or beliefs in these six deities.

SHE

In the oldest elvish myths, She Who Creates created the world and the first gods. She saw the world and wanted it to grow, so She created Nature. However, realizing that growth unchecked created suffering, She created Tempest to balance the world. Out of the chaos of Nature and Tempest came creatures craving order, so eventually She created Knowledge and Forge to help them learn and create.

She is seen as a benevolent and objective force of life and death. Life and grave domain clerics often follow Her; however, they do not necessarily hope for direct intervention from Her. Instead, they try to emulate Her and maintain balance between life and death in the world.

Culturally, this sense of balance is seen throughout the region. Life is celebrated and death is mourned, but death is seen as a necessity for life. "Life cycles as She wills" is a common expression for this perpetual cycle of life and death.

NATURE

Nature has always been erratic, but in the time since the cataclysm that destroyed the elvish civilization the dominion of Nature has been even more unpredictable in Theaceae.

Druids typically have the closest affinity for and devotion to Nature, and clerics of Nature tend to have an affinity for the Nature domain.

Spirits of Nature can be found, especially in the more wild portions of Theaceae. Some of these spirits attract people who are in tune with the wild, such as druids and rangers. Others prefer to remain reclusive and completely unaffected by persons, even going so far as to dismantle remnants of civilization such as ruins.

Devotees of nature are split over the nature of the chaos in Theaceae. Some believe that Nature was damaged by the elvish civilization and mortals need to aid Nature or convince Her to help Nature. Others believe that Knowledge and Forge need to be used to temper the chaos of Nature and establish a new balance. Most of the population however, seems to accept that this is the Nature of the world and they need to adapt to the chaos.

TEMPEST

Tempest is Nature's twin sibling in chaos. Where Nature is a force of creation and growth, Tempest is a force that brings destruction.

Various aspects of Tempest are believed to be responsible for the weather in the world. There are stories of massive birds that are harbingers of particularly dangerous and fierce storms. Few people have survived sightings or encounters with these birds, but those that have report beautiful plumage crackling with arcane energy.

There are some clerics that worship Tempest, but largely Tempest is more feared and respected than worshiped. Some sorcerers also feel an affinity towards the Tempest and the unpredictable changes it brings forth.

Some believe that the chaos in the region is due to conflict between the two sibling gods and bringing these forces to a truce will bring peace back to the region. However, most people believe that, as with Nature, the chaos that Tempest brings is something to be weathered and endured.

KNOWLEDGE

One of the two younger twins, Knowledge is seen as a guide for those who seek to understand the world as it is.

Unlike the siblings of chaos, the siblings of order are seen as aiding civilization.

It is believed that Knowledge prefers to remain objective and detached from the world in an effort to make unbiased observations. As a result, various aspects of Knowledge are occasionally removed, as certain combinations of knowledge are known to create strong reactions. Some of these aspects manage to survive and accrue followers and power of their own.

Sometimes wizards can be seen muttering a prayer to Knowledge under their breath as they try to work through a particularly difficult puzzle. Clerics of Knowledge tend to have an affinity for the Light and Knowledge domains.

Followers of Knowledge tend to believe that she wants them to observe and understand the world so that they can better adapt themselves to chaos and survive.

FORGE

Forge is seen as a guide for those who seek to create order in the world. Forge aids those who wish to organize and reorder the elements of chaos into new creations.

Artisans, bards, artificers, and other creators thank Forge for their ability to create and invent. Clerics of Forge tend to have an affinity for the Forge domain.

There are rumors of a handful of perfect artifacts that represent the height of craftsmanship. These artifacts were reportedly created by Forge and imbued with magic. A handful of these artifacts have made their way into treasure vaults of great rulers while others have developed personalities of their own or have become lost over the ages.

In contrast to the nonintervention stance of devotees of Knowledge, followers of Forge tend to believe that he wants them to establish order in the world to protect themselves from the chaos.

TRICKERY

Nobody knows where Trickery came from, what He wants, or how He even became a god.

Trickery ensures that even the best plans are disrupted. Children like to blame Trickery for the broken pot and bandits like to say that they are agents of Trickery keeping everyone on their toes.

While Trickery does not solicit worshipers, He will reward those whose shenanigans amuse him with more ways to cause havoc and pull pranks.

LOCAL AGRICULTURE

The high altitudes in Theaceae make agriculture very difficult, resulting in food scarcity and limited options. The produce on the dry side and foothills of the east side is exclusively leafy greens, root vegetables, and herbs. The food available in the jungles of the east side is more varied, but often adventurers are on the menu.

The limited agriculture effects the local beverages as well; wine is limited, ale is different, and tea is common. Hopps are difficult to grow at altitude, so ale is flavored with local herbs instead. Even throughout the dry side, tea is a staple of the Theaceae culture due to its prolific growth in the region.

As a result of these restrictions, food and beverages cost twice the prices listed in the Player's Handbook on the Food and Drink table.

RANDOM ENCOUNTERS

These tables provide random encounters for the regions of Theaceae. The encounters can be adjusted as desired to account for party level or narrative needs.

COSTAL REGION

For random encounters on the east side of the mountains, roll 1d8 and 1d12.

d12 + d8	Encounter
2	Centaur
3	Secret Tea Farm
4	Gnoll Camp
5	Needle Blights
6	Poisonous Snakes
7	False Trail
8	Elvish Ruins
9	Small Outpost
10	Awakened Grove
11	Hunting Stand
12	Trinket
13	Gnoll Pack
14	Trade Convoy
15	Smugglers
16	Dangerous Storm
17	Abandoned Farm
18	Water Elemental
19	Animal Mask Group
20	Druidic Ruins

MOUNTAINS

For random encounters in the Mountains, roll 1d8 and 1d12.

d12 + d8	Encounter
2	Pseudodragon
3	Frozen Encampment
4	Herd Of Yaks
5	Elf Traders
6	Herd Of Goats
7	Awakened Grove
8	Trade Convoy
9	Elvish Ruins
10	Trade Convoy
11	Rockslide
12	Trinket
13	Smugglers
14	Dangerous Storm
15	Wolf Pack
16	Dwarf Miners
17	Air Elemental
18	Hidden Mine
19	Roc
20	Dragon Sighting

DRY SIDE

For random encounters on the dry side of the mountains, roll 1d8 and 1d12.

d12 + d8	Encounter
2	Dryad
3	False Trail
4	Herd Of Elk
5	Will-O'-The-Wisps
6	Herd Of Goats
7	Small Farm
8	Farmer
9	Elvish Ruins
10	Awakened Grove
11	Trinket
12	Hunting Stand
13	Verse Of Sisters
14	Smugglers
15	Tinker
16	Satyrs
17	Dangerous Storm
18	Wolf Pack
19	Fey Hill
20	Dragon Sighting

ABANDONED FARM

This farm was recently abandoned. The buildings are usable, but the fields are overgrown with weeds. If the party investigates, they may discover that the farm was overwhelmed by Gnolls (east side) or evidence of Fey interference (dry side).

AIR ELEMENTAL

The mountain winds are sometimes more than they seem. Air elementals are rare, but they are not dangerous unless provoked.

ANIMAL MASK GROUP

1d6 shifters

A group of people wearing animal furs and masks tries to go unnoticed by the party. They are not interested in communicating with the party and will attack if the party tries to force contact. These people demonstrate some animistic skills and tactics when fighting.

AWAKENED GROVE

Occasionally travelers come across a grove of particularly lush and beautiful trees. Often these trees are perfectly happy to let travelers stay nearby if they are polite and quiet. However, sometimes a grove is particularly mischievous and will pull pranks on the party, such as moving or stealing their equipment.

CENTAUR

These secretive individuals largely keep to themselves, but sometimes they can be persuaded to divulge information about the forests on the east side.

DANGEROUS STORM

Large storms are common in Theaceae. This storm is dangerous enough to prompt the party to take shelter. Survival checks are needed to find shelter and survive the storm.

DRAGON SIGHTING

A massive shadow briefly passes overhead, and when the party looks, they see a massive red dragon. If the party attempts to follow the dragon, they see it headed towards the northern end of the White Spine mountains.

DRUIDIC RUINS

The ancient elvish druids had a series of secret outposts scattered throughout the region. Even now the ruins are very difficult to detect, but observant adventurers can find traces of the entrance. Many of these ruins have druidic artifacts for controlling the weather and making the land fertile.

DRYAD

In particularly deep parts of the forest, dryads can be found taking care of the woods. So long as the party does not harm any of the trees in front of the dryad, the dryad will leave the party alone. Adventurers with an

affinity for the forest may be able to get information or assistance from the dryad in exchange for small favors.

DWARF MINERS

Dwarves can occasionally be found transporting raw ore to their mountain hold. Other dwarves regularly bring weapons and armor to trade for gold and supplies. These groups will happily trade finished goods but will never trade away the raw ore.

ELF TRADERS

Groups of elves heading to human towns and farms to trade goods are not common, but they are frequent enough that most people have seen a few elvish trade groups in their town. As with human trade convoys, they will gladly trade with adventurers on the road. However, these groups are often suspicious of people on the road and on the lookout for deception or violence.

ELVISH RUINS

These elvish ruins are covered moss and vines. The handful of ruined buildings can offer shelter for the night. If the buildings are off of the beaten trail, the party may find a magic item or trinket.

FALSE TRAIL

Between the smugglers, dwarves, fey, and other secretive groups in Theaceae, false trails are annoyingly common off of the main trails. Many of these false trails end in dead ends, but the fey are particularly fond of making trails that end in traps, dangerous or hilarious depending upon the mood of the fey that made the trail.

FARMER

1d4 commoner(s)

A farmer is bringing a wagon load of produce to the next town for trade or bringing supplies back home. The farmer will sell any produce but will not sell goods that are needed for the winter. Any threats of violence will coerce the farmer, but they will curse the party and warn of stories about ill fates for unkind travelers on the road.

FHEY HILL

Mysterious hills dot the land. These hills appear in forests, mountains, and a variety of other locations, but they are always recognizable because they have no foliage except soft green grass year round. Anyone who sleeps on a fey hill will awake to find themselves under the hill. These underhill fey homes take on the personality of their owners, with some of the homes being incredibly dangerous and others whimsical.

FROZEN ENCAMPMENT

This encampment has been long abandoned, and only frozen remains of tents and supplies remain. The supplies are too badly damaged to be usable. Even if the party investigates, they find no trace of the original inhabitants of the camp.

GNOLL CAMP

The Gnolls launch their attacks from a series of moving camps throughout the region. No effort is made to hide these camps, as the Gnolls are quite happy to attack and eat anything or anyone that stumbles upon their camps.

GNOLL PACK

This pack of Gnolls are loudly making their way through the forest on their way to their next meal. If these Gnolls find the party, they will attack, hoping to turn the party into their next meal.

HERD OF ELK

Big game animals are rare in Theaceae. The locals will not hunt these herds, and there are stories of bad fortune falling upon those who do.

HERD OF GOATS

Goats are the most common livestock throughout Theaceae. Shepherds will gladly sell a goat or two when they encounter travelers.

HERD OF YAKS

Herds of yaks are less common than herds of goats. The animals are prized for their milk and great strength. These animals are quite expensive.

HIDDEN MINE

A group of humans have found a vein of ore and established a mine in the mountains. The dwarves do not take kindly to these mines in their mountains and will destroy any that they find. As a result, these miners are extremely defensive and will attack anyone that finds them.

HUNTING STAND

High in a tree there is a hunting stand using netting and camouflage. This stand is small, only large enough for two people.

NEEDLE BLIGHTS

These small, unpleasant beasts will try attack isolated individuals and carry off their valuables, or even various limbs, before their companions can react.

POISONOUS SNAKES

Snakes are a common danger in the jungles on the east side of the mountains. If the adventurers are unfortunate enough to trod upon or disturb the snakes, then they will attack in self defense.

PSEUDODRAGON

Pseudodragons are shy but always curious and excited to see adventurers. They are eager to play games with the party and acquire new shiny trinkets to hide away in their lair. If the party befriends a pseudodragon, they may trade magic items they find boring for shiny baubles from the party.

ROC

Rocs have nest high in the White Spine mountains. When hunting, Rocs tend to sweep down and cart off individual animals or people. Residents of the towns and farms take cover whenever a Roc is seen in the distance.

ROCKSLIDE

Rockslides are common in the mountains. Acrobatic or athletics checks will be required to safely traverse the trail.

SATYRS

Late in the evening, music and laughter can occasionally be heard coming from the forest. Adventurers who pursue the music will discover a small group of satyrs partying and merrymaking. They are happy to have guests join their party, but they will try to entice their guests to join them under their hill, which can be difficult to escape.

SECRET TEA FARM

The tea families on the east side tightly control the export of tea from the region. Given the high prices that these teas fetch, illicit tea growing operations are highly profitable. These operations are also highly dangerous, with the natural dangers of the east side and the regular patrols from Camellia guards. Anyone who looks official or works for Camellia will likely be attacked.

SMALL FARM

These small farms are common on the dry side. Families that run these farms like to be only close enough to town to get supplies and sell their produce. They will happily host guests passing by, and often small jobs are available for skilled adventurers.

SMALL OUTPOST

Small groups of traders or smugglers sometimes make small outposts off of the beaten path. While some of these groups just want some isolation, others will aggressively defend the secret of their location.

SMUGGLERS

1d6 bandits + 1 bandit captain

The group of smugglers attempts to disguise themselves as a group of ordinary traders. With an insight check, the party learns that the group is smuggling a mix of mundane and illicit goods. Depending upon the smugglers and the side of the mountains, the group may be smuggling elvish artifacts and art or refined teas and medicines. With an adequate Persuasion or Intimidation check, the group will trade with the adventurers; however, the group will attack at the first sign of threat.

TINKER

A jovial Tinker is very excited to see the party. They will happily swap stories with the adventurers, and they will engage in strange bartering with the party. A Tinker rarely has what the party wants but always has what the party needs.

TRADE CONVOY

A group of predominately human traders and guards come along in a handful of wagons. The convoy is suspicious of travelers but can be persuaded to engage with the travelers beyond cursory pleasantries if they assure the convoy lead of their good intentions. Basic supplies and rations can be found at double the prices in the Player's Handbook.

TRINKET

A member of the party finds a random trinket on the side of the trail. Roll on a random trinket table.

VERSE OF SISTERS

These Sisters are clad in heavy armor and paroling, looking for threats. They joke and chat back and forth but fall quiet as the adventures come closer. The Sisters will happily trade information or supplies with the adventurers but will not tolerate any underhanded behavior.

WATER ELEMENTAL

Some of the lakes and ponds in the region are guarded by water elementals. A few of these elementals have been given, or assumed, responsibility for ancient magical artifacts.–

WILL-O'-THE-WISPS

2d6 Will-O'-The-Wisps

The Will-O'-The-Wisps can be seen in the distance, beckoning the party off of the trail. Party members need to make a wisdom saving throw or become entranced and drawn off the path. They will attempt to lead the party into traps. A successful history check may reveal to adventurers that Will-O'-The-Wisps sometimes can be found near graves or treasures.

WOLF PACK

Adventurers will be safe from the packs of wolves in Theaceae so long as they avoid their dens. There are rumors of some individuals that can take the shape of wolves and live among these packs.

CHAPTER 2: EAST SIDE

The east side of the White Spine mountains is much more fertile, but the thick jungles have many dangers, such as gnolls and jungle creatures. Most people have banded together into a pair of cities. The capital city Camellia is the largest city in the region and the home of huge tea plantations that provide the region's chief export. Duro is the port city that acts at the gateway between Theaceae and the rest of the world.

DOURO

The port city of Douro is the primary conduit for trade and travel in and out of Theaceae. As the second largest city in region, Douro is home to 5,000 people.

Caravans between Douro and Camilla are limited, as most people only brave the jungles of the east side in the relative safety of numbers. Individuals traveling to Camilla or the dry side may have to wait several weeks for the next trade caravan bringing trade goods to exchange for tea from the mountains. More impatient individuals can find local guides through the jungles if they have enough gold and bravery.

DOCKS

Most of Douro is on the water, trying to find safety from the occasional raids that get past the patrols and defenses. Half of the city is an amalgamation of docks and floating buildings.

The docks for the trade ships are the largest and most recognizable feature of Douro. Carefully maintained and well guarded, there are often a couple of ships waiting here to unload trade goods or load up more tea. Adventurers may find themselves waiting here for several weeks, but there is always work to be found in the docks while adventurers wait.

NAVY

Although the ships of the Theacean navy are older, they are well maintained and well staffed. Given the high value of tea, pirate raids on trading vessels are common but they are rarely successful when the navy is nearby.

CAMELLIA

The city of Camellia sits high in the foothills of the White Spine mountains. Providing refuge from the Gnoll infested jungles that line the coast, Camellia is devoted to

growing and processing tea. Palisade walls protect the city while tea plantations dominate the land outside of the city, ringed by a set of ancient white stone watchtowers known as the Dragon's Teeth.

This city of 10,000 is confined to two square miles. The population is predominately human and the most common occupation is working in the tea plantations. Given the percentage of the safe farmland that is dedicated to tea production, food is twice as expensive as people from other parts of the world expect.

CITY WATCH

Members of the city watch can be immediately recognized by their plain dark green livery, chain mail shirts, and wooden buckler shields. Watch sergeants are recognizable by the bronze filigree on their helmets. The rank and file members of the city watch are guards, while the sergeants are veterans. While the city watch serves the city, they know to instantly follow the orders of the families that own the plantations.

GOVERNOR'S MANSION

The governor's mansion and city watch headquarters, high in the foothills, are built upon what remains of an old elvish temple. The mansion and foreboding fortification walls are made of dark rock that used to form the walls of the temple.

Governor Edmund Schulz (human man, noble) is dismissive and aloof. While he nominally runs the city, it is an open secret that the governorship only exists because the families that own the largest plantations do not want to be bothered with administering the city. Any decision he makes is understood to come from the richest plantations.

Commander Natalie Werner (human woman, champion) is friendly and professional. As Governor Chapman's lieutenant and commander of the city watch, Yvonne has the best interests of Theaceae at heart. She is friendly and jovial with members of the city watch and

citizens of Camellia, but she is suspicious of outsiders until they demonstrate they are not a threat to those she protects.

PLANTATIONS

The families that own the plantations are the nobility of Theaceae. While they largely abdicate governance of Camellia to the Governor, very little in the city happens without their approval. There are five major families that hold sway, but there are a handful of smaller plantations that change hands every few generations.

During the growing season, the demand for labor is intense, and most of the town works for the plantations. However, work on the plantations is limited in the winter, with only particularly skilled workers retained to process the high value and aged teas.

CAMELLIA TEAHOUSE

This tall greenhouse stands out as one of the only new buildings in Camellia. The Camellia Teahouse is the main attraction for guests to the region. Inside, the temperature is warm year round and flowering green plants fill every possible corner. All business meetings and agreements taking place in the many meeting rooms inside its maze of hedges and plants.

The teahouse can host catered business meetings for 10 gp. The cost includes Aristocratic meals, tea service, and three notarized copies of all contracts and agreements signed in the meeting. One copy of the paperwork is kept in a secure vault at the teahouse.

Isabella Roth (human woman, spy) is the ambitious and scrupulous matron of this teahouse. Isabella maintains strict confidentiality and is extremely polite, making a point to know the customs and manners for the various guests to Camellia. Isabella is very proud of the work she has put into the Camellia Teahouse. She knows all of the important people in the region and personally notarizes all contracts.

SADDLE GAP INN

The Saddle Gap Inn is one of the most popular inns in Camellia. It is simple but clean and well cared for. Rooms can be difficult to find when the trade convoys are in town but are otherwise plentiful. The high altitude limits the available food, which consists largely of leafy greens and root vegetables. The local ale are based on herbs in place of hops. Food and beverages are sold at double the prices listed in the Player's Handbook on the Food and Drink table, with the exception of wine, which is largely unavailable.

Adelar Biermann (human man, commoner) is boisterous and friendly. He is extremely nosy, and will constantly question the everyone about everything. Vincent is also

a notorious gossip, making him a great source of rumors, albeit with dubious reliability.

ALEHOUSE

There area variety of cramped alehouses that serve the day laborers on the plantations. The most well know one among those seeking underground contacts is simply known as Alehouse.

Dirt and grime cover every surface, but Alehouse is warm and comfortable. The local ale are based on herbs in place of hops. Customers expect the ale to be watered down, but at least it is cheap. Beverages are sold at half the prices listed in the Player's Handbook on the Food and Drink table, with the exception of wine, which is unavailable.

Brigitte Rott (human woman, commoner) is curt and uninterested in her job. She ignores customers until she sees the gold and will do anything to avoid work and cut corners.

GENERAL STORE

One of the older warehouses has been repurposed for the largest general goods store in Camellia. This wood structure smells strongly of dust and animal hair. The shelves are overflowing when the biannual trade caravans visit town but can be quite bare just before these convoys arrive. The general store stocks the gear found on the Adventuring Gear table in the Player's Handbook, at the listed prices. Food and rations cost double the listed price.

The purveyor, Louis Kramer (human man, commoner) is calm and polite. His spouse enjoys making weaving, so many of the supplies available will be made from yak or goat. Purchases will be wrapped with goat hair twine or packaged in woven yak hair baskets.

APOTHECARY

The most well known apothecary in Camellia is on the edge of the elvish quarter. Like most buildings in this area, the style tries to emulate the ruined elvish structures that can be found throughout Theaceae. The cramped shop has jars and bottles neatly labeled in elvish containing spell components and potions. Common potions are likely available, and more complex potions may be requested, though Valana may require the players to acquire ingredients for these potions.

Valana Yaelrin (elf woman, druid) is disorganized and distractable, except when it comes to her potions. She doesn't quite fit in with the humans, but she has steady business as the most capable apothecary in Camellia.

BLACKSMITH

Camellia's only Dwarf trained smith can be found in an all stone building stained black with soot from the forge. The players can find all non-magical weapons and armor from the Armor and Weapons tables in the Player's Handbook, at the listed prices.

Eckart Schmidt (human man, berserker) is careful and conniving. He believes that everything has its price and he will do anything for a profit. Everyone in town knows that he is willing make anything and sell to anyone, for the right price.

MAGE'S TOWER

The only seller of magical goods and components can be found in this ramshackle tower that seems to be barely standing up. It looks as though the tower was formed by stacking ruined buildings atop one another. Locals report strange lights coming from the tower at night and bizarre sounds at all hours of the day.

Gauss (human man, archmage) is suspicious and paranoid. He is willing to sell spell components and scrolls; however, he is unwilling to sell spell scrolls above the fourth level to anyone for fear of them becoming too powerful.

Gauss is reluctant to let anyone inside the tower unless they are willing to pay for his services. Once inside, books, scrolls, and arcane apparatuses fill every available surface. Spell services, spell scrolls, arcane supplies, and spell-casting focuses are available. Note that rarer supplies are less likely to be available and more expensive.

Gauss apprentices locals that demonstrate arcane talent. There are currently two apprentices in the tower.

Clavius (human man, apprentice wizard) is quiet and arrogant. He resents and distrusts anyone who is not a wizard.

Pagel (human woman, apprentice wizard) is inquisitive and unpredictable. She is always looking for ways to experiment and learn.

ELVISH SOUP KITCHEN

Elves in town use the soup kitchen as a community center. Situated in the middle of the elvish quarter, this structure is one of the most beautiful in town, with elegant relief carvings on its exterior.

Elves are welcome to stay here free of charge, and elves who take advantage of this offer are often invited to join the frequent caravans to the principal elvish settlement on the dry side, known colloquially as The Farm.

CROATOA

Croatoa is the first settlement founded by humans in the region. The town was abandoned, and all subsequent attempts to resettle the town have failed.

The town remains untouched and looks identical to the day the first settlers disappeared. Local legends tell that anyone who visits Croatoa is cursed if they touch anything or, worse yet, take anything from the settlement.

LIGHTHOUSE

A few kilometers down the coast, a tall lighthouse marks the edge of the cove where the sea transitions into a rocky reef. On foggy nights, a light can be seen in the top of the lighthouse and voices can be heard drifting out over the coast.

DOCKS

The docks are perfectly intact and serviceable for any ship brave enough to use them. Local smugglers occasionally send ships through these docks, following their own series of traditions and superstitions to stay safe. Even with these precautions, sometimes entire smuggler ships disappear nearby or their welcoming parties and trade goods are not to be found when the ships come in to port.

CHAPTER 3: WHITE SPINE MOUNTAINS

The White Spine mountains split Theaceae into the plentiful but dangerous east side and the safer but resource poor dry side. With the exception of the trail between Camellia and Wolff Point, travel through the White Spine mountains is treacherous but profitable for those willing to explore. Travelers should beware though, as the dwarves in the region are fiercely protective of the location and contents of their mines.

ELVISH RUINS

High in the mountain pass between the east side and dry side lies the ruins of the ancient elvish capital city of Sinensis. The city has been covered by a massive ancient rockslide, and the mountain peak above the crater has a large crater, weathered but still recognizable. It's unclear exactly why the elves abandoned the city, but legends tell of a great monster that burst out of the mountain, destroyed Sinensis, and disappeared back underground.

Over the centuries, various groups have mounted expeditions into the ruins to recover art and artifacts. Unfortunately, this work is highly dangerous and there are rumors of a wide variety of dangers in the subterranean remnants of Sinensis, to include ghosts of the previous citizens.

Hot springs and the crystal clear lake next to the ruins make the city a popular stop for travelers between Camellia and Wolff Point, but groups that have tried to stay longer than a few weeks have been found dead in their sleep.

BURIED CITY

Some homes and buildings are accessible deep under the rubble with only minimal damage while other buildings were completely obliterated. Portions of the original streets remain untouched or have been excavated by various expeditions throughout the centuries. In these uncovered buildings, any treasure or art has been removed and taken to the homes of tea families in Camellia or smuggled out of the region.

The expeditions have only been able to uncover the buildings on the outskirts of the city and a handful of buried streets. Efforts to excavate deeper portions of the city have resulted in mysterious deaths as teams worked toward certain portions of the city. Further expeditions have largely been abandoned, with only a handful of sporadic efforts to quickly extract a handful of valuable artifacts, predominately coordinated by smugglers.

SPECTRAL GUARDS

Survivors from failed expeditions are rare; however their stories are consistent. A few nights before the expedition members died, lights appeared, seeming to come from deeper below the ruins. The night before the deaths in the expedition, guards or party members who were up late saw spectral figures brandishing weapons at the entrances to the buried ruins. The few survivors all recount being woken by screams of terror in the night and seeing their fellow party members clutching their heads as spectral elves in intricate armor stab ornate weapons into their minds.

ROYAL ARMORY

Legends describe an ancient armory deep inside the ruins of Sinensis. This armory is rumored to hold the arms and armor of the royal guard, to include some magical artifacts. Some of the expeditions into Sinensis have been searching for this room, expecting to find great treasure among the weapons.

The floor of the armory is supposed to have a massive inlaid mosaic map of Theaceae and all of the elvish ruins throughout the region. Other expeditions into Sinensis have been specifically looking for this map, hoping to find untouched treasures in lost ruins hidden in Theaceae.

DWARVES

A small clan of dwarves came to Theaceae roughly 1,000 years ago looking for gold and gems. Instead of treasures, these dwarves found remarkably pure ore and mineral deposits. Begrudgingly, the dwarves accepted this turn of fortune and became the most talented smiths in the region. The ore is the key to their success, and they will fiercely guard their mines and drive off anyone who tries to mine in the White Spine mountains.

Small expeditions of dwarves can be found in the mountains, locating new veins of ore and starting small

mines. They are more than willing to trade with explorers that find their small mines, but they fiercely guard knowledge of the locations of their most valuable mines.

DRAGON RUMORS

One of the most popular theories about the downfall of the elvish civilization in the region is that without the protection offered by Sinensis a massive red dragon came

to the region and began hunting the elves for their art, magic, and treasure. The evidence in the mountains and elvish ruins is inconclusive, but the theory remains popular, especially among young Elves.

Small bands of kobolds sometimes attack explorers in the mountains, and if they are captured they often threaten to bring the wrath of the "Great Dragon" down upon their captors. It's unclear if these encounters provide tentative support for this theory or if the kobolds are merely full of bluster.

CHAPTER 4: DRY SIDE

The dry side of the White Spine mountains is wild and sparsely populated. While there are a handful of groups, such as the Adventuring Academy and Sisterhood in this region, most settlers here are fiercely independent. Life on the dry side is hard, but the people find the harsh conditions worth the space and freedom.

WOLFF POINT

Wolff Point is sometimes called the "gateway to the frontier", though not by anyone that lives there. This small town of 2,000 is situated in the foothills of the White Spine mountains, near the pass that leads to Camellia and the East side.

WOLFF TRADING POST

At the heart of town is the Wolff Trading Post, the nexus of trade between the dry side and the East side. The trading post stocks the gear found on the Adventuring Gear table in the Player's Handbook, at the listed prices. Food and rations cost double the listed price.

Tirza Wolff (human woman, commoner) is the latest member of the Wolff family to operate the Wolff Trading Post. She is friendly but businesslike, always happy to help new travelers who are preparing to head into the dry side for the first time. Tirza always has some work available for friendly faces that she trusts. She maintains a business relationship with the Tealeaf family.

MAJESTIC BADGER

A large, 6 foot tall carved badger standing rampant guards the entrance of the rough-hewn log and stone building that is Wolff Point's only inn. Accommodations are basic and food is expensive, but the Majestic Badger is comfortable and there is often a traveling bard or a tinker visiting. Food and rations cost double the prices listed in the Player's Handbook.

Balris Grirlei (elf man, bard) is heavyset and old enough that his hair has gone grey. He is friendly but a man of few words, and he will only discuss the elves in the region with elven characters.

SHRINE

One shrine serves all of the religious needs for people in Wolff Point and the surrounding area. In the center of the shrine sits a stone altar, one side carefully maintained

and covered in intricate runes while the other is weathered and overgrown with plants. Seating surrounds the altar, offering views of both sides.

Sister Amelia (human woman, priest) is a retired member of the Sisterhood who recently moved to Wolff Point to manage the shrine. While Sister Amelia worships Knowledge, through her studies she knows how to worship any of the six deities and will provide rites for any of them.

BAUER RANCH

Bauer Ranch sits on the outskirts of Wolff Point. The ranch extends into the foothills of the White Spine mountains and has the largest herd of goats on the Dry Side. Goats are the best suited pack animals in the region and can be purchased for the price of a pony.

Lukas Bauer (human man, commoner) runs the ranch with his children. He will sell his goats, but he requires some assurances that the purchasers are capable of properly taking care of the goats.

ADVENTURING ACADEMY

The Adventurers Academy is famous throughout Theaceae. Young children throughout the dry side dream of being accepted into the Adventurers Academy and apprenticing with one of the senior adventurers. Graduates are expected to embrace this spirit of generosity, charging fair rates for their services and giving back to the Adventurers Academy to support new apprentices. Many of the homes in the area around the Academy belong to retired graduates who have come back to help teach new adventurers.

WANDERING INN

The Wandering Inn is well known throughout the Dry Side. Prospective apprentices start their journey to become adventurers here, hoping to catch the attention of one of the veterans that has settled in the area. Food and

drinks are available at the prices the prices listed in the Player's Handbook on the Food and Drink table.

Harald Idelson (human man, bard) is the gregarious and excitable bartender. He always wants to trade stories with all guests and will sometimes sing for the guests when they ask politely enough. Harald will recommend prospective apprentices various members of the community if he believes that they would be a good match for one of the veterans.

LIBRARY

An unassuming stone structure on the outskirts of the main part of the town houses the portion of the library that is above ground. The library extends into a maze below ground, with scrolls, books, maps and various artifacts laid out according to a cacophony of conflicting organization systems. Despite the crumbling facade, the defenses that protect the tombs below have never been breached.

Eleonore Rothmann (human woman, archmage) is old and exceedingly frail. She will only let people into the library if they are on Adventuring Academy business or have proven themselves trustworthy. Calm and unflappable, Eleonore always speaks in a whisper, even when she is not inside the library.

BOTANICAL GARDENS

Massive outdoor botanical gardens is one of the most breathtaking sights in all of the settlements on the Dry Side. The botanical gardens contain an astonishing array of plants that grow nowhere else in Theaceae, ranging from tropical ferns and massive flowers to aromatic herbs.

Marion Wexner (human woman, monk) is friendly but direct. She only accepts visitors in the gardens and expects any visitors, regardless of station, to help with maintenance and care of the gardens. Marion always has small jobs to test the capabilities of adventurers.

SUNNY SLOPE ORCHARDS

The Sunny Slope Orchards is the most prominent of the local farms near the Adventuring Academy. Hearty fruit trees have been carefully intermixed with the natural flora in the forest, following meandering paths.

Noah Frisch (dwarf male, ranger) is gruff and argumentative. He carefully manages the forests around the Adventuring Academy and can often be overheard muttering about farmers improperly infringing upon the forest. Noah is very protective of Sunny Slope Orchards and will chase off anyone who has not been invited by Patrik.

Patrik Frisch (human male, archdruid) is cautious and polite. He takes care of the fruit trees, always looking to create more hardy trees that are better adapted to the climate of the Dry Side. Patrik is happy to sell his fruits but

is reticent to allow adventurers into the orchards without good reason.

SISTERS

The Sisterhood is an isolated religious order of scholars and warriors that generally worships the siblings of order. This all woman order trains girls from birth to take a place in their order.

KALKUM

Kalkum is the stronghold of the Sisters, and all new Sisters are trained here. Several nearby villages trade food and supplies for protection, but the citadel strives to one day become self sufficient.

The Sisters only require dedication to good, but most of the Sisters worship the siblings of order. Adherents of Knowledge tend to look after the expansive libraries and medical facilities of the Sisters, while adherents of Forge tend to join the more militant organizations of the Sisters. There are extensive facilities in Kalkum supporting both the charitable and combative aims of the Sisters.

VERSES

Groups of the Sisters called Verses patrol the dry side, seeking threats and looking for orphaned girls. While people on the dry side know that the Sisterhood will always complete any dangerous job, their high prices and strict adherence to their religion often dissuade people from hiring them. The Sisters have been known to show up, remove a threat, and expect some payment or tithing to help keep their traveling Verses fed and armed.

COUNCIL

The Sisterhood is run by a council of senior sisters. These sisters represent the two main factions in the Sisterhood and a third sister to prevent deadlock.

Sister Frida (human woman, war priest) represents the sisters who worship Forge. She is heavily scarred from leading several Verses in major battles over the years and she has lost many close sisters in the forest. Sister Frida strongly advocates for leading Verses into the forest to impose order over the chaotic fey.

Sister Marie (elf woman, war priest) represents the sisters who worship Knowledge. She is younger than the other two members of the council. Sister Marie wants to understand the fey and local customs to appease them, which she sees is a far safer approach and far less costly in terms of lives of sisters. She would like to reach an understanding with the fey.

Sister Elisabeth (human woman, war priest) acts as the balancing vote on the council and does not openly advocate for one faction or another. She has been in the Sisterhood longer than many of the sisters have been

alive. Sister Elisabeth sees benefits to both Sister Frida and Sister Marie's approaches and tries to balance both.

THE FARM

The largest elvish enclave on the dry side is known colloquially as The Farm. While they are willing to trade and interact with anyone, only elves are allowed inside this enclave. This privacy does lead to wild rumors about just what these elves are doing in secrecy, but most people in the dry side are content to trade with the elves and let them have their privacy.

FEY WOODS

Strange stories about mysterious events and powerful entities surround the woods on the dry side of the mountains. Each settlement has their own traditions designed to keep themselves safe and the Fey in the forest appeased.

FEY LORDS

Several powerful Fey are in the forest, vying for power and influence in the region.

Frost Queen is one of the most dangerous Fey in the forest. One of the only Fey to operate completely alone, her primary goals are to disrupt others while increasing her own power.

Horticulturalist loves all things growing and he works tirelessly to help plants grow in spite of the conditions on the dry side. He rather aggressively protects his plants and his followers will leave small gifts for particularly talented gardeners and farmers.

Lord of the Hunt wears finely crafted hunting furs and a massive elk's skull as a crown. His power most strongly extends to locations where his followers are hunting, and he loves to watch a fair hunt, even if his definition of fairness does not always match mortals that cross his path.

Loquemonger loves collecting stories in all form, but especially stories in song. She has been known to trap bards and insist that they cannot leave until they create and tell her a completely original story.

Master of Whispers is a mysterious figure cloaked in deep shadows. They work to hoard information and secrets, and they use these secrets to fuel their power.

WEATHER STATION

This weather station was once used by the druidic elves to help control the weather on the dry side of the mountains.

The halls are lush with foliage and lit with some light even though it is clear that the facility is underground. There is an earthy smell and occasional sound of trickling water running down the walls. Small puddles of water dot the floor.

A1: Entrance

Heavy vines cover this entrance, making it difficult to see. Detect magic will reveal that this door is magical, and identify will reveal that the door can be helping the plants near the entrance grow. Barring access to identify, a history or arcana check may also reveal how to open the door. This area links to A2.

A2: Greenhouse

Blooming plants fill this large hemispherical chamber. Tree trunks were shaped to form benches in a circle around a stone altar in the middle of the room. Druids or those with reasonable history or religion skills may recognize this as a place to worship nature. With an investigation of 15+, the party may find natural potions. This area links to A1 and A3.

A3: Library

The plant growth has not been kind to the relics and texts in this library. Most of the shelves are rotting away and will fall apart if the party is not too careful. An investigation will reveal a read book with some sort of animal skin hidden among the ruined relics and texts. This book contains vivid images of druids changing into more complex shapes of beasts that can swim. This area links to A2, A4, A5, and A7.

A4: Dining Hall

This dining hall could feed about a dozen people. The tables and tableware are completely destroyed. This area links to A6 and A7.

A5: Dorms

As with the dining hall, these dorms have been completely destroyed as the plants have taken over. Hidden in a footlocker is a Cloak of Elvenkind. Also, there is a token that helps indicate the location of the hidden doorway to area A8. This area links to A3 and A7.

A6: Kitchen

This kitchen has the remnants of a cooking pit. The most important feature in this room is an overgrown goodberry bush. This area links to A4.

A7: Hidden Door

This hidden door links to area A8.

A8: Weather Control Room

This is a tall chamber with an opening up to the sky, but the room is well preserved. There are 4 small stone altars, each with a magical stone. Each stone is rectangular and made of a tan stone. The stones are marked with the druidic ruins for air, water, fire, and earth. When the stones are unlocked, they transform into elementals (Air Elemental, Earth Elemental, Fire Elemental, and Water Elemental) and attack. These elementals may be modified to be an appropriate challenge for party level. Breaking the stones will reduce the elementals to one third health. A storm starts overhead. The elementals are upset for being trapped and used. Upon investigation, the tables in the room give hints that the facility was used to control the weather. This area links to A7 and A9.

A9: Catacombs

This area holds the bones of the elven druids that constructed this facility. Finkas is being held here with the bodies of the adventuring party he was guiding. There is a Cloaker and an Eladrin guarding Finkas. This area links to A8.

CHAPTER 5: CAMPAIGN

The dry side of the White Spine Mountains is alluring.

TEALEAF SON

As our adventurers prepare to travel to the dry side, they receive a lucrative job offer from the head of the Tealeaf family.

LAST NIGHT IN TOWN

This is the party's last night in town before going to the dry side.

A Job Offer

The adventurers have all joined a caravan headed from Camellia to the dry side and will depart in the morning. The party has been invited to a dinner meeting with the head of the Tealeaf family in a room at the Saddle Gap Inn. She is running late, but food is brought in and the party has an opportunity to get acquainted with one another.

Ms Tealeaf arrives after dinner and offers the party a job. She explains that her young son, Finkas Tealeaf is a guide on the dry side and he has been hired to help a group of explorers looking for the Lost City of Gold. Finkas was supposed to make it back to Wolff Point over six months ago and is overdue. Ms Tealeaf would like any interested adventurers in the party to go looking for her son. She will provide the party with tonight's lodging in the inn, provisions, and cold weather equipment if they take the job, and she will award 500 gp for Finkas's safe return to Wolff Point or 250 gp for word of his fate.

Attack in the Night

The party may run some errands before turning, but they have free lodging for the night at the Saddle Gap Inn.

As the party is resting, they are attacked by bandits in the night! 1 Bandit per party member and 1 Bandit Captain attack the players as they are sleeping. The Bandits will flee if the Bandit Captain or half of the Bandits are killed or incapacitated. The Bandit Captain will not surrender but will flee if half of the Bandits are killed.

If the Bandits incapacitate the party, they will warn them not to look for Finkas Tealeaf. If the party searches the Bandit Captain, they will find a piece of paper with

rough descriptions of the party and the Saddle Gap Inn. The Bandits were hired to scare the party away from taking the Tealeaf job. The Bandit Captain was supposed to meet with a woman named Rook at a local bar called Alehouse. Any party member with criminal contacts in the city would know that this is a local bar for members of the thieves guild in Theaceae.

Done Dirt Cheap

If the party chooses to follow-up on the note in the Bandit Captain's pocket, they can receive payment for their own assault, if they can bluff their way through the situation!

The Alehouse is one of a myriad of grungy bars in Camellia. Party members will be challenged at the door and will have to lie (DC 15) or show their bounty to get in.

Rook (Bandit Captain) can be found at a table in the back of the bar. The various bargoers look at least as dangerous as the group that came to attack the party, with some members looking more dangerous.

Rook will speak with a few members of the party. If the party can successfully convince her that they are the bandits that attacked the party, then Rook will pay 25 gp.

Rook has the following knowledge about the attack:

- * The job came through some contacts in the thieves guild on the dry side who are looking for the Lost City of Gold.
- * These contacts do not want anyone else getting in the way of their operations.
- * Rook thinks that the Lost City of Gold is a complete myth.
- * The Lost City of Gold was an old mining town that got rich and was taken over by the wild forest.
- * Killing is a last resort for thieves in Theaceae, so Rook doubts that this group had anything to do with Finkas Tealeaf going missing.

To get the payment and information from Rook, the party must succeed in a series of skill checks. The skills must reasonably be related to convincing Rook that the party members are in the thieves guild. The DC starts at 15. Each successful check lowers the DC by 1. Each unsuccessful check increases the DC by 2.

If the DC reaches 20, then Rook will demand that the party leaves. Others in the bar will come to Rook's defense if the party attacks. Rook will let the party leave

peacefully at any point.

OVER THE MOUNTAINS

The party has a strange encounter as they stop over in Sinensis as they go over the mountains.

Road Habits

The caravan differs in some ways, like using large trained goats instead of horses, but the caravan is otherwise unremarkable. Devin Wagner is the caravan master. The caravan consists of 5 wagons, 10 goats, 5 drivers, and 6 guards, with only the party as passengers.

The trip over the mountains will take roughly two weeks full of long, boring days. The party will fall into some sort of a rhythm as they travel together.

This is a chance for the party to learn more about each other.

- * Who tries to ride in the supply wagons vs walking
- * What does everyone do as camp is set up or torn down
- * Who does everyone talk to during the day or night
- * How does everyone keep themselves busy during the day

Stolen Goods

The ruins of Sinesis are a common stopping point for caravans headed over the mountains. There will be some chance limited chance to explore the ruins, but if the party strays too far from camp, the head of the caravan will ask the party to stay closer.

In the middle of the night, the adventurers are woken up by screaming in the night and the sound of the angry goats breaking free. A ghostly figure hovers over one of the guards for the caravan, who is shriveling as if he is having the life drained out of him. One Specter per party member, minus one, attack the party. Any sleeping members of the party will likely not be wearing armor.

After party fights off the Specters, they will find an ancient elven sword on the body of the guard. The head of the caravan will explain that this guard must have snuck off to steal something from the ruins and removed the wrong item. Some items in the ruins are guarded by spectral remnants of the former city watch. The head of the caravan will explain that someone needs to return this sword to wherever this guard found it.

Into the Deep

The party will have to navigate the buried ruins to find where the guard stole the ancient sword. Portions of these ruins have been excavated by various archaeology and treasure-hunting groups and some of the

Various skills will be helpful in navigating these ruins. As the party navigates, they will have to avoid traps and tricks.

Ultimately the party will make their way to an armory deep in the ruins. The armory is guarded by a Wraith.

A successful history check will reveal that the Wraith is trying to communicate with the party in an old form of evlish. If the party leaves the sword, the Wraith will not attack. If the party learns how to communicate with the Wraith, the Wraith will direct them towards some rewards from an undisturbed building.

PICK UP THE TRAIL

As the party arrives at Wolff Point, they have to try to pick up the trail of Finkas Tealeaf and his party.

Bonus Exploring

If the party choses to go back into the ruins, then they may make their way back to the map room. Also, there may be some minor consumable magic items.

Wolff Point

There are a variety of people who may provide information to the party when they reach Wolff Point. Some of these people will be truthful and provide information that will help the party follow Finkas, while others will try to lead the party on a false trail.

The following NPCs have information:

Tirza Wolff at Wolff Trading Post

- * She is the local business contact for the Tealeaf family
- * Tirza sold supplies to Finkas and his party before they left
- * They bought basic supplies and gold panning materiel, which was quite strange
- * The party stayed at the Majestic Badger and got pack goats at Bauer Ranch
- * One of the party also visited the Shrine before they left

Balris Grirlei at the Majestic Badger

- * He is one of the Friends in Wolff Point and the dry side
- * Balris will give false information mixed in with true information
- * He will confirm that they got gold panning equipment
- * He will also claim they bought a lot of mountaineering equipment from him
- * He will say that various members of the party secretly met with the cleric at the Shrine

Sister Amelia at the Shrine

- * She is the eyes and ears of the Sisters in Wolff Point
- * Sister Amelia will try to convince the party to avoid the dangerous forest
- * She will encourage the party to visit Kalkum and defer to the judgment of the council
- * One of the party members was an adherent of Forge and wanted a blessing before leaving

Lukas Bauer at Bauer Ranch

- * He is a nice guy that sells goats
- * Lukas sold the party some pack goats

ON THE TRAIL

The party strikes out and tries to retrace the path of Finkas and his group.

Searching

If the party is still unsure of which direction to go after their investigations last session, they can receive some clarification as to which road Finkas's party left town by.

The road will be easy to follow for several days, but the road will eventually fork, heading to the north and the south. Adventurers will need to employ various skills to determine which direction Finkas went, such as

- * Nature
- * Survival

Party Time

As the party is keeping watch overnight, a group of Satars come and invite the party to join them at a party.

The Satars

* do not know what happened to Finkas * know lots of creatures and people will be at the party * are confident that someone at the party will know something useful * will not make promises but will assure the party * "I'm sure x will be there/available/etc"

If the party does not join, they will be able to hear loud music from nearby. The Satars are not confrontational or dangerous.

The party has a variety of activities, from dancing to gambling. Party members that wish to participate in challenges will have skill challenges.

Come With Us

A group of fey touched elves will be at the party. Once they realize that the party is here to look for Finkas and his group, they will attempt to charm and lure away the party.

One by one, party members will make charisma saving throws. Once party members have been charmed, they will try to convince other party members to talk the elves one by one and go with them.

FIGHT FOR YOUR RIGHT

The party has to convince the local fey lord to let them leave his realm.

Captured

The party will have a chance to interact as captives. Some members of the party may not take to captivity well.

Negotiations

The Lord of the Hunt has captured the party. He is willing to let the party go under reasonable conditions.

When the party is brought into the main chamber of the Lord, they see a big party, with the smell of cooking game. The Lord of the Hunt is dressed in furs and wearing a the skull of a large elk. The clothing looks very well made and extremely nice.

The Lord of the Hunt

* Wants to embarrass his rival, Master of Whispers, who is holding Finkas and his group

* Enjoys revelry and entertainment

* Values displays or evidence of hunting prowess

Everything provided, to include information and safe passage out, must be in exchange for something else.

Most Dangerous Game

As part of the negotiations, the Lord of the Hunt will want to see an active demonstration of the abilities of the party. He will pit the party against some of his hunters to see if they are strong enough to successfully recover Finkas.

WEATHER STATION

Having secured the right to hunt for Finkas and won his location, the party sets off to free him and embarrass the Master of Whispers.

Follow the River

The party needs to navigate to the secret location described by the Lord of the Hunt. The party will make a survival check to follow the path and forage. The party will make an investigation check to see how well they can find the secret weather station.

Survival check:

* 1 - 5 : trip takes 20 days

* 6 - 10 : trip takes 15 days

* 11 - 15 : trip takes 11 days

* 16 - 20 : trip takes 9 days

* 21 + : trip takes 7 days

Investigation check:

* 1 - 10 : location takes 2 extra days to find

* 15 - 20 : location found quickly

* 20 + : location found, and minor ruins with small magic item

And Now the Weather

The party navigates the Weather Station.

ESCAPE

The party has defeated the trapped elementals, but the agent of the Master of Secrets has made his move.

Cloaker

The interrogator for the Master of Secrets has sent his Cloaker up to finish off the party. This is a specially modified Cloaker:

* The Cloaker maintains the Damage Transfer, False Appearance, and Light Sensitivity

* The Cloaker has only one attack

* The Cloaker does not Moan

- * The Cloaker does not have Phantasms
- * The Cloaker has telepathy
- * The Cloaker can cast sleep on the target it has grappled

The Interrogator

Once the party has resolved the conflict with the Cloaker, the Interrogator will come forth and try to finish off the party and escape. Barring this, the Interrogator will try to manipulate the party into allegiance to the Master of Secrets.

The Interrogator knows:

- * The warlock patron is a piece of Knowledge
- * The ancient druids catalogued spells to help them terraform the region
- * The connection between party members and the party

The Interrogator will try to leverage Finkas's life to help him escape and gain the allegiance of the party.

Secret Place

During the negotiation or fight with the Interrogator, the party will discover that they are in a secret place, so inside of the dominion of the Master of Secrets. The party will need to discover or invent a way to escape the domain of secrets to be able to escape.

AFTERWARDS

The party has had a rough plot arc. This session will be straightforward and will give them a chance to adjust to the last 7 sessions. The primary goal of the session is to provide for cross party role-playing opportunities.

The goals for the session are:

- * Reach Wolff Point and collect the reward
- * Leave for Kalkum and the Sisters

Early next session will start with the Sisters and their mission for the party.

SUNLESS CITADEL

The Sunless Citadel module is a nice thematic fit and will provide the party with some additional information about the goings on in the region.

GETTING THE JOB

The party needs to make their way to Kalkum to receive their job from the Sisters in exchange for the verse assuming responsibility for the job against the Master of Secrets.

Leaving Town

The party will need to prepare for the journey to Kalkum. The trip is expected to last one month, but there are villages along the way where the party can buy supplies. Inter-party dynamics may need to be resolved.

Hit the Road

The road encounter will be brief as to expedite the journey to Kalkum and the new party member.

Halfway to Kalkum the party meets a Tinker. The Tinker will have news of the region and will try to sell the party some items they may need.

Kalkum

Kalkum is the most impressive city on the Dry side of the mountains. When the party explains their situation at the gates, they will be escorted to lodgings near the fortifications and asked to wait for a summons.

When summoned, the party will be met by Sister Frida, a member of the council. Sister Frida will explain that the Sisters want the party to visit an abandoned citadel in the mountains. There is a group of humans operating in the old citadel that every midwinter auction off a highly virulent poison. The Sisters want the party to destroy the source of the poison.

TO THE RUINS

The party will have a chance to get acquainted with their new party member. By the end of the session, the party will start exploring the ruins.

Supplies

The party will have a chance to collect supplies before they leave town. Sisters will provide basic provisions such as food and blankets but any other supplies are the responsibility of the party.

Suspicious Dwarves

It will take the party approximately two weeks to reach the ruins, provided that the weather holds and they do not encounter any problems. This is an opportunity for the party to get to know one another.

Once the party makes it into the mountains, they will find themselves stalked by Dwarves. A perception check of 20 will detect these Dwarves who are monitoring the party. After 2 days of observations, the Dwarves will confront the party and ask them why they are here. They will warn off the party from visiting any mines or taking any minerals.

At the Ruins

The notes from here will be rather thin. This is a pre-written module.

PART ONE

The party has a plan involving forgery if they are caught. They left two ropes on the cliff leading down into the canyon. The forged note claims that they are present to take samples of the plants back to the other side of the mountain for propagation over there.

PART TWO

The party has explored one third of the upper level of the dungeon. They found the Followers of Drache, a cult that wants to find the children of the Great Red One and return them to her. The Followers of Drache want the party to retrieve their lost wyrm. Also, the party found the hidden dragon egg in these ruins.

PART THREE

The party has located the guard post of the Friends. After a confusing scuffle, the party managed to convince the remaining guard to bring them to the leader of the forces in the citadel.

PART FOUR

The party managed to convince the friend leader to let their dragon handler have access to his dragon. In the resulting fight, the leader and some portion of his men got away, but the party now has access to the lower level.

PART FIVE

The party has made their way underground and discovered the gardens of the mad druid. They also discovered the connection between the druid and the knowledge deity remnant.

PART SIX

The party defeated the mad druid and discovered the connection between the druid and the knowledge fragment. The party goes on to reveal the location of the dragon egg to Calrix. Calrix took the egg and flew off to find more of his kind.

VOYAGE HOME

At the end of this session, the party will be back in Kalkum. The party will need to return Amelia, the Sisters hopeful, to her father's body, then her village, and ultimately back to Kalkum.

Dad's Home

Amelia will be very friendly with the party, especially Ora. She will be insistent on two points - first that she needs to recover the body of her father and second that she wants to go to Kalkum to become a Sister.

Amelia does not know which way she came from and where her father is. The party will need a DC 15 survival check to backtrace the path Amelia took as she was stumbling about, looking for someone.

Her father fell into an icy ravine. The party will need a DC 20 athletics or acrobatics check to recover the body. This can be mitigated with clever use of tools.

Once her father is located, she can lead the party back to her town, which is four days away.

Treasure Map

The town is very thankful that the party recovered the body of Amelia's father. They will happily give the party three days of rations each.

While the party is in town, a tinker is also visiting. This tinker never stops moving, always pacing back and forth, never touching the same place twice. If the party engages with the tinker, he is willing to sell them goods if they pace along with him. The tinker will sell the party a treasure map if he believes that they are interesting or interested.

Following the treasure map will lead to a small cache of Friends equipment and supplies. The bulk of the supplies are weapons, but there are some small artifacts worth 100 gp. A small pack of wolves guard the cache of goods.

GAP FILLER

The purpose of this session is twofold. First, the party will make their way back to Kalkum and receive information about their next three jobs. Second, the party will have a chance to engage in downtime activities and have some side adventures.

Slop

As the party makes their way into Kalkum, the weather starts vacillating. The snow starts melting off and freezing, making a quagmire of slush and ice.

As soon as the party reaches the gates of Kalkum, they will be directed to the keep. Sister Frida has an offer of a series of jobs for the party. The change in the weather has rapidly increased the priority of understanding the cause of this volatility. It will take the Sisters six weeks to gather the information, but they have leads on three old, lost ruins that they believe contains important pieces of the old terraforming system formed by the elvish druids. The Sisters would like to hire the party as the most experienced archaeologists they currently have available.

The Sisters will pay 6,000 gp for visiting all three ruins; 1,000 gp for the first, 2,000 gp for the second, and 3,000 gp for the third. The Sisters will allow limited access to library resources once they have collected their basic information at the end of six weeks.

Downtime

Each party member will get the opportunity to participate in two downtime activities. The outcomes will be based on skill checks, and players can collaborate to get advantage on the checks or take other actions to modify the DCs.

- * Nature or medicine training - DC 15 Intelligence check to gain half proficiency, can pay 50 gp to find a trainer and gain advantage on the roll

- * Criminal contacts - DC 15 Charisma check to find

contacts, failing the check by more than 5 yields a 50 gp fine, passing the check will give you a 'I know a guy'

- * Foil Friends - DC 15 Charisma check or Intelligence check, failing the check by more than 5 yields a 50 gp fine, failing by more than 8 yields 3 random items destroyed and a 50 gp fine, passing the check yields 50 gp and sets back the Friends

- * Cooking - DC 15 Wisdom check to gain half proficiency in cooking, which will grant half proficiency with Cook's Tools

- * Ruins hunting - DC 15 Intelligence or Dexterity check, be the first people to clear some ruins before plundered by Friends, passing the check by more than 5 gains a rare magic item

- * Red book - DC 15 Intelligence check, gain one wildshape with a flying speed for dragon book or gain some swimming wildshapes with swimming book