Chapter 6: The Runeworks

Glimmermarsh:

Story: Alanna: Wading through the Glimmermarsh, I realized something… The circumstances surrounding the marsh are so similar to the ones happening in our own home, and yet the result is completely difference. In our world, the arcane is warping and corrupting all that it touches. Trees grow tall and twisted and biomes die out as the most corrupt cull the weak. They treat the arcane as adversity and die resisting it. But here, that couldn’t be any more different. Arcane energy surges through the waters and all the life embraces it. Trees channeled the energy to ward off invaders, birds blinded predators with bursts of arcane light, and mushrooms glowed with an energy source besides rot. It made me realize that maybe the arcane isn’t profane, but instead just belongs in its own world away from ours. But more importantly, it made me realize the need to adapt over the need to resist.

With that in mind, I met with Noren’Thal. I don’t trust a word that he said, but it seems that his intentions may align with ours. He talked at length about how the “once great” Nere’Vei had grown ever more lazy and indolent; traits that he attributed to the Collector granting them too much comfort. He has been performing research on souls in a bid to find a way to escape his race’s contract with the collector, and he believes that the sigil stone is a key part of that. I would never hand over a relic as powerful as that to anyone besides the Mundus Faithful, but part of his plan did involve killing Meridan, and he forged the means to do so. He’s a bit cold and eccentric, but he wasn’t hostile, and I believe that he may be our only means of deposing Meridan and saving Mollinstead.

Morlo: (Add a crossbow, nerf stats) https://5e.tools/bestiary.html#biomancer\_ggr

Target encounter XP: 5500

Marsh encounters: Corpse Flower (3900) https://5e.tools/bestiary.html#corpse flower\_mtf

Tree Blight (2900) https://5e.tools/bestiary.html#tree blight\_cos

Swamp Thing (2900) https://5e.tools/bestiary.html#blue slaad\_mm

Failed Experiment (Tree) (1800) https://5e.tools/bestiary.html#wood woad\_vgm

Swamp Troll (1800) <https://5e.tools/bestiary.html#troll_mm>

Drowning Nettle (1800) https://5e.tools/bestiary.html#shambling mound\_mm

Drowned (700) <https://5e.tools/bestiary.html#wight_mm>

Marsh Hopper (700) https://5e.tools/bestiary.html#phase spider\_mm

Briar Stalker (700) https://5e.tools/bestiary.html#needle lord\_mff

Shroom Men (450) https://5e.tools/bestiary.html#awakened zurkhwood\_oota

Laboratory:

Noren’Thal: My my… My my my my my… Well I do believe that this is the most interesting group of adventurers that I have seen in quite some time, wouldn’t you say Glathir? I can’t say that I’ve seen a monk wandering in reeking of sulfur and alcohol playing a trumpet before… Oh, and the rest of you as well. What have we here… A stonespeaker dwarf who’s ventured out of the depths? How fascinating… And a Tabaxi looking to become a hand? Believe me when I say that knowledge and immortality will turn bitter in your mouth when they aren’t accompanied by freedom. A druid of Mundus? What a strange twist of fate that I find myself working with those who once sought to eradicate my entire kind. And you… You were human once, weren’t you? I believe we may have more in kind than you realize. I can sense the fire in your soul burning to be free once more. Should you fail in your quest to restore your home, you’re always welcome to become an assistant of mine. Speaking of which, perhaps I should address the elephant in the room – if it isn’t my dear assistant Hanible! Still alive and well I see, the past 2000 years have been kind to you I see…

Noren’Thal: https://5e.tools/bestiary.html#sul khatesh\_erlw

/https://5e.tools/bestiary.html#illithilich\_vgm

Suit Voice: <https://www.naturalreaders.com/online/> Kendra

Alert: System has experienced a critical failure, attempting to restore from A T R I systems... Rebooting...

Hydraulic movement system, offline... Runic defense matrix, online. Integrity at 2.5%. Energy reserve system, offline. Arc-enhancer systems, offline. Sparagmos beam generator, offline. Eye of Balor online, drawing from main power. Main power offline. Attempting to draw from secondary backup system. Secondary backup system offline. Drawing power from user power supply, emergency use only advised.

Blessing of a https://5e.tools/bestiary.html#chwinga\_toa

Deranged Nere’Vei: (2300) <https://5e.tools/bestiary.html#mage_mm>

Bound Souls: (2300) https://5e.tools/bestiary.html#animated tile chimera\_rot

Door Golem (1100) https://www.dandwiki.com/wiki/Door\_Golem\_(5e\_Creature)

Unstable Soul (1800) <https://5e.tools/bestiary.html#mindwitness_vgm>

Sentry (1800) https://5e.tools/bestiary.html#living iron statue\_gos

Mimic (450) <https://5e.tools/bestiary.html#mimic_mm>

Keg Bot (450) https://5e.tools/bestiary.html#keg robot\_ai

Failed Experiment (Glob) (Mod this) (100) https://5e.tools/bestiary.html#magmin\_mm

Lost Soul (Mod this) (450) https://5e.tools/bestiary.html#vegepygmy chief\_vgm

Fighting Soul (Mod this) (450) https://5e.tools/bestiary.html#eternal flame guardian\_pota

Boss Fight:

Fire: https://5e.tools/bestiary.html#fire elemental myrmidon\_mtf

Water: https://5e.tools/bestiary.html#water elemental myrmidon\_mtf

Earth: https://5e.tools/bestiary.html#earth elemental myrmidon\_mtf

Air: https://5e.tools/bestiary.html#air elemental myrmidon\_mtf

Curator (Customize this) https://5e.tools/bestiary.html#warforged titan\_erlw

Loot: Woodeye’s Flask

Rune of Castigation: Whenever an opponent misses you with an attack, roll a D4, add this to your next melee damage roll (caps at 16 damage)

Consuming Rune: Whenever a target dies within 30 feet of the rune, it absorbs a fragment of their essence. You can consume an essence to add a D8 of force damage to your next attack.

Rune of the Watchful Guardian: Whenever an ally within 30 feet of you is able to perform an opportunity attack against a foe, you can make an opportunity attack against that target as well.