

A King's Revival

By Jayden Dalglish

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Guild:

The Guild has been very much reformed to adapt to the changing idea of realms. The Guild Hall itself is a separate pocket Realm Called Hashi, it still is very much intact, but due to what is occurring with Ashvattha it has been growing to very large sizes, allowing for more space to come in. The guild system itself has been changed, as there are two types of adventurers now, “Realm Slayers” and “Realm Savers”, these type of adventurers are passed off their speciality, Realm Slayers killed monsters that invade from opposing realms, while Realm Savers rescue people from dying realms, or rescue people from being lost in the realms. They are told to bring people they find like this back into the Guild system, and the guild will find their way back home if it is safe, if not provide a safe space for them.

Groups: Groups are must larger, allowing for large groups to help each other out, as numbers are safer. There is no group limit, but recommendations and ruling are put in place, for example, a new group member for the guild can only join a guild on invitation or recommendation, and safety precautions are put in place to make sure individuals can stay safe even in higher powered groups. This includes things like trainers and trainees, guild training courses, etc.

Rankings:

Each Rank has two separate tiers which provide points for each section, creating three different top tiers, Emerald Slayer, Emerald Saver, and Pure Emerald. Another big thing is that groups have rankings instead of individuals now.

Clay: Starting

Bronze: 5 Slays or 5 Saves

Silver: 10 Slays or 10 Saves

Gold: 20 Slays or 20 Saves

Diamond: 40 Slays or 40 Saves

Emerald: 120 Slays or 120 Saves

Different Guilds

Guild: The League of Villains (Guild #3)

- Oswaldo (Miller) (G / G) Currently Missing
- Cat (S / G) Orange
- Yohgi, The Bear (G / G)
- Carter (S / D)
- Jebidiah (Jayden) (S / S)
- The Real Lanninite (Miller) (G / S)
- George Cadaver (Tyler) (S / D)
- Anjee Markov (Peter) (D / S)
- Shabraz and Slogurk (Peter) (S / S) (Currently Missing)
- Rhaella (A King's Day Off) [Tiamat Idol] (E / C)
- Ser Mormont (A King's Day Off) [Queensguard to Rhaella, 5-color Dragon Born] (D / D)
- Winaro (Warforged Doorman) (D / G) Black
- Barkeep Bigglesworth (Tabaxi Barkeep) (G / G)
- Gnocker, The Albino Gnome (B / C)

- David (Timmy) (S / D)
- Shnee, The Nalfeshnee (C / C)
- Izzahuman KnottaIzard (G / S)
- Impact (C / C)
- Louis, The Croc Folk Trumpet Bard (C / C)
- Domadice, The Golden Lady (D / G)
- Aunti Akid, The Micro Green Dragon (S / G) The Micro Green Dragon
- Yojo, The Belazu (S / S)
- Yahja, The Blood Genasi (G / S)
- Sorceress Zirlal (S / S) A female Shadar-Kai sorceress of The Raven Queen
- Nokk, The Marid (S / G) A powerful male fishlike Marid genie from Hum num hum num
- Sedna, The Marid (S / S) A powerful female humanlike Marid Genie from hum num hum num
- Sara, The Child Marid (C / S) A female semi-fishlike Marid Genie from hum num hum
- Kaepora Gaebora (Peter) (B / S) The Owlusionist
- Senji Muramasa (Timmy) (C / C) The Bladesman
- Ser Mormont the Second (C / C) The Micro White Dragon
- Auntie Akid but Better (C / C) The Micro Black Dragon
- Johnny “Two-Swing” Vanderhortenmeister: (B / S): (Kristian)
- Professor Rika: (C / C) Truth Mutagen Wielder
- Urdin, Keeper of Secrets (S / E): Chosen Idol of Dumathoin. A secretive but powerful healer of Dumathoin.

Bums:

- 7 Simic Hybrids (Tyler’s Sidequest)
- 7 Sloth Folk (Tyler’s Sidequest)
- 15 Marid’s

Guild Pets:

- Rock Lobster (Tim) (Tetsuke Village)
- King Stag (Tim) (Tetsuke Village)
- Asmond [Drake] (Tim) (Chp 1. Campaign)
- Fire Wyvern (Tim) (Timid Shop)
- Roast The Coffee Snake (Miller) (Mousetown)
- Mocca The Mini House (Miller) (EagleTown)
- Mossmels (Miller) (Tetsuke Village)
- Ghost Crab (Miller) (Tetsuke Village)
- Rock Lobster: Blue (Miller) (Tetsuke Village)
- 2 Desert Scorpions (Miller) (Monarch: Deserts)
- Walrus (Miller) (Tyler Christmas Side Quest)
- Mini Polar Bear (Miller) (Tyler Christmas Side Quest)
- Snow Pixie (Miller) (Christmas Side Quest)
- 2 Gumbi (Peter+Jayden) (Miller Side Quest)
- Simba [Lion] (Jayden)
- Livy [Boar](Jayden)
- Donald [Duck] (Jayden)
- Charlotte [Tranctula] (Jayden)
- Franklin [Turtle Dragon] (Jayden)
- Lilie [Sea Caterpillar] (Jayden)
- Ruberta [Spider-Puss] (Jayden)
- Garrison [Albino Shark] (Jayden)
- 13 Nurgling (Jayden)
- Lannite [Small Orange Lizard] (Jayden)
- Yuti (Jayden)
- 3 Direwolves (Jayden)
- Yeti (Jayden) FEMALE
- Mr. Frog (Kristian)
- Young Red Dragon (A King's Day Off; Mormont)

- Nightmare (Black Horse) [Rickon's/Jayden's]
- 16 Horses
- Gelatinous cube (Miller)
- Two - headed griffin (Peter)
- Yeti (Peter) MALE

Portstones:

- Passion Lake
- Monkey Island { Kristian Side Quest}
- Enchanted Frog Forest
- Kingdom of Paradise
- West Coast Emeralds

Bar:

- Shark Vodka
- Crimson Rum
- Frost Fungus Tequila
- Elvin Wine
- Rosen Wine
- Cherry Rose Wine
- Sapphire Wine
- Ruby Whiskey
- Quartz Celtzer
- Obsidian Vodka
- The Age Grapes of Tanya (Very Fancy Wine)
- The Passion Mix: (A Passion Fruit Margarita using Sunflower Reposado, with a sugar rim, and garnished with an Orange slice)
- The Cold-Heart Breaker: (A Lemon / Lime margarita with Frost Fungus infused Tequila, with a salt rim, garnished with a Spicy Pepper)
- The Fae: (.75 oz Mixture of Lime Juice, 1.5 oz Sylvan Tequila, .5 oz Elven Wine, Grapefruit, with a sugar rim)

- The Boat: (Mixture of Sea Salt, 1 oz Crimson Rum, 1 oz Shark Vodka, Muddled Seaweed, Crab Meat garnish)

Magic Items:

- Lamp (Oswaldo Lucciano)
- Vecna's Hand (Anjee)
- Egg of Tiamat (Rhaella)
- Crown of Mental 5,000 gp: Provides Advantage on INT saving throws, and Advantage on CHA saving throws against being Charmed. (Oswaldo Lucciano)
- Egg of Nalfeshnee
- Egg of Demonic Crow
- Shifter Essence Capsule (Phillip)
- Shooting Star (Laura Hippocraft)
- Prosthetic Hands (George)
- Sword of Basheba (Oswaldo)
- Mutagen of The Mouth (Power Level 4)
- Magic Amplification Ruby
- Ring of Resistance of Fire, Ice, Acid (George)
- Lathander Rose (Anjee)
- Flower Shield (Anjee)
- Magic pipe (Cosmetic) (Anjee)
- Wizard Hat
- Fire resistance Ring
- Magic cane sword (Anjee)
- Cane Dagger (Anjee)
- Pole of Collapsing (George)
- Fathnir's Rapier [Reality Edge] (Fathnir)
- Frog Goblet (Oswaldo) [In castle]
- Frog Saddle (Oswaldo)
- Ring of fire resistance (Oswaldo)
- Ring of Cold Resistance (Oswaldo)

- Tomb of Leadership and Influence (Oswaldo) *
- Ring of Salt (Oswaldo)
- Immovable Rod (Oswaldo)
- Dragon Sword (Oswaldo)
- Necklace of Klevmor (Oswaldo)
- Lobster Staff (Oswaldo)
- Ledger of Souls (Oswaldo)
- Daggers of the Mockery (Oswaldo)
- Flame Core (Oswaldo) {Timmy Side Quest}
- Wererat Lycanthropy Curse (Laura)
- Misty Step Pendant (Seele)
- Lightning Pathfinder (Seele)
- Armor of Spellcasting (Seele)
- Logos and Numos (Seele)
- Harp of Milil Necklace (Seele)
- Silence (Seele)
- Soul Shard (Seele)
- Leaping Staff (Seele)
- Gold Heart (Seele) {Tyler Side Quest}
- Staff of Bird Calls (Seele)
- Bag of Beans (Seele)
- Mask of Orc God (Seele) {Guild Owned}
- Staff of Priestess Sansa (Seele)
- Anti Charm Ring (Kiara)

*Guild: HyperIon:

- Kiana (D / G): Daughter of Patrio, co-owner of HyperIon Pharmacies and wielder of the Ice Mutagen
- Seele / Valonia (Timmy) (D / G)

- Kevin (G / G): Elven fighter and wielder of the lightning Mutagen, works as a missionary for the pharmacy
- Dr. Kal'tsit (S / D): A Soulless warforge who is very knowledgeable in many topics, a master in medicine and knows Elvin, Common, UnderCommon, Quori, Draconic, Dwarvish, and Sylvan. (Very important!!!! Has cat ears and cat tail[Tim's Idea not Mine])
- Elysia (S / S): A Pink haired elvish bard who works as a Missionary for the Pharmacy
- Jorick Wrones (S / G): A Dwarven blacksmith and lead smith for the Pharmacy
- R'hila Yards (G / G): A master elvish druid herbalist that works as a lead herb developer for the Pharmacy
- Kiara (Played By Tim):
- Millie Palomino (S / S) : Young girl from Paradise who has a strong relationship with Seele.

*Guild: Jeweled

- Calico Jack (Leader) (D / G) : New leader of the Jeweled Pirates after the loss of Scroton.
- Teysa, Child of Umberlee (D / S) : Child and Idol of Umberlee
- Jay, From Lego Ninjago (Kristian) (S / G):
- Jace: (D / S)
- Gaea, Son of Earth: (G / S) A young child who trains under Jay, Goldie and Teysa in trying to control his Earth Mutagen.
- Gatash: (C / B)
- Goldie: (S / G) A golden Locathah monk who fights alongside Jay
- Mary Read: (S / S) A Young female human dancer and rapier fighter.
- Douglass J. Falcone: (G / B)
- Antonio Guster: (G / B)
- Octoman: (S / S)
- Jack Levin: (G / G)
- Jody Summer: (S / D): Pilot of a ship for the Jeweled. Uses small guns

- Dr. Stewart: (B / D): Brown hair human man, doctor of the Jeweled.

Guild Arcadia:

- Prince Jami: (D / G) The old prince of what was once Paradise, has a golden hand and a sword that creates large beams.
- Oracle: (Eagletown) A woman who can draw art that comes to life and attacks. (G / S)
- Grubs: (Eagletown) A grumpy old artificer man who creates vast traps and weapons for the guild (G / G)
- Trisha (Eagletown) A hotheaded female artificer who works with explosions (G / C)
- Wendy: A young Werewolf girl who has been working underneath Baba Yaga (D / C)
- Kara (Eagletown) (B / B) A young girl who really just needed a daily and a home, so Super Crazy Pretty Flower Explosion took her in
- Ludere / Ace (Peter): (S / G)
- Squee, The Immortal: (G / D) An Unkillable goblin
- Hitler Kristian: (D / S): A ex dealer of the diamonds casinos
- Ramenos, The Frog Pharoah: (S / S): A large frog folk who is scouting for a guild to create from the ground up to rule over.

*Guild: The Bakers:

** This Guild has be Awarded a Medal for their bravery inside of the Traveler's Domain**

- Professor Yonki (Miller) (S / G)
- Major Sequoia (Peter) (D / S)
- Naresuan The Elephant Prince (Timmy) (G / G)
- Christen Cassidy (Kristian) (G / S)

- Lucy Loxwood (Tyler) (B / G)

Guild: Emerald's Mine (Guild #5)

- Aegeor Charatuese (D / E): Current King of The Emeralds, Older elf man who fights only when necessary. Has been dealing with the damage he caused in the past.
- Axin Charatuese (E / E): Prince and first in line of the Emeralds, travels the 4 realms to spread the Emeralds influence
- Laney (G / S): A female woman barbarian who is on the Kingsguard
- Dan (S / G): A Human fighter
- Poncho & Bongo (G / G): A warforged and water dog elemental duo
- Peren, The First Hand (D / D): First hand to King Aegor, a high level elf druid
- Elios, The Slayer: (E / S): A half-orc fighter of the Emeralds, rules over the military of the Emeralds
- Orpheus, The Traveler (S / E): A blue dragon born advisor of the Emeralds, explores the realms to learn information about the world around them
- Warrior: (G / S) A set of animated armor that works for Elios.

Guild: The Ancestors (Guild #2)

- Tanya Charatuese (E / D): Daughter of the Emeralds, sister to King Aegor. Follower of Dumathoin.
- Sofus, The Great Healer: (G / E): A Dwarf cleric of Illameter
- Rhegir, the Loyal (D / D): A Purple tiefling paladin of Shar, Lady Darkness
- Montius, The Great (E / G): A Red and Gold dragon born monk. Follower of both Gord and Auril.

Guild: Among Us Squad 71 (Guild #4)

- Craig, The Battle Bard (Peter) (D / G): A Satyr Bard

- Alyesha (B / D): A female red tiefling that is a paladin of Sune, was once a priestess.
- Rieya (Peter) (G / G): A warforged artificer who is a child trapped in a war forged body
- Jaxon (G / S): A warforged Samurai
- Sally M. Ander (G / G): A female lizard raised by Craig the Battle Bard
- Boz (D / S): A male red tiefling paladin of Surtur
- Skye (D / C): A female blue tiefling who is a child of the Monarchs
- Reid (E / B): A beholder who lives his life as an alcoholic
- Morris (C / C): A goofy tabaxi
- Polytricha Ear: (C / C): A small mushroom folk girl from Shrom O 'ck who was invited by Craig, The Battle Bard, during the Mole Kingdom Quest.

Guild: Last Resort (Top Guild)

- Craig, The Combat Composer: high level bard who is the father of Craig the Battle Bard (E / E)
- Faevi: An intelligence Owl alchemist (B / E **Highest In Guild For Saves**)
- Timid: A summoner's warlock that uses his creatures to fight (D / D)
- Cumulus: A high level paladin of the Cum Shark (E / E)
- James, The gunslinger: A high level gunslinger markman (E / E)
- Soden Ren: (Rogue) Adventure on the rise. Known for his high kill count, but low save count. (E / S)
- Garrius: Male Purple Tiefling (S / S)
- Opini: Female Gnome Rogue (G / S)
- Gordon Giudon: A high level fighter who has been entrusted by the guild to clean up messes when other guilds make large scale mistakes, he is a high level mercenary and hitman who works directly for Mr. Giurido (E **Highest in Guild For Kills / D)

Guild: Inu

- Galamad the Great Warrior: (Leader) A very large Brown dogfolk who is very skilled in battle but will only use it if he believes it is necessary to protect his people. Leaked in from Inu
- Melvin the Frightened: A wizard who is terrified of fighting, very nervous about it, would much rather live isolated on his own, but he has been dragged out to adventure, unwillingly (Cuz he is afraid to say no). Leaked in From Inu
- Gigi The Bandit: A high class rogue/bandit, who has a small amount of innate magical ability. Will steal and use emotions to manipulate what she wants, Leaked From Inu
- Sami The Worshiper: A Priestess of Sirius, The Dog Queen. A peaceful person who seeks out and fights for justice in everything. Leaked in From Inu.
- Daisy the Chaotic: A small dogfolk Warlock who doesn't have any sense in what her magic can truly do, and who powerful she is, yet she casts spells with little notice. Leaked in From Inu
- Buster The Ruthless: A Large dogfolk who is a heavy barbarian fighter, is known for his pure strength, even if it takes away from the brain. Leaked in From Inu

Guild: Arenamen:

- Carpophorus: (Dregard) : (D / S) A high level Paladin of the Tempus god, a half orc.
- Howard, The Monster of the Maze (Tyler) (G / G) A minotaur paladin of Kord
- Khopesh, The Rolling Blade (Jayden) (E / G): A bugbear rogue
- Patriot (Timmy) (D / S) A Gunslinging bloodhunter
- Rob Zombie (S / G): A Zombie bard
- Dave (S / G): A deaf kenku bard
- Wonker (D / S): A large treefolk fighter
- Alyonna Frappelle (D / G): A Paladin of the Raven queen, who fights with a trident. Keeps to herself

- Torgoff: (G / S) A ex-Queensguard of the Emeralds, but now looks for fights. A storm Giant Barbarian
- Tiffya: (S / S) A female cyclops warrior who escaped the battlegrounds in Crimson Sands in the city called Vefsay.

Guild: Loftwing:

- Gress Loftwing (Crotika) : (S / D) A high classed artificer, Aarokra leader.
- Claudius Loftwing: (Crotika) (D / D) Leader of the loftwing tribe, but allowed Gress to lead the guild due to his major responsibilities in town.
- Zazu Loftwing: (Crotika): (D / G) A Warrior brother to Gress, a high leveled fighter that protects the Loftwing tribe
- Time Keeper (Crotika): (C / D) A Mid level human priest of Chronos

Guild Loose Members:

- Rostra Tridumza: (Cleric): (G / D) Savras God Of Fate Knows V&W
- Rogdrick Lefs (Passion Lake) : (D / S) A high leveled elf ranger.
- Jerome Small (Clara) : (S / S) : A mid -level human monk who uses the art of pocket sand to fight
- Triv Hicoless: (Zosal): (D / B) A Fire Genasi who has been able to keep his wit against illusion. He is a high leveled Adventurer who has a lot of real fire power behind him. He prefers working alone however, due to a fight he had with his old partner, Tyrion.
- Ethae, Guider of Souls: (S / E): A kenku who works with the dead, writing down their tales and stories
- Patricia Hatrick: (D / G): A hargeon with the Clone Mutagen
- Suzanne Correy: (E / S) : A bitter human girl who has a power level 6 mutagen running through her veins. She has grown to be a ruthless killer in the bitter taste of losing everything over and over again.
- General Taylor: (S / S): A man lost in time trying to understand how the world works, just like many.

- Hurtle: (B / G) : A low leveled tortle cleric with domain of Knowledge
 - Grixen (E / G): A high leveled ShapeShifter rogue of the Emeralds
-

Castle:

The Stone Castle itself is very vast, while having 15 acres of property, providing for large storage areas, it comes with 10 Master Beds, 10 Bedrooms, 10 Baths, 2 barracks, 1 dining hall, 1 main corridor, 2 large kitchens, 2 storage rooms, 1 vault, 1 crafts room, with an extra 10 empty rooms to spare. This castle is large, allowing many people to live and provide for one another here. Due to the package deal, it is also provided with cleaning crew, and pet care takers.

Guild Employees:

- Receptionists: Maria (Daytime), a brown haired human girl aged 23, and Hilda (Night Time) a pink haired elf girl who is 144.
- Quest Takers: A female fairy named Rita
- Pet Shop Owner: Timid, a buff male red tiefling who smokes
 - Tiffiana, a Centaur assistant.
- Potion Shop Owner: Faevi, an owl who is very perceptive.
 - Sonya, a female Satyr, Potionmakers assistant
- Jewelry Shop Owner: Higers, a old Turtle
 - Jewelry Shop Employee: Frannie, a Simpleton Goliath
- Bank Clerk: Morris, The Porcupine
- Real Estate Employee: Gorlok, An Orc
- Clothes Shop Owner: Gwyensis, The Elf
- Arcana Shop Owner: Gotsu, The Gnome
 - Arcana Employee: Nobs, The Dwarf
- Blacksmith Owner: Hogo, The Dragonborn
 - Leatherworker: Maple, The Minotaur

- Salesman: Janice, Human Girl
 - Herbalist: Niji, the Owlin
 - Pet Care Take: Bowtin, The Bugbear
 - Cleaning Crew: Posh, The Lizardfolk; Dorris, the HobGoblin, and Kilroy, Warforged
 - General Store: To-Bo-Vo, The Kobolds Trio
 - Library:
 - Librarian: Fillie, a Mouse
 - Reporter: Joka, The Dragonborn
 - Post office: Mali, the Mail Man, a overly energetic jogger
 - Koko, The Mail Receiver, a slug woman.
 - “Pink Whitneys:”
 - SilverMist the mixologist
 - Rosetta the bartender
 - Iredessa the Bar performer
 - Vidia, the bouncer/waitress.
 - Durthan Parlor:
 - Lailynn: A Durthan woman age 34 with black hair, she wears a purple dress with gold Jewelry
 - Willow: A Durthan Woman age 43 with brunette hair, she wears a blue dress with silver jewelry
-

Main Room:

The Main Guild room holds the quest board, the receptionist stand, and multiple tables to hold talks, meetings, and adventures gathering. They will occasionally hand out things like a free health potion, or something similar. The front staff can change based on the time of day. To put a quest into the guild you have to speak to Rita, the fairy who manages the quest board.

Shops:

The Guild is set up like a small town within the stores, providing it around a mainstreet, keeping everything in a condensed area, while houses and access to other guilds are farther along on much larger plots of land.

Guild Tavern: (Storename: Suerte's)

The Bar is run by 4 different Fairy, all female and very attractive Fairies, they have a promiscuous nature that makes it difficult to close your tab without leaving a large tip. Rumor is they sneak in pixie dust to make their drinks more flavorful, and slightly addicting. They call themselves the “Pink Whitneys”, SilverMist the mixologist , Rosetta the bartender, Iredessa the Bar performer , and Vidia, the bouncer/waitress.

Menu:

Drinks:

- Elvin Wine: 5 gp
- Dwarven Wine: 5 gp
- Dragonberry Wine: 10 gp
- Fae Wine: 7 gp
- Crimson Ale: 4 gp
- Shulker Rum: 12 gp
- Jeweled Gin: 10 gp
- Penguin-Iced Seltzer: 6 gp
- Apple Juice (Hard): 10 gp
- Emeraldian Dark Rum: 45 gp
- The “Fae Touched”: 25 gp (Elvin Wine, Fae Wine, Apple Juice Hard, Feywood grass, Muddled Everapple, garnished with an orange slice)

- The King's Goblet: 60 gp (Emeraldian Dark Rum, Elvin Wine, Lemon/lime juice, Muddled Gold Dust, Garnished with a Ruby Fish Slice)
 - The Auboonian Mix: 32 gp (Penguin-Iced Seltzer, Muddle in Winterberries, put on never-melt-ice, with a salt rim)
-

Companion Shop: (Storename: The Friends We Made Along the Way)

This store is run by a large red tiefling with a smoking problem named Timid, he hates people and adores critters. He has a wide range of collections of animals up at the front, and a larger one filled with more exotic creatures, he also sells food, and other equipment that could be necessary to help take care of an animal. He now has an extra hand that helps him with all the new stuff, Tiffiana, the Centaur.

Front of the store:

- Parrot: 55 gp
- Squirrel: 35 gp
- Cat: 50 gp
- Fish: 10 gp
- Praying Mantis: 35 gp (Owner by Tyler)
- Dove: 55 gp
- Raven: 55 gp
- Monkey: 85 gp
- Snake: 35 gp
- Rat: 20 gp

Back of the Store: (These Creatures are much harder to tame)

- Giant Moth: 150 gp
- Cerberus Puppy: 500 gp (Owned by Aleysa)
- Gobble Dill: 250 gp (Owned by Aleysa)
- Phoenix Chicken: 300 gp
- Snow Fox: 300 gp
- CyberRat: 500 gp (Kristian)
- Farbal: 200 gp (Peter)
- Spider-Dog: 500 gp
- Rat (Flower): 400 gp
- Faerie Dragon: 2500 gp (Timmy)
- Faetreeling: 750 gp
- Mini Griffin: 2,000 gp (Tyler)
- Muffin Cat: 550 gp (From Paradise)
- Micro Nalfeshnee: 1,400 gp (Miller)
- 2 Headed Snake: 400 gp
- Yeti: 10,000 gp (From Tyler's Sidequest) (SOLD)
- PitDragon (Drawn): 15,000 gp
- GormLuach (Drawn): 2,500 gp
- Puquanda (Drawn): 15,000 gp (has the ability to levitate objects that weight up to 50 lbs)
- Phsyowl (Drawn): 25,000 gp (Has the ability to set up a telepathic link between Party members in a radius of 1 mile of the bird)
- Roger (Drawn): 1,000 gp
- Yorn (Drawn): 1,500 gp
- Porky The Pig: 50,000 gp (Peter Side Quest Inspired From ToonTown) [SOLD] (To Scootin' n' Lootin)
- Raven: 500 gp
- Tree Cattle: 1,000 gp
- Tiger Lily: 4,500 gp

(<https://www.pinterest.com/pin/649010996287258718/?mt=login>)

- Blink Dog: 2,500 gp
- Frost Ora: 3,500 gp
(<https://www.pinterest.com/pin/2462974788467791/?mt=login>)
- Gelatinous Cube: 4,000 gp [SOLD]
- Undead Direwolf: 3,000 gp
- Two-Headed Griffin: 5,000 gp [SOLD]
- Baby Basilisk: 7,000 gp
- Owlbear: 4,000 gp
- Displacer Beast: 10,000 gp
- Fire Elemental: 15,000 gp
- Ice Elemental: 15,000 gp
- Earth Elemental: 15,000 gp
- Stuffed Dragon: 5,000 gp A toy dragon plush that is living.
- Shine horn: 750 gp
(<https://www.pinterest.com/pin/80713018313640096/>)
- Bookworm: 500 gp A Small worm that lives inside books. They are used in libraries often as they love books and sort them for the libraries. [SOLD]

Items For Sale:

- Vegetarian Kibble: 10 gp
- Meat Kibble: 25 gp
- Fish Kibble: 25 gp
- Horse Saddle: 1,000 gp
- Griffin Saddle: 1,500 gp
- Basilisk Saddle: 3,000 gp
- Small cage: 500 gp
- Medium Cage: 1,000 gp
- Large Cage: 1,750 gp
- Monster Cage of Holding: 75,000 gp

- A magic item that can store up to one creature (Large and Down) at a time, the item can shrink down to pocket size, and becomes 1 pound with the creature inside. Creatures still must be fed and taken care of.
-

Potion Shop: (Storename: Juicy Juice)

Store is run by a Owl with Goggles on, her name is Feavi, and she is very perceptive about people trying to steal. She is also very nice, and can help the party with enchantments or curses as well.

Potions:

- Potion of Health: 50 gp (2d4+2)
- Stamina Potion: 50 gp
- Potion of Growth: 75 gp Give consumer enlarge effect, for 1d4 hours, the red in the potion expands and condenses over and over again.
- Potion of Flying: 105 gp Gain flying equal to movement speed for 1 hour, you fall if you are in the air when the affects run out
- Greater potion of health: 85 gp (4d4+4)
- Potion of Heroism: 50 gp Gain 10 temporary hit points. Blue potion and steams as if it is boiling
- Potion of Invisibility: 105 gp Gain invisibility with what you are wearing for 1 hour, the effect ends early if you cast a spell or attack.
- Potion of Poison: 50 gp Looks, smells and tastes like a potion of healing, but is actually poison that can only be detected through the identify spell. If consumed you take 3d6 poison damage, and must make con save DC13 or be poisoned, at the end of each of your turns you take 3d6 and reroll the save, if you succeed it goes down by 1d6.

- **Potion of Water Breathing:** 105 gp Consumer can breathe underwater for 1 hour after drinking this potion, cloudy green fluid and smells of the sea.
 - **Potion of Disguise Self:** 110 gp Consumer can place an illusion of a humanoid around them, whoever they are thinking of when they drink the potion.
 - **Potion of Inspiration:** 100 gp Provides 1d10 of Inspiration for 10 minutes
 - **Potion of Ultra Health (1,000 gp):** Provides 8d4 + 16 healing, but during your next long rest you will not heal. (Provided by Hyperion Pharmacy)
 - **Potion of Odor (25 gp) :** Provides a good smelling aroma in the area for 8 hours
-

Jewelry Shop: (Storename: Shell Pendant)

This store is run by an old man Turtle, named Higers, with a helper Goliath named Frannie. Turtle is a very humble, wise man, who is very patient and believes that time is something precious, while Frannie is a simpleton Goliath who likes the small turtle man. Together they work endlesses to create custom jewelry pieces using gemstones given, and requested metals. This jewelry can make wonderful gifts, but he only works in customs as he believes that there must be a thought behind every piece of art.

Custom Commision will take about a week to make, but never once has he failed a customer with a piece of Jewelry they didn't like.

Items for Sale:

- 14k gold plated pearl earrings: 200 gp
- Amulette de cartier - yellow gold and diamond necklace: 600 gp
- Sterling silver plated coral bead necklace: 150 gp
- Chatelaine bracelet - aragonite bracelet with sterling silver hardware: 150 gp

- Gem Dior medallion - 18k rose gold with aragonite pendant: 300 gp
 - Aqua blue calcite necklace with .925 silver: 100 gp
 - Cubic zirconia studded aragonite ring: 100 gp
 - 5 carat diamond teardrop ring: 2,000 gp
 - 14k white and yellow gold beaded bracelet: 1,000 gp
 - Elven Silver Necklace: 25,000 gp
 - Dwarven Ruby Earring: 10,000 gp
-

The Bank:

The Bank Teller is a large Porcupine named Morris. who wears a very lovely navy blue suit. He is super friendly but very nerdy, loves numbers and math.

House Savings: 8,500 gp

Peter Savings:

Miller Savings: 0 gp

Tyler Savings:

Kristian Savings:

Timmy Savings: 14,800 gp

Real Estate:

The Real Estate office is owned and run by Gorlok, a highly intelligent Orc who knows much about the property market. Every guild is given a small base of operations room.

House Options:

- Small House: 50,000 Gp
- Med House: 100,000 GP
- Large House: 150,000 GP
- Castle: 275,000 GP STONE CASTLE PURCHASE
- Palace: 600,000 Gp

House Upgrades:

- Pet Pen: 10,000 gp
- Port Stone Portal: 15,000 gp
- Forge: 25,000 gp GOT
- Enclosure: 25,000 gp
- Greenhouse Enclosure: 15,000 gp GOT
- Winter GreenHouse: 15,000 gp
- Summer GreenHouse: 15,000 gp
- Spring Green House 15,000 gp
- Autumn Green House 15,000 gp
- Seasonal GreenHouse: 47,500 gp
- Closet Extension: 5,000 gp
- Library: 50,000 gp
- Laboratory: 25,000 gp GOT
- Water Wheel: 45,000 gp GOT
- Covered Wagons: 500 gp
- Bar upgrade: 35,000 gp

Apparel Shop: (Storename: A Stylish Wish)

This Store is run by an Elf named Gwyenisis, Gwyenisis is something that certain people may recognize as she is one of the most famous seamstresses in the Emeralds, designing Royalty clothing. She is something miraculous when it comes to fashion design, and can create some very fine and loving clothes.

Male Clothes:

- Tuxedo: 325 gp [White, Emerald, Maroon, Violet, Navy Blue, Light Blue, Orange, Periwinkle, Sunshine yellow, Black]
- Fedora: 80 gp
- Sea Farer's Fashion Design Shirt: 210 gp
- Warrior Undergarm: 85 gp
- Dark Burgundy Silk Shirt: 50 gp
- Straight legged leather pants: 50 gp
- Black Denim Jeans: 35 gp
- Brown leather belt: 20 gp
- Blue suede shoes: 75 gp
- Khaki pants: 25 gp
- Light blue button down shirt: 50 gp
- Black dress pants: 45 gp
- Blue tinted sunglasses: 80 gp

Female Clothes:

- Emeraldian Dress: 325 gp [White, Emerald, Maroon, Violet, Navy Blue, Light Blue, Orange, Periwinkle, Sunshine yellow, Black]
- Skirt: 55 gp

- Leggings: 25 gp
- Warriorress Undergarm: 85 gp
- Flowered blouse: 30 gp
- Denim bell bottom jeans: 100 gp
- Push up red silk bra: 50 gp
- Red Fitted midi dress w/ plunge neckline: 95 gp
- Black lace lingerie set: 75 gp
- Hot pink lace thong: 15 gp
- Neon green lace thong: 15 gp
- Light blue lace thong: 15 gp

Neutral Clothes:

- Pirate Clothes: 125 gp
- Clown Clothes: 225 gp
- Ghost Costume: 45 gp
- Entertainer's Clothes: 5 gp
- Heavy Fur Coat: 10 gp
- Fluffy Beanie: 5 gp
- Winter Boots: 8 gp
- Ear muffs: 5gp
- Fuzzy dragon socks: 3 gp
- Dragon graphic tee: 10gp
- White windbreaker jacket: 30gp

Arcana Shop: (Storename: The Dirty Scroll)

The shop has many parts floating around, a vast upstairs bookshelf, and 2 different employees.

The owner and maker/examiner is named Gotsu, a gnome artificer who specializes in enchantments and infusing items with magic energy. HATES GEORGE

Then the spell caster, a dwarf shaman named Nobs, who specializes in spellcasting items, spell scrolls, and spell books.

Gotsu Sales:

- Energy Infused Arrows (x10): 100gp
- Energy Infused Sword: 800 gp (Fire, Cold, Acid)
- Energy Infused Warhammer: 1,500 gp (Fire, Cold, Acid)
- Energy Infused Plated Armor: 4,000 gp (Fire, Cold, Acid)
- Energy Infused Rings of Resistance: 1,500 gp (Fire, Cold, Acid)
- Red Helm: 450 gp
- Bag O' Holding [Cursed]: 3,000 gp [Sold]
- Arcane Inspection: 250 gp
- Animated Shield: 10,000 gp
- Crown of Mental: 5,000 gp; Provides Advantage on INT saving throws, and Advantage on CHA saving throws against being Charmed. (SOLD by The Enchantress) *
- Goggle of the Dark: 6,000 gp: Provides Dark vision up to 120, and 30ft of vision inside magical darkness
- Whip of Steed: 4,000 gp: Deals 2d6 slashing damage at a range of 10 feet, and allows you to cast Find Steed once per long rest as a bonus action.
- Blade of Twins: 5,000 gp: Deals 2d6 slashing damage, when you attack a creature with this, if it hits you can mark it. Then when you attack a different creature, both creatures take equal damage. This can be done twice per long rest. (Two creatures cannot be marked at once)
- Mutagen of Dance: (Power level 2): 10,000 gp: Provides the wielder +1 to Dex and + 1 to CHA, gives proficiency in Performance when dancing, and acrobatics when using balance, and the ability to use the dash Action as a bonus action in combat.

- Mutagen of Familiar: (power Level 2): 10,000 gp: Provides the wielder the ability to cast Find Familiar at bonus action speed twice per long rest. You can telepathically talk to your familiar for up to 200 feet, and as a bonus action see through it. You can also cast spells through your familiar.
- Rune Sales:
 - ***Comforting Wind (Simple Property)***. While you are attuned to this rune, you cannot suffocate or drown, and you gain advantage on saving throws against poisonous gasses, inhaled poisons, and similar effects. (2,000 gp)
 - ***Frigid Touch (Simple Property)***. As an action, you scribe the *kalt* rune on the surface of any volume of water. The water freezes in a 10-foot radius around the spot where you scribed the rune. (4,000 gp)
 - ***Winter's Howl (Complex Property)***. While you are attuned to this rune, you can cast **Sleet Storm** as an action. You regain this ability after a short or long rest. (8,000 gp)

Nobs Sales:

- Scroll of Teleportation: 900 gp
- Scroll of Fireball: 750 gp
- Scroll of Lightning Bolt: 750 gp
- Scroll of Summon Construct: 650 gp
- Scroll of Wall of Force: 750 gp
- Scroll of Meteor Storm: 20,000 gp
- Spellbook Level 1:
 - Spellbook of Burning Hands: 2,500 gp
 - Spellbook of Comprehend Languages: 2,500 gp
 - Spellbook of Fog Cloud: 2,500 gp
 - Spellbook of Guiding Bolt: 2,500 gp

- Spellbook of Healing Word: 2,500 gp (Supplied by Hyperion Pharmacy)
- Spellbook of Jump: 2,500 gp
- Spellbook of Purify Food and Drink: 2,500 gp
- Spellbook of Thunderwave: 2,500 gp
- Spellbooks Level 2:
 - Spellbook of Flame Blade: 10,000 gp
 - Spellbook of Heat Metal: 10,000 gp
 - Spellbook of Levitate: 10,000 gp
 - Spellbook of Spider-Climb: 10,000 gp
 - Spellbook of Magic Weapon: 10,000 gp
 - Spellbook of Silence: 10,000 gp
- Spellbooks Level 3:
 - Spellbook of Conjure Animals: 20,000 gp
 - Spellbook of Fast Friends: 20,000 gp
 - Spellbook of Fear: 20,000 gp
 - Spellbook of Vampiric Touch: 20,000 gp
 - Spellbook of Waterwalk 20,000 gp
- Spellbooks Level 4:
 - Spellbook of Dimension Door: 35,000 gp
 - Spellbook of Giant Insect: 35,000 gp
 - Spellbook of Ice Storm: 35,000 gp
 - Spellbook of Stoneskin: 35,000 gp
- Spellbooks Level 5:
 - Spellbook of Conjure Elemental: 50,000 gp
 - Spellbook of Far Step: 50,000 gp
 - Spellbook of Sunflower: 50,000 gp
 - <https://www.dndunleashed.com/home/new-spells-major-plant-spells>
 - Spellbook of Wall of Stone: 50,000 gp
- Spellbooks Level 6:

- Spellbook of Eyebite: 75,000 gp
 - Spellbook of Heal: 75,000 gp (Supplied By Hyperion Pharmacy)
 - Spellbook of Scatter: 75,000 gp
 - Spellbook of Wind Walk: 75,000 gp
 - Spellbooks Level 7:
 - Spellbook of Delayed Blast Fireball: 100,000 gp
 - Spellbook of Firestorm: 100,000 gp
 - Spellbook of Regenerate: 100,000 gp (Supplied By Hyperion Pharmacy)
 - Spellbooks Level 8:
 - Spellbook of Illusory Dragon: 150,000 gp
 - Spellbook of Maze: 150,000 gp
 - Spellbook of Telepath: 150,000 gp
 - Spellbooks Level 9:
 - Spellbook of Imprisonment: 250,000 gp
 - Spellbook of Power Word: Heal : 250,000 gp
 - Spellbook of Weird: 250,000 gp
 - Arcane Inspection: 250 gp
-

Blacksmith: (Fire Forged)

The Blacksmith is owned by a blue dragonborn man named Hogo, he works and specializes in the craftsmanship of weaponed goods, including armor. His associates cover for the areas he lacks in, with Janice covering for Hogo's lack of social skills, while Maple covers for Hogo's poor leatherwork.

General Prices for Weaponed Goods:

Special Items:

- Glaive: 100 gp

- Triton Spear: 350 gp
 - Sai: 85 gp
 - Silver Shortsword: 75 gp
 - Bronze Shortsword: 50 gp
 - Silver-tipped Arrows (x10): 15 gp
 - Leather-gloves: 20 gp
 - Leather Armor laced with Silver: 85 gp
 - Griffin Armor: 500 gp
 - Large Giant Steel armor: 15,000 gp
 - Giant sword: 10,000 gp
-

Herbalist:

The small plant shop is owned by a woman named Niji, who is a winter Owlin. Niji specializes in two major things, studies of nature and plants, knowing she knows what plants grow best in certain environments. Second, is the knowledge of spell components.

Plant Materials:

- Stinkweed: 10 gp
- Heated Mushrooms: 10 gp
- Fog Moss: 5 gp
- Waterglove: 15 gp
- Daffadrift: 50 gp
- Thorned Berries: 25 gp
- Frost Fungus: 55 gp

Spell Materials:

- Bone Marrow: 45 gp
- Animal Blood: 20 gp
- Gemstones: 25 gp
- Demonic Blood: 200 gp
- Large Gemstones: 100 gp

Tools:

- Mortar & Pestle: 55 gp
 - Ingredients case: 45 gp
 - Harvesting packages: 15 gp
-

General Store (Nothing Weird Here):

This store is run by 3 kobolds in a leather jacket, creating an 8 tall figure. Together they run around setting up basic things an adventurer may need, these kobolds are also really good at getting specific things, that aren't weapons or magic that you may need as an adventurer. The Kobolds call themselves To-Vo-Bo, separated they are To and Vo and Bo.

○ Menu:

- Oil: 1sp
- Rope: 1 gp (50 feet)
- Backpack: 2 gp
- Ball bearings: 1 gp (Bag of 1000)
- Bedroll: 1gp
- Candles: 1 cp
- Book: 25 gp
- Chest: 5 gp
- Healer's kit: 5 gp

- Disguise kit: 25 gp
 - Thieves' Tools: 10 gp
 - Lock: 10 gp
 - Miner's Pickaxe: 2 gp
 - Spellbook: 50 gp
 - Whetstone: 1 cp
-

Library:

The library holds a vast amount of history of the Emeralds, Auboon, and Crimson Sands. It also gives any research that has been publicly made about the new leaks in realms, and diagnosis and reports of adventures traversing to different realms. If information about certain places, races, religions, or events, the library is the place to be. The librarian is a small mouse lady named, Fillie, she is quiet as a mouse, but is a book nerd. Very enthusiastic about what is on her shelves. The reporter is a hobgoblin man named Joka, he is heavily interested in different realms, and will pay for a good report on a realm, filled with life, samples and characteristics of the realm.

- Rebellion Of Kachara: Written By Yoghi The Bear, retells what occurred during the fight of Tajiri to overthrow the rich. Including the use of the trash town as a weapon.
- Book of The Baker's: Written By Professor Yonki, a self perspective retelling of what happened against the Traveler in the mansion. Book has been locked privately for inspection
- Ashvathha's Fall: Written by Jett, The Teller of Tales, a self perspective retelling of what happened during the trip into the monarchs.
- Creature Index Volume 1: Written by Phillip Garnier, a catalog of creatures he has come across on his journey's.

- Emeraldian World Leader's: Written by Oprheus the Traveler, a detailed history of the Chartreuse family line, along with brief mentions of King Samatrese.
 - History of Jiburn:
-

Post Office:

The post office has two employees, the receiver and the deliverer. The Receiver is a slug woman named Koko, who will take packages and organize them to be sent within the Guild. While Mali, a human mailman who is overly energetic will deliver all the mail and packages.

- Letters Sent:
 - Anjee and Morris
 - Oswaldo
-

Rose of Dusk:

A large garden filled with 'Dusk Roses' these Dusk Roses are said to each represent a life, and depending on the life span of the Rose shows when that person is supposed to die. Picking a Rose off the stem does not change the lifespan of the person whatsoever, the roses also do not need water or anything to live. They cannot be crushed or destroyed, they only provide a prophet of one's life.

Dusk: An older woman who sits at 4 10' she is an elf, and has been said to be living for over 1,000 years. She was there for the Adult Green Dragon, and loved the Chartreuse family very much, and was very sad to watch their roses wilt away. Dusk is the Gardener who takes care of the Roses of Dusk, and it is said that she is the only one to know whose roses are whose.

Dark Magic Shop: (Hot Topic)

The Dark Magic Shop is run by a female Yuan-Ti named Melisade, a younger woman who wears a dark purple dress, black lipstick, and gold jewelry. She is known as a high leveled sorceress in necromancy and conjuration.

Items for Sale:

- **Shield of Missile Attraction: (2,000 gp)** A magical shield that attracts ranged weapons to you while providing +2 AC, but you gain resistance against ranged attacks.
- **Axe of The Dwarvish Lords: (10,000 gp) (2d10)** A magical axe that has +3 to attack and damage rolls made with it, gives a +2 in constitution while wielding, if hitting a ranged attack it does an extra 1d8 worth of damage. If you say the Axe's command word (A dwarven secret) it will emit a freight light. And everytime you make a successful attack with this weapon, roll another D 20, on a 20 you will chop off a limb that you were attacking. You gain cast Conjure Elemental (Earth Conjunction) Once per long rest. The Axe will turn any non-dwarf user into a dwarf.
- **Armor of Spell Absorption: (2,000gp)** A set of studded leather armor that when a spell does damage, flip a coin. On heads, the Armor absorbs all the damage done by the spell. On a fail, the Armor will deal double damage to the user.
- **Bag O' Duplication 10,000 gp:** Items placed in the bag of holding have a coin flip chance of being destroyed or duplicating at the beginning of each day. The same item cannot be duplicated twice.
- **Armor of the Dead: (5,000 gp)** Provides heavy armor stats, along with the ability to cast animate dead once per long rest. Undead creatures are more prone to attack you. (SOLD to Anjee)
- **Lycanthropy Curse: Werewolf (20,000 gp)** A magical curse collected by the guild during the events of *The Traveler's Reign* SOLD

- Lycanthropy Curse: Werefrog (20,000 gp) A magical curse collected by the guild during the events of *The Traveler's Reign* SOLD
- Lycanthropy Curse: Wereboar (20,000 gp) A magical curse collected by the guild during the events of *The Traveler's Reign* SOLD
- Lycanthropy Curse: Werelion (20,000 gp) A magical curse collected by the guild during the events of *The Traveler's Reign* SOLD
- Curse of Stars: (10,000 gp) Allows you to send a beam of radiant damage as a bonus action once per long rest (Dealing 4d12), but there's always a light emitting 30 ft from your head.
- Curse of Persuasion (5,000 gp) Grants proficiency in Persuasion and Deception skills, along with a plus one in Charisma. But the character must only speak in Rhymes SOLD
- Curse of the Tongue (4,000 gp) Grants 2 new languages of choice. But every long rest, the user rolls a D20 for each language known and can only speak those.
 - 1: undercommon
 - 2: Elvish
 - 3: Orcish
 - 4: Goblin
 - 5: Sylvan
 - 6: Infernal
 - 7: Abyssal
 - 8: Primordial
 - 9: Dwarvish
 - 10: Common
 - 11: Celestial
 - 12: Draconic
 - 13: Deep Speech
 - 14: Halfling
 - 15: Thieves' Cant
 - 16: Giant
 - 17: Gnomish

- 18:Druidic
 - 19: Aquan
 - 20: Auran
-

Tattoo Parlor: (Constellation Tats)

A Tattoo Shop run by 2 Durthan women, one in a green dress with gold jewelry named Lailynn, and another named Willow in a blue dress with silver Jewelry. They infused their tattoos with magical energy, creating powerful enchantments into your body.

Tattoos can be put on at any time, but they take 2 months to heal and go into effect. If a person has too many Tattoos the magical energy may conflict and cause issues or faultiness in the enchantment. Due to their magical energy, another tattoo can only be added if the previous one has fully healed

- Tattoo of Protection: (15,000 gp): Provides +1 AC
- Tattoo of Strength: (10,000 gp): Provides + 1 STR (Cannot be used to go over 20)
- Tattoo of Dexterity: (10,000 gp): provides + 1 to DEX (Cannot Be used to go over 20)
- Tattoo of Constitution: (10,000gp): Provides + 1 to CON (cannot be used to go over 20)
- Tattoo of Intelligence: (10,000 go): Provides + 1 to INT (Cannot be used to go over 20)
- Tattoo of Wisdom: (10,000 gp): Provides + 1 to WIS (Cannot be used to go over 20)
- Tattoo of Charisma: (10,000 gp): Provides +1 to Charisma (Cannot be used to go over 20)
- Tattoo of Great Health: (20,000 gp): Provides an increase of 15 MAX hp

- Tattoo of Deep Breath: (5,000 gp) Increases your ability to hold your breath by 3 times the normal amount.
 - Tattoo of Detection: (10,000 gp) Allows you to cast Detect Evil and Good, Detect Magic, and Detect Poison and Disease once per long rest.
 - Tattoo of Darkvision: (5,000 gp) Grants you Dark Vision.
 - Tattoo of Speed: (10,000 gp) Increases your max movement speed by +10
 - Tattoo of Initiative: (10,000 gp) Increases your Initiative bonus by your proficiency Bonus.
 - Tattoo of Allies: (10,000 gp) Allies within a 10 ft radius of you gain 5 temporary hit points every time you get attacked, this can stack up to 20.
 - Tattoo of Punches: (3,000 gp) Allows you to change your fists damage type to lightning, fire, acid, or cold.
 - Tattoo of Inspiration: (5,000 gp) At the start of every long rest, you gain 1d6 of inspiration that lasts 2 hours. (One Use)
-

News Stand:

3/6/2023:

- Grixen Myra and Jett have left their guild, becoming loose guild members
- Fighting between Krenko's Mob and Super Crazy Pretty Flower Explosion has increased, Guirdon Gurdo has been placed to intervene.

3/13/2023:

- Squanch, The Mortal, Patyona Ird, and Boblin the Goblin are still on the run after the fall of Krenko's Mob. Each has a bounty of 15,000 gp placed on their heads.
- The dragon spotted during the Battle In Paradise has not been spotted, any information to the guild about them will be rewarded.

- Ramenos, The Frog Pharoah has Joined Super Crazy Pretty Flower Explosion, which has officially changed its name to “Arcadia”.
- The two guilds Jeweled and The Arenamen have formed a large alliance, making them together one of the largest grouping of Guild Members.
- Guild Specific News: A new member has requested to join the guild, her name Sorceress Zirlal, she once lived in the town of Icenard, where Tyna Villie was from. She knows that the Raven Queen and Tyna joined the League of Villains, and would like to follow in their footsteps.
- Guild Specific News: The Guild Arcadia has reached out to show their appreciated in assistance to the guild “League of Villains” which has supplied them with 50,000 gp to the guild savings directly, an Extra 10,000 gp to the individuals in the guild who assisted them, and an invitation to form a guild alliance.

4/24/23:

- Craig has started building the guild army, he has been reaching out to get people to join his side.

Bukiyo

Bronzian:

Bronzian was once a full fledged town, until Emperor Aegor moved through the city, destroying everything in its path. Leaving all but the Pot, a strong magic item that can reach into a realm where seemingly everything and anything is possible. The realm is immensely dangerous to that fact, but it has become a sport, to watch people pull from the Pot to see what happens.

Villagers of Importance:

- Jericho, the Pot Ring leader: The money maker and marketing business behind the Pot. He runs, hires and provides food to those who come and

watch the Pot. He will offer any adventurer coin if they dare pull from the pot.

- Mage Ghousa: A conjuration and necromancer wizard, who has caught herself in a debt with Jericho, and now has to pull from the pot, but is terrified of what might jump out

Places of Importance:

The Pot:

A mystical item that is immovable, but holds immense power as it holds a large pocket realm filled with the biggest of dreams and the darkest of nightmares. It has grown to become the focal point of the show

Food Stand:

A small stand where a vendor has set up small food to pick up

- Popcorn: 1 gp
- Hotdog: 1 gp
- Pretzel: 2 gp
- Water: 5 sp
- Soda: 1 gp
- Juice: 1 gp
- Ale: 2 gp
- Mead: 2 gp

Issues in Town:

The Show: (Questboard)

Jericho has set up the Pot, an immense show that has grown very popular, but now Jericho has grown greedy and has enlisted the help of adventures and having people serve in his debt by pulling from the pot, putting their lives at risk. He will offer coins for those who pull at the pot, 10 gp for each pull, and they can keep whatever they find.

***CastleTop:**

“CastleTop is the town where the old Auboonian kingdom was once set up, which now resides the organization *Salvation*, the parts that remain of the Penguin Kingdom. The town itself has people all very loyal to this new organization, and those who remained loyal during the Penguin Kingdom, this has become the home of 3 important individuals, Anstrum, Patricia Hatrick, and Suzanne Corey. Salvation leads a strong study in the new leakage fo realms, while still keeping their original ideals of creating an advancement in the human race through mutagens”

CastleTop has now changed for the worse due to the Traveler's actions. Not only has Anstrum, the leader of Salvation, been lost, it has completely changed climates, making it a difficult living space for many. Many have fled, leaving the entire place abandoned

Villagers of Importance:

- Domadice, The Golden Witch: As weidler of the Midas Mutagen (Power Level Six) and Idol to the minor goddess Waukeen (Goddess of Coin and Wealth) who has now sought refuge inside the old castletop.
- Yahya: A Blood Genasie from hell that was studied on inside Castletop who has now been set free by Domadice, and is now loyal to her because of that
- Yojo: A Bulezau that lives in Domadice’s new Castletop, enjoys the company so far from home.
- Auntie Akid: A micro green dragon from Chisana that is intellectual, now lives inside the castle peacefully, as Domadice feeds Akid and treats her well.

Places of Importance:

Auboon's CastleTop Castle:

The Castle has become a large base of operation for *Salvation*, it has turned into a large laboratory for studies, Anstrum leads the scientific world that it provides, managing which projects are chosen, and helps out where he knows he can help. Many different followers work here, practicing their studies, magical abilities, and provide further research on many topics, not limited to but including Mutagens, Realm Leakages, Effectiveness of magic, Realm studies, and Realm travel. All this data is eventually publicly reported and placed inside the Library of the guild for public use. The castle itself is filled with many different races and people, inside they have certain animals and creatures caged as if they were leaks they have captured for studying purposes. Some of the most notable ones are a Blood Genasie (Hell), a Bulezau (Hoytor/Paradise), and A Micro Green Dragon (Chisana). Each has the realm they are from listed in front of them, along with a brief description of what the creatures are. There is a secret hallway that contains experimental Mutagens, and resurrection Magic that has been outlawed. In large incubation facilities is the body of Reggie and Fuvor that have been slowly being resurrected, along with Marchez Tridon, and Pat Hatter.

Mutagen of the Beholder (Power LVL 6) Navy Blue (Grixen)

Mutagen of Midas (Power LVL 6) Gold (Domadice)

Mutagen of Giants (Power LVL 3) Light Brown (Elisandre)

Mutagen of Swap (Power LVL 4) Lime Green (Squee, The Immortal)

Mutagen of Acid (Power LVL 4) Dark Green

Mutagen of Blood (Power LVL 3) Crimson Red

Mutagen of Minds (Power LVL 5) Pink (Peter)

Mutagen of Corruption (Power LVL 4) Dark Purple (Rhaella)

Alchemist:

The Alchemy Facility is placed separately from the castle due to spacial issues, but also chemical dangers. The head supervisor of the Alchemist department is Marie Curie, a female elf, who studies Alchemy. Right now their major project is

temporary Mutagen potions, to relieve lasting side effects that could cause giving temporary boosts. If the party is interesting, she will offer experimental Mutagen potions for her newest study, the Beholder Mutagen, she will ask you in exchange to report what occurred to her once used. She will say it can last anywhere from 1 hour to 5 days.

Salvation School:

A school filled with young children of those who are followers of Salvation, providing a unique, harsh, but effective education to young children in hopes for them to become lead scientists in the world one day. Focuses mainly on Mathematics, Arcana, and Science. Anstrum himself will come to the school often to teach the kids, and is open about Questions and his discoveries in the world of research. Other teachers include a Dwarf man named Mr. Hobbs, he is a physics and mathematician expert who was one a professor of Umago, he studies conjugation magic as well.

Savior Center:

A place designed to help those who are of higher intelligence and act peacefully that have leaked from realms, or those escaping their homes for Realms attacks. Salvation is building homes for them up and down the mountain, but the castle itself has become filled and too crowded, so a temporary home has been placed for these people. Patricia Hatrick is a head advisor in the Savior Center, organizing and helping move people in and out of the center.

People Characteristics:

- Half-Orc Fighter named Rodney, a big brute who is done being pent up, and missing fighting in the arena like he did back home. Comes from a Realm of pure war and bloodshed Called “Senso”

- A Dwarf named Pilla, who has been struggling with issues in the sunlight, and has been craving blood. Survived an attack from a Vampire Giant Orc that attacked his hometown in Auboon.
 - A Ghost Minotaur named Boruag, who comes from a realm called “Pretas” one where the whole world is made up of ghosts, spirits, and the undead
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Clara:

Clara was once a town lived in rule and safety in the protection of Shulker, but now Shulker has been killed, and the town is placed under the rule of Scroton and the Jeweled Pirates.

Clara itself is a beautiful Volcano Town, built on the side of a rising volcano. It has spread a lot of its culture and ideals about the volcano. The people there serve the god Apep, a lava serpent who is worshiped by intelligent snakes and humans. It is said that as long as Apep is pleased the Volcano will not anger:

Villagers of Importance:

- Hebi Hi: A Human the age of 25 who has spent his life living in the name of Apep, he has been training for the rise of the Volcano his whole life, and he believes he can defeat the Volcano
- Poyo Hi: Father, and Pastor of the Chapel Apep, believes his son is the chosen follower, and has trained him to become so.
- Glassblower Rith: A female human the age of 24, practices the art of glass blowing. Owner of Glass Shards
- Squee The Immortal: Put on a quest here at the request of Scroton. Has discovered a hidden shrine of Osiris.
- Pocket Sand Master Jerome Small: A martial arts master in the art of Pocket Sand.

- Tippy Wine: A female Turtle who runs Grape Lanes, a master bowler, but the ball tends to only move a few mph.

Places of Importance:

Chapel Apep:

A large church that praises the God Apep, has become a training center for Hebi, and many of the townspeople believe and have faith in him to become the Lava Tamer.

Grape Lanes:

A Bowling lane place in Clara, a big entertainment center for the town. Tippy Wine is a master bowler who owns the place.

How Bowling works in Dnd:

Bowling is something that you can come proficient in after one scores a game of 150 or higher. This is truly done only by chance, though finding the right sized ball can affect the outcome. At every game there is a “Guard” Which is an animated Armor that will watch for magic usage, if he discovers magic to be found he will disqualify you. (Perception +6) people must make a sleight of hand check to beat out the guards' perception.

Size Options:

- 8 lbs: 8-10 STR
- 9 lbs: 11-13 STR
- 10 lbs: 14-16 STR
- 11 lbs: 17-19 STR
- 12 lbs: 20 + STR

If a person is not using the right sized ball they can be at a disadvantage when bowling: Right sized Ball; $d20 + STR/DEX + P.B$; 1 lbs off: $d20 + STR/DEX$; 2 lbs off: $d20$; 3lbs or more; $d20 + Dis Adv$.

| | |
|--------------------|------|
| Roll: (First Bowl) | Pins |
|--------------------|------|

| | |
|-------|---|
| 1: | GUTTER BALL |
| 2-3 | Roll a D4: If Even, hit 1 pin, If odd Gutter Ball |
| 4-5 | Hit 1 pin |
| 6-7 | Hit 1 pin: Roll D4; Add number to pin |
| 8-9 | Hit 3 pin: Roll D4; Add number to pin |
| 10-11 | Hit 4 pin: Roll D4; Add number to pin |
| 12-13 | Hit 5 Pin: Roll D4; Add number to pin |
| 14-15 | Hit 6 Pin: Roll D4; Add number to pin |
| 16-17 | Hit 7 Pin: Roll D4; Add number to Pin |
| 18-19 | Hit 8 Pin: Roll D4; Add number to Pin |
| 20+ | STRIKE |

Use the First Bowl chart to determine how the pins fall; Once the First bowl is struck; if it knocks down pins without getting a strike, have the player roll a d10; if the pin count is higher than number rolled, pins are close together. If pins are far apart, the bowler has disadvantage on the next roll. If a player rolls a 1 on d10 it becomes a split. If it's a split, the player is at disadvantage, and then must roll a d4 and land on a four, if a four they will hit all split pins.

The Second Bowl is much different, as depending on pin count can make it harder, the less pins left on the lane, the harder it is. The player will knock down the difference they roll to the Roll limit. (Example; if the Roll limit is 14 and they roll a 17, 3 pins will be knocked down); The Roll Limit will be determined by the DM, but the

average roll Limit is 12 for all bowls. If no Pins were knocked down go back to the first bowl table.

Glass Shards:

A small store that sells objects based around glass. The owner is a young female girl named Rith who has been doing this for a majority of her life, her father who once ran the store is now retired and lives happily in Vefsay, so now she runs the store down here in Clara.

- Glass Animal (Small): 10 gp
- Glass Animal (Large) 25 gp
- Glass Flask: 5 gp
- Glass Bottle: 10 gp
- Bottle O' Holding: 500 gp; A Magical item that can hold any amount of Liquids
- Glass Sword: 200 gp: A decorative piece

Pocket Dojo:

A Master martial arts training ground where they study in the Art of Pocket Sand. An ancient martial arts technique that has been passed down discretely from ancient history only by word. But Jerome Small, the master of the Dojo, had decided to open back up the forbidden art of Pocket Sand: At the small price of 350 gp, and an overnight training session a person can become proficient in the art of Pocket Sand. Allowing them to add their P.B to Pocket Sand Attacks.

Issues In Town:

A Volcanic Search: (Questboard)

Scroton put Squee, The Immortal on an exploration task near Clara. But now Clara has been having issues with the Volcano smoking, and people are grown scared of Apep, the God of Fire rising out of the Volcano and destroying the town. Squee has requested the guild to come, in sight of a new discovery he found.

When the party arrives at the town, they will be able to see the smoke rising out of the volcano, and the town isn't necessarily in a panic, because it recently was announced that Hebi Hi, the one prophet to defeat the volcano, has finished his training.

Squee will pull the party aside once he finds them, and say that he has been here for a week. He discovered this cool looking temple thing in the woods his first day in about 10 minutes, and the rest of his nights he has spent bowling at Grapes Lanes, he isn't good at it yet though, he keeps getting yelled at for cheating. Either way, the temple seems pretty neat.

Squee will lead the party to the temple, it seems pretty important. It takes a bit, and he leads the party down an underground cavern system, then followed by a sinkhole. Leading to large ruins, the ruins are very old, leading back to thousands of thousands years. After a religious check it can be determined that the temple is built in the name of Osiris, a harvester God of olden times. There aren't many history books that depict Osiris, so not much is known about him.

Inside the Temple Of Osiris:

Main Room:

The Main room holds a large depiction of Osiris (On an investigation check it can be determined that it is very fragile, entailing something is behind it). The depiction of Osiris is of him growing human life out of the ground with a crook. There is also a small farm diagram that has been created out of stone, showing people farming in the name of Osiris. Along with a small scription that is in hieroglyphics, showing Osiris being praised as the God of Harvest.

Tomb of Osiris:

Breaking the first wall it can lead to a large room, which sits a tomb. Inside the Tomb is the Royal Mummy. The Royal Mummy is a high class undead creature, it was once said to be a high follower of Osiris, that was resurrected in his name time and time again.

The Royal Mummy Stats:

AC: 17

HP: 178

Languages: Undercommon

Attacks:

Swing: +7 to hit, Deals 1d6 Bludgeoning + 1d4 Necrotic

Bite: +7 To Hit; Deals 1d6 Piercing + 1d4 Necrotic

Royal Wrapping (Recharge 5-6) Range 20ft: The Royal Mummy Will attempt to wrap target creature in his mummy wrappings, the creature must make a DC 18 STR saving throw or be wrapped. If the creature fails the DC 18 STR they become strained, and at the end of Each of It's Turns, and the Mummies turns the creature takes 2d6 Necrotic damage, and must make a DC 10 WIS saving throw, if the creature fails they are left under the control of the Royal Mummy (Spell Mind Control).

The room itself has many depictions of Osiris, but in a different context, these depictions are of him raising the dead and gathering an army. It shows him portrayed as a god of the dead, instead of a god of harvest.

Fountain of Osiris:

A small room with different bottles on the shelf, each bottle contains waters from different places, including Gem Lake, Mermaid Castaway, Widow's Lake, Aboonian Ice, Diamonds, and Sea of the False God Water.

In the back is a small Fountain that has black water flowing within it. It is said to be the water of Osiris, something that can create phenomenal plant growth. If the water is consumed the creature must make a DC 20 CON saving throw or take 6d6 necrotic damage.

Shaman's Bedroom:

Behind the Tomb of Osiris is the bedroom that once belonged to many that worshiped Osiris, many journal entries are written down, and books about Osiris. It will go on and explain that Osiris in his prime was able to control all the undead in the land, and many feared the wrath he possessed. He was mortal enemies with Set, the one who tamed Apep, and that he was great friends with Kelemvor.

Osiris' Garden:

A Large farm that now has been dead, with nothing left but dry soil and paths where water should flow. If the party resources the dirt with the Water of Osiris, the dirt will rise and give them "The Eternal Seed".

The walls in this room depict Osiris going to plant a large golden tree that traverses the realms, showing that he planted Ashvattha.

Pot of Osiris:

The Pot of Osiris is a large dirt pot, nothing else is in the room besides the Pot. The pot shows Osiris defeating Apep and Set in an eternal battle. If the Eternal seed is placed inside the pot, and the water on top, the plant will grow into the Crook of Osiris. Wondrous Item, Requires Attunement.

Crook Of Osiris:

Spells: The Crook gets 6 charges a day, and it recharges 1d6 charges at noon. Spells, Plant Growth (1 Charges), Animate Dead (1 Charges), Create Undead (3 Charges), Commune with Nature (3 Charges).

Deals: 1d6 Bludgeoning + 2d6 Necrotic Damage on a hit.

Absolute Rise: Once per day you can rise all undead in a 30 ft radius. They will be under your control for 1 hour, and they cannot be raised using this ability ever again.

After the Temple,when the party reaches the surface again, the Volcano will begin spitting up lava, and soon it will start spreading into town, Hebi Hi however will be vanquishing the Lava with his mighty sword. It can be seen that he is absorbing the Lava. Around his waist is a magical steel rope that he plans on lassoing and taming Apep with. The Lava is snaking up and snapping like worms, and soon a large roar can be heard from the inside of the volcano, and soon Apep himself will rise out of the volcano.

Courtis:

Courtis is a small town near the Gem Lake, Courtis is the closest town to the Emeraldian Palace. Courtis's main economic value is through Jewelry and Gemstone they find in Gem lake after Sifting, Scuba Diving, and underwater cave mining. The town is primarily Dwarves who survived the Explosion of The Emeraldian mountains, with a minor population of Locathah's who live inside Gem Lake.

Villagers of Importance:

- **Urdin, The Keeper of Secrets:** The Chosen Idol of Dumathoin, The God of Gems and Secrets.
- **Birson Hikes:** The master Jeweler who works at Coral Jewelers, a master at his craft, but is also greedy and loves his precious metals.
- **Milda Gronds:** The waitress at the Courtis Diner, very positive outlook on life, loves pearls
- **Tivole Pillars:** A red Dragonborn who owns and runs the Gem Sifting Corporation.
- **Necron Night (Only if Scaredy Ghost Quest was completed):** The Knight of Murder and darkness, the Necron Night is the chosen Idol of Bhaal, God of Violence and Ritualistic Murder.

Places Of Importance:

Gem Sifting Corporation: A large company designed for harvesting many of the gemstones that reside inside Gem Lake

Courtis Diner: A small time diner that holds classic foods of the Emeralds, but also some dwarven delites

- **Ice Tea:** 1 gp
- **Milk:** 5 sp

- Dwarven Fire Milk: 15 sp
- Potato Leek Soup: 2 gp
- Cook's Special Dumplings: 3 gp
- Myconid Soup: 2 gp
- Elvin Rabbit Leg: 2 gp
- Roasted Chicken: 3 gp

Coral Jewelers: A Jeweler store in Courtis that has the best of what money can buy in terms of Coral, Calcite, Aragonite, and Pearl Jewelry.

- Ooma: 500 gp
- Swarovski: 920 gp
- Linjer: 1,000 gp
- KS: 1,000 gp
- Frasier: 5,000 gp

Statue of Dumathoin: A Large Ruby Statue that represents the God of Gems and Secrets, a highly praised god in the culture of Dwarves.

Gem Lake: The Lake itself is the largest lake in all of the Emeralds, and houses some of the most precious metals that the Emeralds has to offer as well, many materials here are materials that can only be found on the bottom of the sea floor, but the size and swallowness of Gem Lake makes it much more accessible.

Things of Interest:

- Ruby Fish: A Fresh fish that has been infused with the taste and nutritious from metals
- Pearls, Coral, Calcite, Aragonite
- Coral Mimics: Mimics disguised as Coral
- Gem Lobsters
- Drowned Ones (Rare: Drowned Master)

Issues in Town:

The Secret of Gem Lake:

Soon after the party arrives they will begin to notice that they are being followed by a small dwarf man as they move around town. The man will try his best not to get spotted, but he will investigate the party as they move around. If the party doesn't try to interact with him, and they stay until nightfall he will come and gather them, and motion for them to follow him to the docks.

He will wield a lantern at night that glows a low red light, and he will motion for the party to get on a boat, and he will hop on himself. Soon he will begin rowing, and after the party is out a distance from the docks, the Man will take in a low and quiet voice. He will say his name is Urdin, and that he has been waiting for more to arrive to show them what is about to come. He will say that to show and allow the party to understand, first they need to take a dive. Soon he will drop the lantern down into the water, and the boat will magically dive down after it, but an air bubble will spawn around the boat, allowing them to breathe. Urdin, will continue saying that he is similar to some of them, he was chosen as well, when he discovered this. And soon the boat will dive down into a cavern, and follow a long winding path. Things of the Lake will land on the boat, including Coral, Ruby Fish, Pearls and the occasional Ruby. The boat will rise up into another room, hidden from the world. It will have a lot of writing on the walls, all in Dwarvish. The man will translate for the party

“The World has Begun Crumbling, A new Battle Chime has begun Ringing”

“The Gods have joined a mad dash, stumbling and hurrying in a Flash”

“A man must be chosen for each Legend, a living world will End”

“Joining Forces with those of Power, is the only way to save the dying Flower”

“As though who only want to see Fire, will attempt to create an Empire”

Urdin will say that from the message, he believes Dumathoin foresaw the Realms shattering, and has retreated to the land of Gods because of it, but he thinks he left Urdin on this plane to lead others to this message. Urdin believes that since the realms are falling apart, some gods are using the chaos to their advantage, choosing Idols to mess with the realms, while other gods are choosing Idols to thwart those of pure chaos. Urdin has been waiting to see another Idol, and he is glad he came across someone.

Scaredy Ghost Pt. 2:

This Quest can only occur if Scaredy Ghost Pt 1 was completed, starting in Wery, ending in the Palace and leading to here. Soon after Sila Leads had her ritual incident, the guild will be hearing reports of a large leak in the center of Courtis. Samatrese will be notified immediately, and the party will be sent in Samatrese stead to investigate what is occurring. When the party arrives, a man riding a large Skeleton Horse monster will be in the center of town.

“HELLO GOOD PEOPLE OF THIS FAIR VILLAGE, MY NAME IS NECRON NIGHT, WITH A N NOT A K I HATE THAT LETTER” Necron Night will yell. He will Throw his sword at a villager nearby, immediately killing the dwarven villager. Necron Night will cackle at that, “PLEASE FAIR PEOPLE OF THIS VILLAGE HAVE NO CONCERN, YOUR LIVES WILL GROW TO BECOME PART OF SOMETHING MUCH BETTER” Soon that dwarf that was killed will rise once again, and begin lashing out on nearby villages. Necron Night will chuckle and chuckle, “HE IS VERY PLEASE, KEEP DYING THANK YOU”

Necron Night Stats:

AC: 22

HP: 178

Move: 30 ft

Sword of Bhaal: + 10 to hit, 5 ft, deals 3d8 Slashing + 1d10 Necrotic; Victim must make a DC 16 Con saving throw or take 2d4 necrotic damage at the beginning of every of its turns, and movement is cut in half. Can attempt to remake the roll that beginning of every turn

Multiattack: 2

Perception: + 10; Religion +10, Intimidation: + 12, Animal Handling +9, CON SAVE: +9; DEX SAVE: +11; STR SAVE: +11, WIS SAVE: +9

Evil Presence: Every creature that ends its turn within 30 ft of Necron Night must make a DC 12 Cha save or be frightened by Necron Night for 1 minute

Death's Link: If Necron Night has an animated Dead creature, if this creature takes damage, it can instead choose for an Animated corpse to take the damage instead, however the damage is doubled.

Spells:

- Animate Dead (10 corpses)
- Finger of Death (Once)
- Circle Of Death (Once)
- Inflict Wounds
- Chill Touch

Skeleton Steed:

AC: 19

HP: 120

Move: 75 Feet

Horns of Hunger: +9 to hit, 10 ft range, deals 2d10 bludgeoning + 1d8 Necrotic

Hooves of Death: +9 to hit, 10 ft range, Deals 3d6 bludgeoning + 1d4 Necrotic

Breathe of Bhaal: (Recharge 5-6) Shoots a 90ft cone of Necrotic power, every creature must make a DC 18 Con Save or take 8d8 necrotic damage, or half as much on a successful; Any dead corpse caught or created by the breath is immediately animated and follows the commands of the Skeleton Steeds Master (Necron Night)

Multi Attack: Horns + Hooves, or Horns and Breath (If Available)

CON Save +9, STR SAVE: +9

Master's Love: Can teleport to master from any distance, takes half of movement for that turn. Can also teleport in order to protect its master, can only do it if master is at 1/3 total life

NecroHawk:

AC: 16

HP: 65

Move: 45 ft, 45 ft fly

Necro Beak: +8 to hit, 5 ft range, Deals 1d4 piercing + 2d6 Necrotic; Victim must make a DC 15 Con saving throw or take 1d4 necrotic damage at the beginning of every of its turns, and movement is cut in half. Can attempt to remake the roll at the beginning of every turn.

Master's Love: Can teleport to master from any distance, takes half of movement for that turn. Can also teleport in order to protect its master, can only do it if master is at $\frac{1}{3}$ total life

Master's Sight: The master of this creature can view sight through the sight of NecroHawk, no matter the distance between the creatures.

Perception: + 10 (Adv. On Sight); CON +8

Crotika:

Crotika is an isolated domain, a small village filled with people who praise the god Chronos. They don't know what Jeweled Eyes are, and will attack the party with high class magic if they were to attack. The village itself is filled with Aarakocra who are magically and technologically advanced.

Villagers of Importance:

- Gress Loftwing "The Bird-Brain": A High classed Artificer who has technologically advanced the town greatly with his engineering work and his bio work. One of the lead doctors on the case of Cackle Fever.
- Claduis Loftwing: Leader of the Loftwing tribe, has been taking this outbreak very seriously but will not risk the village by opening the borders
- Zazu Loftwing: Warrior brother to Gress, a fighter at heart and guardian of the Loftwing tribe, will view the party as dangerous and attack them when they get near the town.
- The Time Keeper: The Priest at the village, a high class wizard that prays to chronos

- Suzie Passerine: A young girl who is infected with Cackle Fever
- Jerome Finch: A middle aged gentleman who is infected with Cackle Fever

Places of Importance:

Med Center: A small hospital that was recently built in the surge of those infected with Cackle Fever. Contains a couple doctors, and an overwhelming amount of patients.

Loftwing: The center where the leaders of the Loftwing tribe live.

Church of Chronos: A large chapel that praises the ancient god of time, Chronos. Chronos is a god that is presumed dead, yet his prayer is still here. Many people in the town don't take it very seriously, as they have changed their focus onto a world of high classed magic and technology

The Workshop: A building center for many of the technological advances that can be found in Crotika. These include Car (Cart without the H), and elevators as the two big things. But now the Workshop has been transformed into a quarantine lab to understand the properties of Crackle Fever. Right now the patient Jerome Finch as signed up for experimental measures to understand how the disease can be cured

Issues In Town:

Cackle Fever Mutation:

Cackle Fever

This disease Targets Humanoids, although Gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its Common name and its morbid nickname: "the shrieks." Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of Exhaustion that can't be removed until the disease is cured.

Any event that causes the infected creature great stress—including entering Combat, Taking Damage, experiencing fear, or having a nightmare—forces the creature to make a DC 18 Constitution saving throw. On a failed save, the creature takes 20 (4d10) psychic damage and becomes Incapacitated with mad laughter for 2 minute. The creature can repeat the saving throw at the end of each of its turns, Ending the mad laughter and the Incapacitated condition on a success. Any Humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 16 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours. At the end of each Long Rest, an infected creature can make a DC 18 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an Attack of mad laughter drops by 1d4. When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these Saving Throws gains a randomly determined form of indefinite Madness, as described later. On a Failed Save after a long rest the creature's level of exhaustion goes down by One

This disease has been spread into this realm at a higher level through a leak of a man that a few Aakarco warriors killed on the spot when doing their daily patrols. This leads to them getting infected and bringing it home to their families. At first, the Loftwing tribes weren't insanely worried, as Cackle Fever is a disease they have faced before, but this level of it is much stronger, and has already led to a couple deaths inside the community. Yet Claudius Loftwing still won't open up the borders to the outside world. To cure the disease they need a Heat Shroom and Frost Fungus mix called Biteflora. Studying the patients will tell the party that they need to ingest something that is hot and cold at the same time.

Dregard:

Dregend is a town that is in full control of the Jeweled Eyes, in this town they perform once illegal arena fights, that are now welcomed as high opportune fights.

These fights are run by the Pig Pen Arena, as open bouts continuously happen in this town.

Villagers of Importance:

- Jericho, The Ruler of the Arena: A clone copy of Jericho that runs the arena, he is an intellectual clay golem.
- Carpophorus: The undefeated Gladiator that has been ruling the Arena since Howard, the Monster of the Maze. He is a Paladin of Tempus, The God of Fighting and wields a sword of flame. He is a half-Orc.
- Henry Morgan: The ruler of the town who has been positioned here by Scroton. Jeweled Eyes take a cut of the profits from the Arena, him and Jericho don't see eye to eye.

Places In Town:

Trophy Shop: A Small shop in town that has all different trophies from warriors that once lived in the Arena, fighting hard. One of the most expensive items is a bow of a centaur that was left behind after Howard destroyed the creature, which is priced at 10,000 gp. A lot of different monster parts are here though, including Cyclops eyes, and Devil's Tails.

Arena: The Arena is a large scale building that houses the main focus of the town, the Arena is a huge entertainment spot, and revenue generator for the town. The Arena itself can hold 80,000 people, and it has been growing in popularity as Carphoprus winning streak continues.

Issues in Town:

A Challenge for the Gods: (Questboard)

Jericho, The Ruler of the Arena, has requested the capture and bringing of a large creature that can battle a gladiator that hasn't lost a fight yet. Soon there will be "FoeHammer" A large event where anyone can sign up, but it is to the death. One

winner leaves the arena alive, and with the legendary Weapon “Slow Hammer”, so they need a large creature to make the legendary day of battle, even more exciting.

When the party arrives, Jericho hopes to see them with a large creature that they discover to be worthy, based on the size and what Jericho thinks he will pay the party accordingly, either way he will also invite the party to “FoeHammer”, in FoeHammer whoever decides to participate will battle amongst themselves for the legendary reward of the “SlowHammer” In FoeHammer there are no teams, only blood and battle. Many people from around the world will be participating, Including Carpophorus. There will also be another fighter overwhelming in size called Garagos, as he stands 15 ft tall, with 6 arms each wielding blades that glow an aura of red.

Carpophorus is a LVL 13 Paladin (Character Sheet Needed)

Garagos is a LVL 9 Barbarian + LVL 11 Fighter (Character Sheet Needed)

SlowHammer:

Requires STR 18 to wield + CHA 14

Damage: Deals 3d6 Bludgeoning Damage + When a creature gets hit with it they must make a DC15 CON save or have zero movement until the end of their next turn.

Drisa:

Drisa is a small town south of the Emeraldian Palace, a lot of its water and agriculture comes from the river of green. The town is primarily a farming town, but it also cultivates magical plants as well, becoming a blossoming part of the arcane community in the world. The guild itself gets a lot of its magic plants and herbs from Drisa.

Villagers of Importance:

- Farmer Yorn: A Head farmer in the community that care very much for the citizen that live here

- Boblin (A Goblin) : Boblin The Goblin is a man of high prowess in the village, the town doesn't have a mayor but he is the closest thing to it.
- The Weird Tree: People in town believe the Tree is magical due to its purple leaves, when in reality, it is just a purple leafed tree.

Places of Importance:

Farmers market:

The Farmers market holds a lot of the different crops that the community produces, magical or not.

Plain:

- Pumpkins: 3 gp
- Potatoes: 5 sp
- Corn: 5 sp
- Wheat: 4 sp
- Hay: 3 sp

Magical:

- Heatshrooms: 25gp
- Frost fungus: 35 gp
- Skull Berry: 60 gp
- Baked Potatoes: 35 gp
- Gillyweed: 100 gp

The Weird Tree:

The Weird Tree is seemingly nothing special, but when you eat a leaf from the trip it takes you on a large acid trip, but it takes about an hour to kick in. It seems that everyone in the town is on these leaves at all given times.

***Enchanted Frog Forest:**

Species around the Forest:

Golden Bark Tree: A rare tree in the forest that shines a bright color gold, it spreads to the leaves as well, creating a metallic look to the tree as if it was fake.

The Purple Caterpillars: A breed of caterpillars that create a small toxin that glistens on their skin, a small dose can create numbness in the skin touched, but if ingested could cause stomach issues for up to 10 days after ingestion.

Mossmels: A forest breed of camel, they are much smaller than the normal camel, only being able to carry one human at a time, but they thrive in the humid temperatures, and even enjoy it when various types of moss grow on their backs.

The Ghost Crabs: A breed of white spirit crabs that are said to live 10x longer than the normal crab. They are very small, but they live in “The Hoytor” , a small pocket dimension where the world is corrupted, destroyed, and droughted by harsh conditions.

Pharogs: A species of humanoid frog people who can speak common, they are intelligent enough to build their own civilization.

Mist Moss: A breed of Moss that produces Fog-like Mist when the forest grows humid.

- **Heated Mushroom:** A rare breed of Fungi that beam out small flames, they commonly run at 150 C, and are known to cause burns and forest fires. They are only found within caves naturally.
- **The Sunflower Lemur:** A species of Lemur that are called sunflower look alikes, due to their lion-like mane that glows a golden light brown, and their dark brown faces. They are known for causing mischief.
- **Grape bats:** A species of bats that are about the size of grapes, they are known for moving in packs, and they are completely nocturnal. They tend to live in caves.
- **Crystalline Lobster:** A species of Homaride, Lobster, that skins a glistening light blue, this creature weighs on average 25-35 pounds even though it is only up to a foot long. Many miners get confused and pinched when they strike a Crystalline Lobster. Their shells are as hard as steel, and the older they are the stronger the shell, some claim that Elder Crystalline Lobster’s shells can cut diamonds.
- **Spore Ivy:** A Species of Ivy that shoots out toxic spores when gotten too close, these spores can cause minor hallucinations, and “Red Face” a terrible rash that

grows around the eyes, it is known to potentially cause blindness, or mass scarring around the eyes.

- The King Stag: A deer like beast that grows up to 12 feet long, 20 feet tall, these large beasts are a rare sight due to their dwindling population, but when spotted running is the best thing to do, as they are known for knocking down trees as tall as mountains.

Inside the Enchanted Frog Forest:

Inside the EFF there is a small tribal town run and ruled by Ramenos the Frog Pharaoh. He has become a much stronger leader than before, preparing his people to take action against any threat that may approach. The Pharaohs have risen to learn to use the nature around them to their advantage, it is said no one has left the frog forest alive after their rise in power.

The Frog Persuasion: (QuestBoard) [Enchanted Frog Forest]

Julius, The Russian Frog Ninja, has been communicating with the guild in regards to the Frog Forest, and he believes that they can be convinced to join the guild as a powerful force. He is looking for a group of adventures to go into the frog forest with him and convince Pharaoh Ramenos to use his people for the greater good.

Icenard:

Icenard is a town that is very unconnected to the rest of the world, very isolated in itself. They praise the Raven Queen, a goddess of the ShadowRealm. The town believes that soon a chosen representative will sit upon the Throne, if the Throne is accepted it will be known who the next Idol of the Raven Queen will be.

Villagers of Important:

- Father Trowi: A Shadar-Kai (Shadow Fey) who praises the Raven Queen. He has been the one preaching that the Raven Queen has sent him here to be a Servant to the new Idol that is Arising

- Sorceress Zirlal: A Conjuration Sorceress of the Shadowrealm, is on a quest to discover the next Idol, a Female Shadar-Kai.
- Tyna Villie: A young Elf girl who lives here after being discovered by the Shadar-Kai years ago, she has been raised to praise the Raven Queen, but only her family cares for her, everyone else believes she isn't a true follower to the Raven Queen, as she is not a Shadow Fae
- Historian Uten: A high-class Librarian that knows the true history of the Raven Queen
- Aldi Villie: Adoptive Mother to Tyna, has risked her reputation to raise this child, but loves and cares for her as she should
- Naton Villie: Adoptive Father to Tyna, Cares very much for his family, takes much hate from the village due to his life choices
- Covan the Forgemaster: The blacksmith that is a master in Shadow Magic to infuse inside weapons.
- Guardian Of The Raven Tree: A Shade who has evolved into a minor deity that stays by the side of the Raven Tree, to protect it from any harm. Is willing to murder anyone attempting to harm the tree

Important Places In Icenard:

Throne to the Raven Queen:

A place of worship in Icenard, it is believed that the true heir to the throne will sit upon the Throne to the Raven Queen, and become the Idol of the Raven Queen. If someone attempts to sit on it that is not the true Idol the Throne will backlash, and ghouls will rise to attack the person who attempted, many have been killed trying.

Raven Tree:

Another place of worship, said to be a connecting point from this realm to Shadowfell, the realm of the Raven Queen.

Shadow Forge:

A place where Shadow Magic weapons are forged, creating powerful weapons. The forgemaster is a powerful high class enchantment based wizard that creates Shadow-Magic based Weapons.

- Items in Stock:

- Shadow Sword: 1d6 Slashing + 1d6 Necrotic (500 gp)
- Shadow Dagger: 1d4+ 1d6 Necrotic (300 gp)
- Shadow Plate Armor: Provides 18 AC and a Resistance to Necrotic Damage (2,500 gp)
- Spear of Shadow: A spear that can traverse through Shadows in a radius of 120 ft from original destination. 2d6 Piercing +1d6 Necrotic damage (4,500 gp)
- Shadowwalk Boots: A pair of boots that can walk and allow the user to traverse through shadows in a 100 ft radius from the original shadow. (10,000 gp)

Icenard Library:

A library hosted with many journals and knowledge about the Raven Queen, within the history books, it seems some scruffed knowledge has been placed, as the Historian knows the true background of the Raven Queen.

Chapel of the Raven Queen:

A place of worship and prayer to the Raven Queen, it is filled with symbolism of the Raven Queen, including the Tree, the Throne, and the Ravens. Symbolism of the Shadowrealm covers the stained glass.

Issues In The Town:

Discovering the Raven Queen Heir:

The Throne to the Raven Queen is a dangerous magical item that accepts only a true chosen idol for the Raven Queen. It's been 1,000 years since a true idol of the Raven Queen has been found, but Father Trowi says he has been getting visions from Shadowfell, showing that the heir will rise soon. Due to these prayers and beliefs, many

are attempting more than ever to sit upon the Throne to the Raven Queen, but each person that has tried has failed, and many died due to their attempt. Father Trowi is attempting to bring a small force of the village together to discover who the Heir is, and will force people onto the throne to do it, even if it means their death. One person they will refuse to allow near the throne is Tyna Villie, the only Elf in town.

Tyna Villie is a young female elf who was raised in town after being found outside the village by her parents, Aldi and Naton. Tyna is very hated by many of the residents of Icenard, she spends much time in the library with Historian Uten, who hides the true history of the Raven Queen because he has a theory. The village believes a pure breed Shadowfey was the Raven Queen, rising and creating Shadowfell. Little does the world know is the true history is that An old Elf Queen from hundreds of thousands of years ago went to war, and her armies betrayed her, this Elf Queen instead of lashing out in revenge, accepted that her people did not trust her rule, and she dwindled down to darkness. Her last breath was cold, colder than No-Man's land, freezing the throne room. This throne room collapsed within itself due to the harsh cold, falling into a new realm that the breath created, the Shadowfell. From there the children of the Raven Queen weren't born as elves, but instead as Shadar-Kai. Uten believes that Tyna may be the heir in Fathers prophecy.

Failing the Throne:

When you fail the throne, ghouls and ghosts will emerge from the sides, underneath opening a portal from Shadowfell to Shinchaku. These Ghouls have killed many false heirs, and will attack anyone who tries to sit upon the throne

Tyna Success on the Throne:

When Tyna sits upon the Throne, the ghouls and ghastrs will emerge, just as they do when daily, but Tyna will begin to rise as they carry her into the sky slowly. Soon her clothes will change from her common clothes into a large black and purple dress and robe. The Raven Tree will begin growing at an excelled rate, as the branches will form a large circle, and the roots will arise to become stairs, creating a portal into Shadowfell. Tyna will be filled with the power of the Raven Queen, the True Heir. And all people of the town will worship her for what she is. The Guardian of the Tree will become her first guard, never leaving her side.

Post Tyna Heir:

At the Shadowforge:

Coven the Forgemaster will let adventurers know that with the right materials and the proper fee, he can create Displacer Beast armor, which provides Studded Leather Stats plus Resistance to all ranged attacks.

Tyna's Desire:

Tyna wants to adventure and see the world, but she wants that for her people as well, she wants to know about the world, and will ask the adventurers about what is happening in the world, and what it is like. When she hears about the guild and how it works she will be interested in joining, and she would like to create a guild entrance in her town, to open her town to more of the world.

Jare:

Jare is an Abandoned port that is now left to a small gang of Merfolk creatures who call themselves, "The Kraken's Tentacles". Even small, they have an intelligent leader who has been able to rob many high class trinkets from around the world, using his team of Merfolk

Villagers of Importance:

- Yarrow Finn: The male Merfolk leader of The Kraken's Tentacles, a large merfolk man, with many different scars. Was harmed by the gang "Mermaid Skulls" many years ago.
- Thalassa Finn: The Female Merfolk bride of Yarrow Finn, a powerful warrior within herself, part of Yarrow's A-Team.
- Orman Morcant: A Male Merfolk warrior, part of Yarrow's A-Team

- Silica Prism: A young Aquatic Elf who has leaked in, has now been placed under the wing of Yarrow and Thalassa, and has been taught the way of robbing.

Places Of Importance:

Yarrow's Den:

Yarrow's Den is just the living quarters for him and a few other elite members in the guild, but most of the time Yarrow won't use it, and instead sleeps with the rest of his gang.

Sleeping Quarters:

The main sleeping quarters of the gang houses around 40-60 merfolk.

Dining Hall:

The gang will gather all together, pray all together (To Eadro), and all eat together as a family. They all celebrate together, and Yarrow will usually prepare a speech for them.

Issues with the Town:

A Theft From Salvation: (Questboard)

Ansturm has put in a request in the guild for a small group of adventurer's to infiltrate the "Kraken's Tentacles" and take back what was stolen for the labs of CastleTop. He is looking for colored vials that were in a black case, they are very dangerous Chemicals, and is afraid that they may harm not only themselves but possibly others by using them. He has tracked down their hideout to the abandoned town that was Once Jare in Crimson Sands. He will pay handsomely if they are returned properly to him.

The town of Jare itself is not well taken care of, as only a couple buildings are really used by the gang, but when the party arrives, the Merfolk will ask them what they are here for. Depending on their answer, the gang will either grow hostile or be friendly, but either way they will request that the party has a meeting with Yarrow Finns.

Yarrow will meet with the party almost immediately, any form of inhospitality Yarrow will fix, and yell at the merfolk. He will explain to the party that he is a Father to his gang, and that each one of them is very important to him. If questioned about any chemicals, he will explain that yes, he did attempt to rob CastleTop because of the high amount of dangerous and expensive materials they are hiding up there, but he lost the case on the swim back, when a thunderstorm occurred. This will be a lie, he has the chemicals safe and sound in the back of his den. If the party believes them, he will send them on a wild goose chase in the ocean, and he will not accompany them, but instead send merfolk soldiers, who will attempt to kill the party once out at sea.

The Chemicals that Yarrow stole are Mutagens, he himself knows what they are, but also knows about the dangerous Side effects, as he also has some pages from a journal written by Fuvor. Yarrow won't hand over the goods he got without a fight, but if they are discovered it can be seen that one is missing from the case. The one missing from the case is the Swap Mutagen, which is in Yarrow's system and he will use it to defeat the party. Inside the Journal describes this two mutagens in the case (Leaving out the awakened ability)

- Mutagen of Breath of Gold (Power Level 2): Provides the consumer with a dragon breath attack of Fire. Giving resistance to fire damage, and allowing once per long rest to shoot a 15ft Cone of fire, creatures in the range must make a Dex save of 17 or take 4d6 fire damage, half on a success.
- Mutagen of The Moon (Power level 4): Provides a large boost to the consumer when it is night time. Provides Dark Vision, Light Cantrip, and +1 to AC in moonlight. Once per long rest the user can summon a magical item called "The Eclipse" Which they become proficient in as well. This bow gets an automatic +3 + P.B +DEX or INT (Whichever is higher), and when it is shot it deals 4d8 damage, depending on the phase of the moon it deals 4d8 Necrotic (New Moon), 3d8 Necrotic + 1d8 Radiant (Crescents), 2d8 Necrotic +2d8 radiant (Quarter Moons), 1d8 Necrotic + 3d8 Radiant (Gibbous), 4d8 Radiant (Full moon). This bow lasts for 5 minutes.

- Awakened: TO Awaken the Mutagen, the Player must sacrifice something important to them to the Goddess of the Moon Selune. If this happens they get “Fengari” which translates to Moon (From Greek). Fengari is a large ghost spirit wolf that will now follow and live alongside the player. Fengari can never die, if his HP drops below zero he will come back after the next long rest.
- Fengari Stats:
 - HP: 78
 - AC: 18
 - Move: 50 ft
 - Attack: *Bite*: +8 to hit, 5ft., deals 1d8 + 4 radiant Damage
 - Attack: *Claws*: +8 to hit, 5ft, Deals 1d10+2 Necrotic Damage
 - Ability: *Lunar Bond* This creature can be ordered to take its turn right after your turn. If it is within 10 ft. of the Creature’s master as he/she is getting attacked, it can make a Dex save of 19 to jump in and take the blow instead, but damage is doubled. Does not work on AOE spells
 - Ability: *Multiattack*: Can attack once with its Bite attack and Once with its Claw attack.

If the party decides to return the mutagens, Anstrum will reward them with each 15,000 gp, and a large thank you feast for their actions. If they take the mutagens instead, they will be hunted down by Anstrum and Anstrum’s people.

Monkey Island

The island is about a mile radius and reaches in all directions. Certainly explorable in a day. On the surface, there is nothing. Simply palm trees, beaches, forests, etc.

On the Beaches: There are wreckages along the shore, some with holes blasted in the side, others just beached, and some completely eviscerated. When exploring there can be gold, gems, and artifacts found.

- Artifacts
 - Wooden ship with tree growing out of the middle: There is a sphere of overgrown branches holding a glowing orb in the center of the water. If attacked, it will blast the person back. If taken out of the water, the branches will dry up revealing a seed. If planted, it will grow a small sunflower that if left for a week, will grow into a walking sunflower that can rap and only sings the “PvZ” song.
 - Ship with a trunk for a headpiece. Headpiece is the only thing remaining. At the top of the trunk there is water coming out. If one were to bathe in the water, they feel regenerated and gain temporary HP of 2d8. Cannot be used more than once.
 - Huge ship 3 or 4 times the size of the other ones. Ship is literally just carved stone, beached in one piece. Fallen stone giant towards the center holding something in its hand. If hand is destroyed, out pops a stone tablet. What’s written is known to those who speak giant or dwarvish. It reads, “To the homeland I must go, the Midnight Hideout I forgo, what’s within cannot be revealed, until one goes with zeal, and at the highest peak, you’ll find what you seek”

In the Forests

In the forest there will be a plentiful amount of monkeys and bananas. The monkeys oo-oo and aa-aa and give bananas. Hidden in the middle of the forest there is a monkey skull on a tree. A stone door on the floor of the forest is hidden underneath leaves and dirt. When the skull coin is placed in a slot, the door opens.

Through the underground tunnel, a huge underground forest appears filled with what was up above but plenty more as well.

The forest is colorful, huge treehouses rest in the canopy, the underground area has its own day and night cycle, etc. Monkeys still speak in oo-oos and aa-aas, but their language can be translated.

The bananas the monkeys have and eat are basically health potions. There are monkey guards and a monkey queen that reside in the monkey palace towards the back of the forest.

Apart from the palace, there is also a shopping and residential district suspended between the trees

The monkey queen has the ability to pick its nose and scratch its ass. This action combined with the touching of one's forehead grants the person the Monkey Queen's blessing, giving them an advantage on all dexterity saving throws for 24 hours

Villagers of Importance:

- Queen Kala: The monkey queen leader, has become a formidable government force.
 - Queensguard Nkama: A highly skilled monkey warrior that protects Queen Kala
 - Jojo, the Mad Scientist: A highly intelligent monkey that has been running around the Emeralds after getting experimented on by Fuvor, he along with his Intelligence Mutagen have provided a large capability of technology to the Monkey Island.
 - George, The Tyrant: An insanely large and powerful gorilla that lives in the dens of Monkey Island, has become a target for many who seek a powerful creature at their side.
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***Myrkul's Lake:**

Kelemvor Quest:

Villagers of importance:

- Skull Lord: A bannerman of Myrkul who defends the lake
- Death Knight: A high skilled warrior that works in the name of Myrkul
- Myrkul, Lord of Bones: A highly powerful demigod that rules over Myrkul's frozen lake. The Lord of Bones is known to be cold hearted, but a powerful creature of immense strength.
- Stalfos, Mage of Myrkul: A highly powerful mage advisor of Myrkul.
- Achmed, The Builder: An engineer who is known on Myrkul's lake to design the builds for his castle, the tower, and creating the frozen lake as a whole. He loves Jalapenos, especially on a stick.
- Myrkul's Follower: A woman of Krine who was sent to advise the rising nation of Krine, but now has fallen in a deal with Myrkul to allow herself to advise him, causing her to turn undead.
- The Golden Bat: A legendary warrior who travels along the lake, he is the first line defense of Myrkul, many do not survive their encounter with The Golden Bat.

Myrkul's Lake:

Myrkul's Lake is frozen solid, a thick layer of ice covers the whole lake, making it able to be walked upon. The lake is sparsely inhabited, as it is a bitter cold, and a very dangerous environment with dangerous creatures that roam on Myrkul's lake.

- The Golden Bat: A powerful fighter/sorcerer that roams and kills on Myrkul's lake, many believe him to be Myrkul's guard dog, but some state that he is potentially more powerful than Myrkul himself
- Serpent of Bones: A large naga that listens to the golden bat, he lays dormant under the ice until he is needed.

Baron's Tower:

The Baron's Tower is a magical tower that is placed outside the castle; you cannot go into, see, or get to the castle without traveling through the Baron's tower first.

Contains a Creature called the Skull lord

(<https://dr-eigenvalue.github.io/bestiary/creature/skull-lord#:~:text=The%20skull%20lord%20is%20a,ray%20of%20frost%2C%20shocking%20grasp>) This creature will attack the party, and raise skeletons to fight alongside him. It is intellectual and can speak, but has no care for the RavenQueen. After defeating him the party can find a Book of Fear with him, a Bone Staff (Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 14 (4d6) necrotic damage.), and a Skull Tome providing (Master of the Grave: While within 30 feet of the skull lord, any undead ally of the "Skull lord" makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there. This also allows you to have one Permanent Undead Ally, which spawns at the beginning of every long rest, this Undead Ally can speak all languages it's owner can, Has AC: 16, HP: 75, Attack: +8, deals 1d8 Necrotic Damage +4, Can cast Chill Touch as a cantrip, can cast Summon Undead once per long rest.)

Myrkul's Castle:

The large scale castle created out of bones, tar, and stone sits in a magical domain creating a heavy darkness around it at all times. Many of the creatures inside of this domain live in smaller huts that lead up to the castle itself. These creatures tend to be skeletons, it can be seen that each one has an engraving of Myrkul's symbol on the back of their head. It can be noted on a high Arcana check that these creatures are magically enchanted to Myrkul, taking their endless loyalty after death.

Sheka:

Sheka is a small town in the bottom right of Auboon. It is a town of many humans, who live relatively on their own. The town is peaceful, but it has had issues in the past with the Penguin Kingdom, but the Penguin Kingdom took over the town quite quickly. Now the town lives on its own, trying its best to stay away from the government.

Villagers of Importance:

- Mayor Joya: A female human who is the age of 34, she has been running the town since the Penguin Kingdom's fall.
- Farmer Samatha Tourne: A female human who runs Tourne Farm, She farms mainly animal products, like chickens and cows.
- Ringo Port: An elderly Turtle man who has been living in this town for years.
- Cecilia Hika: A Female bartender who works and runs the tavern. She is content with the peaceful life this village provides.
- Father Loros: A Retired Paladin knight of Selune, he now worships the Goddess of the moon at the church in town, many people share the same belief, but the church itself is open to many different beliefs.
- Suzie Lilos: A young human girl who has gone missing from the town, it is creating a large stir.
- Anne Lilos: The single mother of Suzie Lilos, very panicked and scared, is doing anything to find her daughter.
- Freddy Topka: A young farm hand who works at Tourne Farm, second person to go missing.
- Lonnie Topka: A waitress at Hika Tavern.

Places in Town:

Lunar Church:

The Lunar church is a large set up with stained glass depiction of the moon. Inside many people come to pray, even if they pray to another god.

Tourne Farm:

A large farm that the town relies on, the town is nice and kind, but only likes a fair price for her food.

Raw Food:

- Milk: 4 sp
- Carrots: 3 sp
- Eggs: 6 sp
- Leather: 4 sp
- Pork: 5 sp

Hika Tavern:

The Tavern is a good community gathering place, especially at night. Cecilia Hika has her hands full with the Tavern most nights. She hired Lonnie to help her out at the tavern.

- Pork Chops: 1 gp
- Steak Salad: 2 gp
- Omelets: 1 gp
- Chicken Sandwich: 2 gp
- Chicken Entree: 2 gp
- Moon Wine: 4 gp
- Lunar Eclipse Mix: Moon Wine, Muddle Peppers, Frost Vodka, Sliced Heat Shrooms, with a lime garnish

Shell Smith:

The Shell Smith has become a centerpiece of the town of Sheka, due to how long it has been there. Ringo Port is a man who has been here basically since the foundation of town. He has seen its change in tides with different governments, but nonetheless he keeps to himself and makes his weapons.

- Shell Armor: Provides an AC of 20, but halves movement speed and give disadvantage on stealth, requires a STR of 18 to use: (5,000 gp)

- Turtle Bane Blade: 2d6 Slashing Heavy Two-Handed, on a hit you may use a charge to attempt to knock opponent prone. They must succeed a Strength saving throw of 16 to not be knocked prone.

Sheka Town Hall:

Home to the mayor's office, it is welcome for anyone to come in and speak with the mayor on certain matters. Due to the smallness of the town, many people gather here when things are wrong.

Issues in Town:

Missing Person: (Quest Board)

The Small town of Sheka lives in peace, but recently a young girl named Suzie Lilos has gone missing, nobody in the town knows what happened to her, and her single mother is worried sick, and will do anything to get her daughter back.

When the party arrives, Anne Lilos is talking to Mayor Joya about the situation. Anne Lilos believes that something has taken her daughter far away from here, while the Mayor is trying to reassure her that she may have just gotten lost around the forest, and that the people are gathering for a search party tonight in the woods nearby.

Anne will storm out of the office, she doesn't feel right with that answer. The Mayor is shutting down outside business tonight because she desires to get help for the search party.

The townspeople themselves will say similar things about the missing person case, that she is just a young girl who got lost, and that nothing ever really happens in this old town, except Ringo Port, who will talk about many years ago an old legend within the town.

The legend states that when the town first started, there was a young girl named Mona Duskana. She was about the age of 19 when she started training to be a young priestess for Selune, a Moon Priestess. Apparently, she was struggling with her training, and she sought out prayers of other realms to help her, help her learn and control the

lunar magic. She summoned a spirit to help guide her, but soon the spirit grew corrupted, and she has never been seen since.

Soon at night, the search party will set out, but they will never find the body of Suzie Lilos

Overnight, the Farm hand Freddy Topka will go missing from his sleep in the barn. Traces of a struggle can be found inside the barn, but ultimately Freddy Topka seems to have lost. The signs lead to the Well towards the center of town.

Going down the well is a difficult task, as it is about 50 ft deep, but at the bottom lies an entrance to another realm. When emerging from the water well at the bottom, the party will arrive into a cavern. This cavern is made up of a white rock, and in the cavern gravity seems to be much less than what it is in our realm.

Things of Interest in the Cave:

- Tsuki Stone: Material the Cavern is made out of
- Lunar Flower: A White lily that glows with a small radiance around it
- Moon Wolf: A small wolf-like creature that is designed for the lesser gravity, can leap huge bounds due to the change in gravity.
- Tsuki Radiant Water: A type of water that when splashed does 1d4 thunder damage as it creates a long bang sound
- White Diamond: A rare mineral found inside the cavern.
- Trails of struggle leading outside of the cavern

Outside the cavern leads to a large field made out of rocks, a rare Lunar flower can be seen. But far in the distance sits a trail of smoke. When traveling towards the smoke it can be seen that tents are set up around it.

Things of Interest in the Field:

- Lunar Flowers
- Tsuki's Rock Crabs: Crabs that can range from 2 inches to 10 feet large that scuttle through the field.
- Glowing Crow: A type of crow that glows and burns an immense white light

- Mud Pits: A light gray mud that blends in well with the stone around it, if fallen into it can be sucked down and into a large venus fly trap.

At the smoke sits a small grouping of Human Spirits, in the center sits a young girl. This young girl seems to be around the age of 19-20, but her hair glows a glistening white, her skin is fair, and her eyes are a light blue. She is wearing a white robe, with a light blue and light gray trim. She has a staff of the moon lying next to her. When the party approaches she will be very shocked to see humanoid life, but the human spirits will seem to stay guard. She will say her name in Mona Duskana, and that she needs your help. She is stuck here, she will say that she woke up a couple days ago, and has met these new friends of hers since. She will point to the three spirits, this is Lucas, then this is Yuyu, and this is Kombo, they are very sweet people truly. She will ask the adventurers if they need some rest and stay the night, before they investigate further on how to get out.

Going back to the cavern of the well will just lead them to an empty cavern, it seems there is a way back, however the three spirits will seem scared and worried of the adventurers, but Mona doesn't seem to notice it.

Eventually one of the spirits will attempt to possess a member of the party after investigating them thoroughly. They will do it stealthy if possible, but they are trying their best not to get caught. It can also be seen that one of the spirits has been fiddling with a small stone for a while.

At the camp, underneath the ground, lies a sleeping Suzie and Freddy, there are traces of mined up stone. If the spirits get caught, they will explain their situation of how they cannot traverse to different realms without a physical body, but they are tired of the dullness of this realm, and we're just trying to grab one more person before making it through. Mona will have no Idea they were placing this, and if asked why they didn't try to use her, they will explain that their Goddess would be very angry if we used Mona. Mona, confused about this, doesn't really understand that these spirit are spirits of Weredragons who praise Selune, and they will admit that Selune said that they must protect Mona at all costs, which is why they dragged her here many many years ago, to

keep her safe until the time is right. But now Selune believes the time is right for her Idol to come back.

Once the spirits admit this a large noise can be heard from the cavern, an explosion. It seems another small grouping has come to stop Mona from leaving this plane. A Kalashtar riding a Lunar Rhino leading a group of 8 followers of Shar, the Goddess of Night. The Kalashtar is a female with long black hair, her name is Isra Blake, and she was sent to stop Mona from leaving this place, as that is what her goddess commands. The other followers are all high powered wizards.

After the battle, if the p[arty remains victorious, they can take loot and leave this realm due to the spirits helping with access to the cavern.

The Village will hold a feast in return for those lost, and with the return of Mona as well.

***Sugan:**

Before the Jeweled Eyes rebellion, Sugan was a slave town that produced a product called Sugan, which is an alcoholic plant which was used by Shulker and his crew. Now the town has lived in a good amount of peace, but recently things have been growing for the worse as a large piece of ice

***Vefsey:**

Holds illegal monster fights

Tajiri:

Tajiri is a town that has 2 very different sides. A side that is filled with trash and garbage, and another that is very high end rich folks, who even use slaves. This town had once been liberated and freed by Craig the Battle Bard, but now he is no longer alive to protect the town under his name, therefore many of the rich have moved back, those left over from Auboon rule and still believe in it.

Villagers of Importance:

- Jaxon: First hand to Veronica, also believes in the cause of Kachara. He is a warforged Samurai who is a valiant and strong fighter.
- Lorthos Detiri: The old prince of Auboon, who lives to make amends for what the Auboonian government once was, now lives with Veronica and Jaxon in Kachara and is a fighting force in the rebellion against Tajiri
- Poko Detire: Older brother of Lorthos who leads and runs Tajiri.
- Rocorro: A Rich man who gambles, old owner of a mine on top of the Emeraldian mountains
- Anastasia: A wealthy bartender who works at Fancy Restaurant in Tajiri
- Winarro: A strong bouncer at the fancy restaurant, a paladin of Waukeen.
- Lyriss: A woman from Umago who now lives here.

Places of Importance

Kachara: A town of trash and dumps, home to many runaways, homeless, and ex slaves. A home to those who live in misfortune, they have slowly been gaining in numbers and plan to lead an attack on Tajiri to take and run the town. In the center sits a large statue of Craig the Battle Bard, made out of trash and garbage they found

Tajiri: A town full of the rich and powerful, filled with ex noble knights, strong bags of money, and scholars. The town is protected by a hired army that protects them from Kachara, and anything else that may occur.

House of Lyris: The Entire house is a mimic that activates if the Steel Box is take

Items of Interest:

Cards Of Flames: A card face down in a glass case from The Deck Of Many things

Rocks of Golems: A summoning stone that can instantly summon a rock golem, expect it will hunt you down after 24 hours of doing your bidding

Spellbook of Catapult

Books about Auboon, Showing off the history of the White Dragon. Talking about the idea of the Ice Nest. Mentioning Polaris

Books of Penguin Kingdom, talking about their quick and impressive military aspects, and the theories on the strength of reggie and who he really was

Cursed Book of Explosion: When the book is open, person must make a DC DEX save of 22 or taken 10d10 fire damage

Curse Ring of Constitution: Gives +2 to Constitution, but gives disadvantage to CON saves of disease

Steel Box: Inside the magically locked box sits a Mask. The ring is a legendary Mask of Erythnul. When this mask is worn, the person must make a DC CON 22 saving throw, or else be taken over by the Troll of Slaughter, a legendary beast of Erythnul that worships the god of Panic and Slaughter.

Myrkul, Lord of Bones Sakuna deal with kristian

“What is Dead Can Never Truly Die” A frozen lake with skeletons inside of it, all different races and sizes can be found. Myrkul will be sitting on a throne of bones, laughing at Gnomius, struggling to stand on the solid ice

“I am a gnome of fun, but there is no fun in serving someone else.”

Issues in the Town:

A Familiar Leak: (Questboard)

A young girl has been found in the middle of a pile of trash, she has been having recurring headaches, and a rebellion leader has ask anyone for help before they attempt to overthrow a town filled of “Aristocrat assholes”

The Kachara forces are planning an attack 2 days from now, when in the middle of Kachara lands a girl from a different realm. At first, she is lost, confused, and Veronica decides to take the young girl under the wing of Kachara’s protection. The young girl has no use of her legs, and has a small robot named Pinocbot that stays and helps the young girl. Soon the young girl will begin to have tremendous headaches, seizures, and waves of issues. The young girl will begin to recognize Jaxon and Veronica, and begin asking how she has a body, what happened, and where's Craig. But soon her headaches will lash out, causing great pain. Veronica will realize that this is a leak of Reiya, but she is totally confused on what is happening to her, and is worried sick. She will ask the party to escort Reiya somewhere safe, and figure out what is happening. As of the moment she needs a war to win, and afterwards she can help Reiya.

Reiya is suffering from what is called “Realm Mental Collapse” In which a person from a realm of the dead, who had their memory wiped, leaks into a realm with things around them that are familiar. Not every time this happens, only when the memories try to heal themselves. It is a dangerous and awful thing that can’t stop unless healed properly. Not many people can even diagnose it, Anstrum the Necromancer, Realm Guardian Chubs, and others who know immense information about the realms can figure out what is occurring.

Realm Mental Collapse Remedy:

- A familiar object or living things, to tether her to this realm
- A gemstone worth 1,000 gp
- An object from the Realm she came from (For synergy Waves)
- A Fairy Spirit
- A prayer and approval from a God
- A liter of humanoid blood
- A Spirits touch
- A Dragon’s Breath

Brewed Together at a temperature of 800 F for 3 hours, then cooled for 2 in -32 F. Then fed to the person by someone who cared for them in life. After that, 2 weeks bed rest of pure sleep, then the person should wake up, memories intact, and no more headaches whatsoever.

A Rebellion Against Tajiri:

Kachara has been growing to become a formidable force, but not enough to overthrow Tajiri, but kachara has to make a move soon or Tajiri is just going to grow even stronger and then squash kachara like a bug. Veronica is beginning to plan to overthrow the town soon, and going to use the forces and knowledge she has gathered from her adventures, to take over. She believes that if they can kill Poko, everything will unravel for Tajiri

***Woodshag:**

Woodshag is a small village on the Realm-Island of Yokai, this small village has a population of around 67, which are all ghost people. People here seem very friendly, they float from place to place and really mind their own business. Many of the people here are worried about large adventurous groups, as they are worried some may attack however.

Many of the younger people don't understand what is going on in the realms, especially due to the fog, as they have no understanding of what is happening in the outside world because of this barrier.

Woodshag is led by Chief Houlic, a large fat ghost man who is friendly to everyone who comes into the village. When the party arrives, he will offer a feast in honor of their arrival. He will clap his hands, a large table will appear, and soon the

servant will begin laying out food on a large red velvet table. Houlic, will dig in himself, and enjoy the feast. Soon music and partying will start, and the roasted goose and duck, mashed potatoes, yams, etc. will begin eating.

If the party eats the food, during the night they will begin to feel woozy and sick, causing Level 1 exhaustion and 30ft. Of vision. This will only grow worse as they carry on, they have been poisoned with Horric Slime. Horric Slime is a poisonous substance that can only be found by killing Flesh Slimes, this Horric Slime only affects the living, and is actually used as a butter-like substance for spirits as they enjoy it very much.

The town usually lure people in with their festivities, and adds to their ranking by using this Horric Slime trick, many adventurer's have already.

Umago:

Umago is a town that is very magical based, it was where the old Auboonian Government taught their scholars. Now the town has been working well with Anstrum and the Group "Salvation".

Villagers of Importance:

- Wizard Immortuae: A male human wizard who teaches and governed Necromancy
- Wizard Creo: A female Wizard who teaches and governs Conjuraton
- Wizard Mutatio: A male dragonborn wizard who teaches and governs Transmutation
- Wizard Incantare: A Female elf Wizard who teaches and governs Enchantments
- Wizard Perdere: A male Shadar-Kai Wizard who teaches and governs Evocation

- Student Aziaya Tonos: A male red head student into the school of conjuration
- Student Draco: A male blonde human who is in the school of Necromancy
- Student Hermione: A female Taxabi who is studying the school of Enchantment, top of the class
- Student Ginny: A Red haired female student who studies Transmutation
- Student Nevielle: A nerdy study who studies necromancy
- Student Johna Poritch: A male elf student of Evocation
- Student Rubeus: A half-Orc student who studies Enchantments
- Student Remus: The leak who has snuck through a different world, he is a shapeshifter who has blended in with the crowd of students. He is a very powerful conjuration and Necromancer wizard, who very easily could kill many of these students. But he has grown attached to many, and is afraid of escaping or getting back to his home, as he has no idea how to. Close with Ginny and Draco

Places of Importance:

Wizards Tower:

The main headquarters of Umago, governed over by 5 wizards from the Schools of Conjuration, Necromancy, Enchantments, Transmutation, and Evocation. Each one changes and decides how their school of thought can be taught in a safe but efficient manner based on risks and rewards, they also outlaw magic they believe is too dangerous. The wizard tower is the most magically defensive place in town

Library of Acana:

A large library filled with tons of books that provide information on the many different schools of magic, many students come here to study and learn about magic.

The Flask:

A potion brewery and shop, allows students to come in and test the potion brewing skills, but also sells potions that may be necessary

- Basics: Stam, Healing
- Potion of Morph: 400 gp, Change you to a creature or person your size if you think about them while drinking the potion
- Potion of Water Breathing 100 gp:
- Potion of Flight: 500 gp, allows flight for 1 hour
- Potion of Immense Strength: 1,000 gp: Gives person +4 to strength rolls for 1 hour
- Potion of Immense Dexterity: 1,000 gp: Gives person +4 to Dex rolls for 1 hour

Scroll Brewery:

A tavern inside the town of Umago, many people enjoy drinks and food here. Is well known around the magical community for its great food, service and drinks

Menu:

- Roasted Duck: 5 gp
- Roasted Chicken: 5 gp
- Beef Barley: 3 gp
- Steak with mushrooms and asparagus: 6 gp
- Pork Sandwich: 5 gp
- Hamburger: 3 gp
- Fresh Garden Salad: 5 gp
- Escargot: 7 gp
- Hippo calf: 15 gp
- Mystical Wine: 60 gp
- Red Sangria: 10 gp
- Ghoul's Tears: 80 gp (Vodka)
- The Phoenix mix: 300 gp (Ghoul's Tears, Mystical Wine, muddled in Phoenix Peppers, Frost Fungus infused Ice, garnished with a bird's feather)

Mystical Critter Shop:

A small creature shop, many students come here to pick up familiars and pets to help with their studies (Wizards care very much about mental health, and pets increase mental health greatly in young students)

- Witch's Cat: A black Cat with bright yellow eyes, has the ability to teleport: 800 gp
- Headless Horse: A large headless Horse 1,500 gp
- Fire Snakes: A dangerous but fun reptile: 400 gp
- Frost Chicken: A ice cold chicken to the touch: 600 gp
- A Glowing Rat: A bright little critter: 500 gp

Issues within the Town:

The Imposter: (Questboard)

The high wizards of the wizard tower in Umago has called upon the guild, they believe they have detected a rare leak within their students, they have an immense amount of students, but a magical displacement has occurred, they believe a powerful wizard has snuck into their ranks of students for some reason. They want a guild party to come in, dressed and pretending to be students, to figure out who it may be. The wizards will pay handsomely.

The small town is purely based on this idea of students learning magic, it is more of a college than a town. Many of their students have grown close however, and magic has become their lives, and the people around them have become their families. When asking around generic students, no one says they believe anyone is missing, or any new additions besides the party of course.

At the Library of Arcana many students gather here to study and work amongst themselves, tons of students gather here, and rumors spread consistently. After a lot of investigation the discovery of Remus being a shapeshifter can be discovered, but he will not lash out. INstead he wants to go home, but he has no idea how to. The odd case about Remus is that he has been here for a little under a year, which is way before the

leaks began starting so how he got here in the first place doesn't make any sense. He will explain that in his world, technology is much more advanced, and that there have been rumors of tampering with the realms, and maybe they accidentally got him caught in one of their experiments. That is if the party doesn't kill him, he will defend himself if he must.

Nagai Kao

Bosque:

Bosque is a small town in southern Emeralds that is isolated from the outside world, living in a highly dense forestry area, the population here is small, and alone compared to the rest of the world. It doesn't even have a guild entrance. The village itself is very small, only having a handful of residents.

Villagers:

- Baba Yaga: An Archfey who has been stuck here since the leaks broke out, has been attempting to leave this place and has been unable to do so, has been teaching others.
- Wendy: The werewolf girl who is Ludere's little sisters, has been leaked and stuck in the village, but now trains with Baba Yaga to become "The Little Grandmother"
- Elven Master Rickos Huns: A powerful elf druid who guards this town

Places of Importance:

Baba Yaga's Hut:

A Tree house that houses Baba Yaga, an Arch Fey who is stuck in this dimension, contains many different high class magical items and creatures.

Things of Interest:

- **Potion of Random True Polymorph:** When consumed creature must make a DC 22 wisdom saving throw or be randomly transformed into another creature permanently.
- **The Fae Curse:** A small imp who has been cursed with dark fae energy, is very gross to look at, and is a bit gross
- **Baba Yaga's Cat:** A black cat with yellow eyes, contains magical energy
- **Baba Yaga's Books of Magic;** Studies that contain information and record that Baba Yaga has contained throughout the years. Will talk about the pot found in Bronzian, as it was left behind by Baba Yaga many years ago.
- **Baba Yaga's Staff:** A magical weapon that contains the powers of Baba Yaga: Needs INT of 18 and Wis of 16 to wield, deals 3d8 Magical Bludgeoning damage, and when a creature is struck they must make a DC 15 CON save or be inflicted with the Curse of the Fae. Curse of The Fae slowly transforms the person into a hideous imp creature, it is seemingly incurable.

Rumors of The Yaga (Questboard):

Jett, The Tale Teller has been hearing rumors about the town of Bosque, a small village in southern Emeralds. The village lives in a highly dense forestry area, but rumor is that an extremely powerful godlike sorceress has been living inside this forest ever since the leaks started, he believes that it could be the Witch from the story books he was read as a kid, Baba Yaga.

When the party arrives, it seems that it was true, Baba Yaga is in this town, the sorceress is truly here, but she is also truly stuck, and has no idea on why her hut has lost its ability to travel through realms. She will talk about how she knows about the leaks and all the nonsense. But the hut isn't working, and she truthfully doesn't care about many of the realms even if it will cause more leaks. She will continue saying that she "Did what she was supposed to" in this realm, and now is done. What she has done is say that Wendy is her idol, but what she hasn't done is actually tell Wendy what that means, and Wendy is just confused. Baba Yaga will go on explaining why Wendy is the perfect choice, in which Wendy does seem to be a good choice, but Baba Yaga hasn't

taught her what that means or showed her anything. Therefore a true Idol hasn't been chosen, until an Awakening. An Awakening is the point in an Idol where they understand and get powers from the Idol. For instance, When Oswald picked up the sword multiple times in a row, and developed a love for it was his Awakening. Wendy will pitch in saying that she hasn't learned anything, other than that she likes the cat owned by Baba Yaga.

Baba Yaga will reluctantly spend her time to train Wendy, and she will show some of the stuff. First will include Potion brewing. She will simply at first teach Wendy the very simple recipe of a Potion of Dragon Claw. Very simply, Wendy just has to keep the pot at an exact temperature of 2,543.4 F, which to do you have to be very far away from, and use Fire Dragon Breathe to get it that hot, then simply gather Dragon Claws, Ancient Scales, A ball of Cursed Energy, Ruby Fish Eggs, Shark Teeth, and an Ounce of Ancient Blood. This is one of the most difficult potions to brew in the realms, and what it does is absolutely worth it. However, this is unrealistic for Wendy to gather, at least on her own. Baba yaga will laugh at Wendy when she says it's too difficult, saying that this was her first potion she ever brewed.

Broni:

The Southernmost town of the Emeralds, it is known for its accessibility to the ocean, but it doesn't have as large of a port as Andrith, still a lovely and good sizing. Broni is very out of the way for most adventurers, so they tend not to see many guild faces around. The town itself is filled with primarily elves, but some humans lurk about from Crimson Sands around the area.

Villagers of Importance:

- Mayor Rilop Grens: An Elven beast master who has two large pet Winter Wolves. He is a warrior and Guardian of Broni
 - Frost and Bite are the names of his wolves

- Fishmonger Alice: A young poor elven girl who works on the docks, she sleeps there as well. Has become friends with the Deep Dweller
- Deep Dweller Lophi: A young merfolk anglerfish woman who is getting harassed and attacked from the town, it is a leak from Kioya, the Realm of Ocean.
- Peg-Leg Gulliver Calabran: An ex pirate of Shulkers force, survived the war and now lives in peace away from Crimson, but he couldn't let go of the salt of the ocean.
- Bartender Lurus Dreams: A black Taxabi who hates water.
- Musical Performer Jonathan Darley: A male elf who performs Sea Shanties for the town, he is a popular musical artist known through Crimson Sands, but is trying to spread his name through the Emeralds
- Playwright Anna Cornish: A human Female who is writing many plays about Pirate and Pirate legends, her newest hit is "A Large Shell Shot", a story about the downfall of Shulker, but talks about his uprising as well.
- Maylin Elqen: A young elf girl who has been training to become a great warrior, unknown to her, she is a bastard daughter of King Axin, allowing her to make a claim to the throne.

Places of Importance:

Mayor's office:

The housing and office space of the Mayor in town, Mayor Rilop Grens, has a large collection of fish trophies and monuments from his sailing days.

Statue of Valkur:

A large statue of Valkur, The Captain of the Waves. He is a legend amongst the Pirate community, many stories about his legend and what he has done for Pirates is thrown around. Many praise him as a minor god, but some just view him as a historical figure.

Sailor House:

A large tavern that is both inside and outdoors in the ocean. The bartender is a black Taxabi, who doesn't enjoy the water very much, so will do everything in his power to dodge the water.

Menu:

- Crimson Ale: 5 gp
- Shulker Rum: 8 gp
- Jeweled Gin: 10 gp
- Valkur-Aged Whiskey: 400 gp (A Shot)
- Crimson Cup: 45 gp (Crimson Ale, Shulker Rum, Jeweled Gin, Muddled in Cherries, with a salt rim)
- Swordfish: 10 gp
- Spicy Tuna Roll: 3 gp
- Spicy Tuna Filet: 5 gp
- Red Snapper: 6 gp
- Shark Soup: 5 gp

Shanty Stage:

A large stage that puts on Sea Shanties, Pirate Plays, and other different forms of entertainment.

Musical Performer Jonath Darley performs every week night to attempt to spread his music outwards, he will try new songs here as well to see how the crowd reacts.

“A Large Shell Shot” A play written by Anan Cornish talks about Shulker.

Description:

Shulker was born and raised in Crimson Sands, as a human man he had many privileges in his time, but legend spoke that his family had the blood of Valkur in it, which is legendary for pirates. His father was a noble pirate captain as well, but when he settled down to have a kid, many left his crew, and many lost respect for the man. But Shulker, at the age of 12 killed his own father in front of a group of pirates, and since

then he had much respect in the Pirate community. Soon he grew in power, and respect, and many people believed him to be “The Son of the Waves”, but soon the Jeweled Eyes came along, the only other pirate crew who had a decent size compared to Shulker, and Shulker made the mistake of letting Scroton live because he saw himself in the young and upcoming pirate man, as by the time they started Shulker was already out of his prime. Scroton soon allied with Emeraldian forces, and Shulker had no shot of winning, and in recent days was finally headed in the town “Outlaw’s Claim”.

Issues in Town:

Surface Dweller: (Questboard)

Mayor Rilop Grens is offering a handsome bounty for the head of a Deep Dweller who has been living and stealing from the town, a handsome price of 25,000 gp to anyone who can grab and take the head off of the Ocean Dweller.

When the party arrives in town, depending on the time of day a performance will be occurring at the Shanty Stage, and the mayor will reach out to them. The Mayor will provide a description of the Ocean Dweller that has been spotted, but wants to let the party know a man had already started the hunt, and that they are a day behind him. Gulliver Calabran, an ex pirate of Shulker’s forces.

The party will follow trails that could lead to clues, and soon they will discover Fishmonger Alice, who has befriended the Deep Dweller. It is discovered that she is the Daughter of Gulliver, and that Gulliver has known the location of the Deep Dweller, and will attempt to stop the party from killing Lophi, the Angler Fishfolk.

Ship Sightings:

If the party travels into the bar, the Sailor House, during their interaction with the Bartender Lurus Dreams, he will mention that a couple customers have talked about seeing a ghost ship at night around the docks. He will chuckle at is saying its so silly, but he would love to go there just to check it out, sadly he has to work every night.

If the party travels to the dock at night time, a perception and arcana roll must be made, on a successful for both, a Large Ghost ship that illuminated a green glow can be spotted far in the horizon.

The Ghost Ship itself when the party arrives, is transparent, and your hand can pass right through it. But a scene on repeat is playing, a scene of Valkur and Umberlee talking, they are standing on the deck.

U: Stand Down From My Sea Valkur, You May Be Captain, But No Captain Can Compare to The Goddess Of The Sea

V: A goddess whom is cruel to even those who worship her, you are no god, you are a child on an endless tantrum

U: You Will Regret The Words You Speak With That Muddled-Breed Tongue Of Yours

V: No regrets live inside my heart, a pirates legend never ends

Umberlee will then shove Valkur off the deck, and soon a large shark will leap out and eat Valkur.

On a high perception check it can be seen that everytime Valkur falls during the loop, even if the ghost ship moves, he is pointing in the same direction every time.

If the party discovered this, it can be seen that he is pointing at a bearing of South-South-West, traveling in that direction will lead to a very small island that has almost no life. But when the party arrives, another ghost of Captain Valkur will appear, but this one is wounded, covered in blood, and missing a leg. He is dragging himself up onto the island, slowly. In his hand he is gripping something, clutching with all his might. He begins scraping away at the sand on the island, and it cuts away.

If the party digs where his ghost left they will find a magical item called “Valkur’s Flask”

Valkur’s Flask: A wondrous Magical Item, when the flask is opened roll a D20, on a nat 1 the item will break, on a 2-8 the flask will do nothing, but on a 9-19 the flash will shoot out a large blast of water that deals 6d12 cold damage in a ray 100ft, on a nat 20 the flask will shoot out a “Spirit of Valkur” A Conjuration of Valkur that lasts up to 8 hours

“Spirit of Valkur”

AC: 19

HP: 145

SPD: 45 fly

Attack: +9 to hit, 10 ft., deals 2d6 necrotic + 2d6 cold.

+9 to hit, range 60/200, deals 1d8 necrotic + 1d8 cold.

Damage Weakness: Radiant

Damage Resistances: Cold, Necrotic.

Damage Immunities: Non Magical Bludgeoning, slashing or piercing.

When the flask is opened for the first time, A Spirit of Valkur will leap out, and thank the party for rescuing him from Umberlee, he is now in a world beyond this one, but time has been called for him to do his duties. He will leave, but tell the party that he will leave them this flask, it should help them in the quest.

Chisana:

Chisana is a leaked realm that has fit in Nagai Kao, Chisana is similar to Shinchaku in the sense of creatures that live in there. Though everything in this realm is 10-15 times smaller, making each person about 5-7 inches tall.

Villagers of Importances:

- Timothy Tinks: A young boy who lives in Chisana, he is normal sized and loves playing with the people, little does he know he is torturing and destroying them.

Issues Within Town:

The Large Little Boy (Questboard) [Chisana]

A young boy has been living alone on the Island of Chisana, which has been evacuated by the Guild for the safety of the people who live there. The young boy is not necessarily a threat, but they would like someone to explain why what he is doing is wrong.

When the party arrives, there is a little boy, playing army with the little people of chisana, they are facing an ogre, who is very small. The party can see that he accidentally squashed a few people ending their lives. The ogre is rampaging and killing

more people, all very tiny and very squishable. The young boy won't be easily convinced into leaving all his favorite toys behind.

Emeraldian Palace:

The once old Emeraldian palace that was destroyed due to Juiblex, has been rebuilt by the Emerladian people and now sits on ground level with vast walls around it.

Villagers of Importance:

- King Aegor: Once King of the Emeralds and has been regaining prowess inside Nagai Kao.
- Jett, The Tale Teller: A advisor of Samatrese now, has gone through many things and has proven himself loyal to the Emeraldian people.
- Sila Leads: A maidhand working inside the palace

Places of Importance:

Chapel:

The Chapel is a place of prayer for the people of the Emeraldian Palace, many pray to their variation of gods in this one chapel, including Sune and Titania, many believe Sune shouldn't be praised here.

Agane's Schoolhouse:

A Schoolhouse created in the memory of the Mother of the Emeralds, Empress Agane Chartreuse, she was a lovely, strong woman before the assisination of her husband, and has created a legacy in the kingdom.

Palace:

The Main focal point of town, the Palace is a large castle that holds the royal family, royal subjects, and is usually open to the public, but recently has been locked away due to the hate that Samatrese has been getting.

Training Grounds:

Training grounds for Royal Knights, and Royal Warriors, many come here to train and practice their battle skills.

Mossy Tavern:

Mossy Tavern is a large point in the community and the most popular tavern in the Capital, many people come here due to its closeness to the palace. The Bartender

Menu:

- Elvin Wine: 3 gp
- Dwarvish Vodka: 5 gp
- Horse Ale: 4 gp
- Elvin Mix: 15 gp: (Elvin Wine, Fey Touch, Moondew)
- Fried Potatoes: 1 gp
- Fresh Baked Bread: 5 sp
- Steak: 3 gp
- Roasted Chicken: 3 gp
- Sausage and peppers: 3 gp
- Garlic Bread: 1 gp

Wislow Clothing:

A high end clothing shop that specializes in Emeraldian style high end clothing. A stylist named Lixie Hughes, a female fairy, will help the party out.

- Emeraldian Dress: 150 gp (Green, White, Pink, Red, Purple, Black)
- Emeraldian Suit: 125 gp (Green, White, Pink, Red, Purple, Black)
- Emeraldian Cane: 50 gp (Black, Gold, Brown)
- Emeraldian Bard Suit: 150 gp (White, Pink, Red, Purple)

Beastie Beauties:

A Pet shop that holds many different fae creatures, and creatures found in the Emeralds. The petshop owner is named Bones Lones Pones, he is a skeleton man, but he will deny the fact that he is a skeleton.

- Spriggan Man: 1,000 gp (His name is Klover and he hates being stuck in a cage)
- Kelpie: 1,500 gp
- Blink Dog: 1,000 gp
- Hybsil: 1,500 gp
- Calgraunts: 4,000 gp
- Brownie: 800 gp (Miller)
- Gorse: 1,400 gp

Chartreuse Orphanage:

The Chartreuse Orphanage is a child refugee center for those who have lost their parents, the Orphanage has been getting filled due to the leaks from around the country, many young children live here now, and grow up to become Emeraldian Citizens.

Malachite Smiths:

Malachite Smiths is a main emeraldian blacksmithing shop and school, able to teach those the ways of smithing. The store has every simple and ranged weapon you may need, along with plate armor and such. But some of their more unique Items are on display. The Blacksmithing head is named Groco, the Dwaven Elf.

- Boots Of Tree Stride: 7,000 gp (Allows the user to use Tree Stride Once per long Rest)
- Gloves of Mage Hand: 5,000 gp (Allows the user to use Mage hand, and increases it range to 60 ft and its duration to 5 minutes)
- Armor of BranchWood: 15,000 gp (Provides 19 AC, give immunity to acidic and Poison damage, give proficiency in Nature, Heavy Armor)
- Blade of BranchWood: 15,000 gp (Require Dex 18 and Str of 14: 2d6 slashing + 1d8 Acidic Damage, gives proficiency in Survival)

Spells n' Stuff:

The largest Arcana Shop in the Emeralds, holds many different wares and magical items. The main shopkeeper is a Figolf, a small goliath who takes care of the Magic, he is very well known about his arcana

- Spellbook of Plant Growth: 10,000 gp
- Spellbook of Tree Stride: 25,000 gp
- Spellbook of Thornwhip: 2,500 gp
- Spellbook of Entangle: 5,000 gp
- Spellbook of Distort Value: 5,000 gp
- Spellbook of Comprehend Languages: 5,000 gp
- Scroll of Fire Storm: 100,000 gp
- Scroll of Reverse Gravity: 100,000 gp
- Scroll of Tsunami: 225,000 gp

Statue of Axin and Myra:

A large statue made out of Elven Wood, Stone, and Gold that illustrates King Axin and Queen Myra side by side, Axin is standing looking up at the sky, his sword to the ground, while Myra is holding a blade up, ready for battle. There is a wolf on prowl between their legs.

Memorial:

A large memorial listing names of those lost in the Meeting and the Battle of Widow's Lake, Including: Myra, Daughter of the Emeralds, King Axin, warrior of the Emeralds. Peren, the Kingsguard, Reggie, The Penguin King, Pat Hatter, Alyonna Frappelle, Marchez Tridon, Patriot, Orpheus, The Traveler.

Issues Within Town:

Samatrese's Haters:

Many of the townsfolk, many emeraldians around the country have only lived with the Charatuese family in rule, and what their beliefs were, as from member to member of the family it was all relatively the same, but now many things have changed, Samatrese has a different way of rule, different ways he runs the country, the his Guild Funding for instance. He also is the first ruler of the Emeralds who wasn't an Elf, in their entire history, many people disagree with that a non-elf is ruling the country of majority of elves.

The issues begin with small heckling when his followers go out there, many people won't mess with Samatrese himself, but people have been known to throw rocks or insult Aleysha and Jett when they go. Both have been ordered to ignore it for reasons to protect the people. But when the party arrives they will witness a more large-scale attack, as Aleysha goes towards the chapel, there will be a lot of people going to stop her, her guards will try to keep them back but their voices can still be heard. "Auboonian Scum". "Did you do something to Samatrese? Charm him with your evil love magic" "The Red Bitch" "Get back to your fucking country you cunt" "Tiefling Whore". You can see some of these people attempt to grab and reach out for Aleysha, the guards are trying to stop them, but they are getting overwhelmed as they are trying not to kill anyone.

Later issues will get even worse, as later a Satyr man named Horris Jones is found dead, hanging from Myra's Blade on the Statue. Horris is a lovely man who works as a stockman at Wislow Clothing, he was a friend to many, but recently with Samatrese in power people have heckled and hated him.

Samatrese will break in anger at this, and begin a speech as people gather when the king arrives on the scene of the crime.

"Is this what we have come too? You are no longer just hecklers mad at the outcome of battle, yourselves have become murders, you have become monsters who kill innocent men for the fun of it. Horris was just like many of you, a man with a goal and a peaceful life he was happy with. YOU took that from him, and now you taint the statue of those who should be honored with the blood of an innocent man?"

Murmurs from the crowd will whisper down, and soon, a older elf man will yell out, "You were at the meeting you Goat-Fuck, why didn't you save our Queen?"

Samatrese will be shocked at this question, and many people will ask that question on repeat, and begin throwing things at Samatrese.

Samatrese will be stunned a bit by the question, but eventually he will muster the words that he couldn't, he couldn't get to her.

"So a crap king is also a crap warrior, what a surprise you bollocks licking goat"

"I bet you let her die"

"This is what you wanted? We see through you fur legs"

Soon things will begin to grow worse, more yelling, his guards will begin moving him away from the speech stand, but in response he will misty step down until the crowd, many people afraid for their lives, will back away, but Samatrese stops, standing there looking at the crowd for a while.

"Our enemy was stronger than us, our enemy is stronger than us now, I am but a man, terrified at the thought of the world ripping apart like it is now, I TOOK THIS CROWN BECAUSE I THINK, I KNOW I CAN DO GOOD IN THIS WORLD. I KNOW I DO THINGS DIFFERENTLY THAN THE LAST 1,000 YEARS OF RULE. BUT THE WORLD IS DIFFERENT FROM 1,000 YEARS AGO" Samatrese will jump in the air, and Aleysha will cast a wall of force to give him a floating platform to stand on.

"I know I am a goat-fucker, or whatever else you want to call me, but I know I am also fit for this crown because Myra has taught me how to wear it, she taught me everything I know about this job, so please, give me a chance before you try to knock the crown off of me, maybe I can help the world a bit."

The crowd will grow silent, this is the first real human interaction we have seen of King Samatrese, and many will be in disbelief that he opened up his feelings like this.

Samatrese will jump down from the platform, a walk towards the castle, but making it a point of going through the crowd. The whole crowd will open a path for him, not in fear, not in respect, but in unsureness. And he will walk back to the castle, with no guards, no one to accompany him for protection, for the first time.

A King's Day Off (Questboard):

Even Samatrese needs a day off of work, he has a tail for an adventure, and he wants a guild party to accompany him on his quest, it's a day break for him, taking a

breath away from all the political nonsense. He will allow the party to take any reward they find, and he will reward them handsomely himself.

The party will meet him at the castle, where he is training with Sally M. Ander, they are practicing the way of the blade and dagger together. Sally M. Ander is holding her own, but soon you can see emotions gather the best of her, and in one swift move Samatrese will disarm her and have her on the ground. Samatrese will compliment her, but then say that he could see her emotions build up the whole fight, he used her own frustration against her.

Samatrese will greet the party with a humble bow, but midway through he will chuckle, saying that he forgot it was supposed to be his day off, no need for such formalities, and please call him Sam.

Samatrese will lead the party into a small room, where he has a map. He has heard rumors that something has been dwelling inside the pit that the Emeraldian palace lives on top of, rumors have stated many different things, some a beholder, some a giant, some a dragon. He doesn't believe any of those are true, but he does think there has to be something down there. He will say that we leave within the hour, but first we must eat proper food, so please accompany him to the dining hall inside the palace.

A small feast will be prepared, including Turkey Legs, roasted chicken, plates of cheese and crackers. Along with some wine and bowls of grapes.

Samatrese will eat with the party, but it can be oddly noticed that he is just eating a ham and cheese sandwich with some sliced potato chips, even though much fancy food is sitting in front of him. If asked why the food choice, he will smile saying that this was something his mom would make him for lunch everyday when he was younger, so for his day off, he wanted to be reminded of home. He will say that one day soon he wants to go back to his home town of Drisa, he plans a vacation in a few months down there, when he has his Tour to really meet the Emeraldian People of the country. He will admit he has only been to a couple of places in the Emeralds, including the Palace, Widows Lake, Drisa, and Andrith, but all of those were before his time as King.

After the meal, he will have the party follow him outside the Capital walls, and down the bridge that connects the Palace to the main road, many people will notice and watch the king as he takes a leisure stroll down the Emerald Bridge. On a perception roll whispers can be heard, things like "wow is that really the King?" "Where's he going?"

“Hope he is leaving for good” “WOW his sword is so big”, some people will bow, some will look in disgust at him. At the end of the bridge, the guards will ask if he needs to accompany as he is leaving, and he will say that will be unnecessary.

He leads the party towards the edge of the pit, and he will take a peek down the cliff. From this distance he cannot see anything down at the bottom of the pit, but he will begin saying that we can take the path down, looking over it is an old wooden and ragged path, but it seems like it works.

At the bottom of the pit lies a woman, with black hair, black lipstick, and black robes. If anyone in the party is undead/from hell they need to roll a history check at the sight of this woman, if they roll high enough, they will recognize the woman from the final level of Hell, Rhaella Dargonne, an Idol of Tiamat. The woman will be asleep, but when the party approaches her they must make a DC 16 charisma save or be frightened by the sleeping woman, the woman rests purely on the stone, it seems there are no wounds on her. Samatrese will go to wake her up, but a snarl from a beast can be heard when they approach.

Telepathically the party will hear “Who Dares Attempt To Touch Rhaella”, but nothing can be seen. Soon a Dragonborn man will step out of the shadows, his skin color is Black, Blue, Green, Red and White. He wields a large lime green sword around his side, you can see his eyes glare at the party as he slowly steps out. Samatrese will hold his sword and shield at the ready, but will talk to the man casually, while simultaneously stepping away from Rhaella. The Dragonborn will question where they are, saying that they arrived here 3 days ago, and have been stuck down here since. Rhaella will still be sleeping, The Dragonborn will say his name is Mormont, The Queensguard, and Rhaella needs her Beauty Sleep. Mormont is wearing a necklace around his neck made out of pure silver, it has a dragon head with 5 claw marks on it. Depending on the party's reaction depends on if he will fight or not, either way Mormont is a very powerful Dragonborn, and he is a Paladin of Tiamat. He will use his Dragon Youngling in battle as well if necessary, but he will hide it from the party until he finds the party to be trustworthy people.

Either way, Mormont will say they are stuck down here because he cannot risk the Queen with the beast that blocks the Queens Treasure, But Mormont will soon lead the party to what is stopping them. Stealthy, the party will find a large sleeping Giant,

and the giant has a large chain and a sickle. The Storm giant is blending in with the stone due to the grayness of his skin. (StormGiant Same Stats; Change AC to 18). The storm giant will wake up if the party approaches the treasure, unless they are super stealthy. The treasure the Storm Giant is guarding is a large egg, but it can also be seen that the Storm Giant has tamed a beholder and has it on a chain.

The Storm Giant will say that this is his egg, and that he has claimed it since he found it, and will attack the party with him and the beholder if they try to take the egg from him. Mormont will say that this egg was bestowed upon his Queen as a gift from the Archdevil.

The Egg itself holds a baby Tiamat, ready to hatch.

Aleysha's Theory:

Aleysha has been sitting, wondering why she was on that list of people, in her mind everyone else made sense. Reggie and Princess, the two leads of a northern force that was sweeping the nation, very powerful people. Kiana, an underground and unknown force, but was a very powerful escapee from Fuvor's Lab. Craig, a warrior who was very open and expressed his powers, and physically showed that he took a mutagen, he couldn't hide it. Elios, once again a powerful fighter in the Emeraldian force. Myra is a given, the queen of the emeralds. And lastly Fuvor, who is a turned agent who can make Mutagens, no wonder the monarchs would want him back. Everyone on his list makes perfect sense, except her. She was an Advisor to the Emeralds no doubt, but so was Samatrese and Orpheus, and yet Montagrue didn't target them.

This bothers Aleysha for a while, but she also believes that she needs to be able to defend herself, but to defend herself properly she needs to break her Oath as a priestess. After a while she will request Samatrese to allow her to travel the World a bit, she needs to get her mind off things.

***Hum hum num num**

***Feathered Grave:**

The Feathered Grave is the leftovers of the Penguin Kingdom, it consists of a majority population of sentient penguins who worship Auril, the Goddess of Ice, and Cyric, The God of Illusion. This place is now ruled over by Princess, Daughter of Reggie and Heir to the Penguin Throne. Princess has been leading this town ever since she has gotten back, keeping her penguin safe.

Villages of Importance:

- Adelia: A penguin elite Bard
- Macaroni: A penguin Elite Barbarian
- Gentoo: A penguin Elite Wizard
- Humboldt: A Penguin Elite Monk
- Elisande: A penguin that survived the Experiments of Fuvor, is infused with the Giant Mutagen, she sends the prayers of Cyric to the residents of the Feathered Grave
- Yookie: An Ice Fae who came to the Feather Grave to teach the beliefs of Auril to her loyal followers.

Places of Importance:

The Castle of Ice

The Castle of Ice is a very large castle made up of pure ice that can never melt, inside lies many rooms and corridors, but the main is the Throne room, where sits behind the throne a mural of Reggie, the Old Penguin King, while above the entrance sits a mural of a Copper Dragon.

The Training Grounds:

The Training grounds is a place where Penguin People become Penguin Warriors, in their unique form of martial arts called Pen-jitsu which is taught by Humboldt, one of four of the Penguin Elite.

Shrine to Cyric:

The Shrine to Cyris is a place of worship to the god of mischievous, this is run by a Penguin Giant named Elisande, Elisande is bigger than 3 penguins stacked upon one another, but she focuses her time toward prayer to Cyric, keeping the Penguin Kingdom loyal to their god. She also teaches illusionary magic. She is willing to teach the spell Minor Illusion for a Cost, and if you prove loyalty to Cyric.

Shrine to Auril:

The Shrine to Auril is a place of worship to the Goddess of Winter, this is run by an Ice Fae named Yookie, Yookie is native to the No Lands of Aboon, but has come down to share her teaching of Auril to those who hold faith.

Blacksmith:

The Blacksmith is run by Macaroni, the Elite, who creates weapons and armor for the penguin people.

For Sale:

- Sword of Ice: 600 gp, does 1d6 Slashing +1d8 of Cold
- Helmet of Ice: Provides Resistance to Fire Damage, and keeps you cool in hot areas
- Sickle of Ice: 1,200 gp, does 1d6 of slashing, and can shoot an ice slash 15 ft from swing that does 1d6 of cold
- Ice Arrows (10x): 100 gp, does extra 1d4 of cold
- Boots of Ice Walk: 2,000 gp Freezes thin layers of water underneath foot, and provides no slip when walking or running on ice.

The Fish Stand:

The Fish Stand is run by Adlie, the Elite penguin Bard. In her free time she cooks food, but will also provide music for those inside.

Menu:

- Ice Fish Sandwich: 1 gp
- Salmon Fillet: 3 gp
- Snowcones: 1 sp
- Vodka Shake: 4 gp
- Tuna Wraps: 1 gp

Issues In Town:

Capture, Not Kill: (Quest Board)

Princess, the next heir to the penguin Kingdom, is seeking a creature that is lurking near her home in Feathered Grave. She is asking for assistance in capturing the creature, as she believes it can be a large asset to the defense of Feathered Grave, with all these leaks occurring. She will reward the guild with 2,000 gp.

The creature has been lurking north of the feathered Grave, Princess claims it has almost reached the palace, as she has seen it with her own eyes. It seems to be a dragon, a bit bigger than a human. She will state that it was not of dragon born descent however, since it can grow full sized wings, and it attacks wildly at the rabbits nearby. She believes the dens must be nearby, and she sent out a scouting party, and the den believes to be nearby. She will accompany the band of adventurers into seeking out the den, along with four penguin soldiers. The party will discover a trail of rabbit bones, and meat scraps, which will lead down an ice den.

Things of Interest:

- Blood Splatters: (Wolf and WereBeast: Dragon)
- Wolf Bones

- Snowflake Stone: A Natural symbol of Auril, occurs in rare spurts around a community that beliefs highly in Auril

It seems as though a fight broke out between wolves, and the other creature. The wolves were then devoured as 3 wolf skeletons lay in the den, it is possible this creature invaded their den, as they are facing the entrance. When they arrive at the bottom all they will see is a young boy, about the age of 14, wrapped up in a wolf pelt. When approaching he will freak out, if he wakes up, and begin pleading for his life. But he seems to speak only undercommon, if someone can translate he will be pleading for his life, saying he has no idea what happened and that he doesn't mean any harm. Once calmed down, if someone can translate, he will say his name is Haku, and that he arrived here about 4 days from his home, he doesn't know what happened. He will state he comes from a town named Hizory, under the rule of House Corbin. That will not mean anything to the party, but if asked about his realm he will go on and talk about the three houses, and the civil war that is brewing. It will be revealed either by him seeing a full moon, or by accident that he is infact a weredragon. Either way however, Princess will offer him a place to stay in the Feathered Grave, and the Ice Castle.

The Visitor:

During a peaceful time in the Feathered Grave, the penguins will whisper about visitors who came, who looked unfamiliar but out of place. Apparently they showed up during the time Princess was missing. But rumor has it that he entered the castle, that he attacked the guards and stole something from inside the castle. There have been many checks to see what it was that was stolen, but there has been nothing in the report that has listed a missing item from their stock of supplies. Even Samuel came down to see what occurred, but it led nowhere.

Eventually, it was discovered that there was an item missing, but the elite penguins decided to keep it a secret about it, so asking them would be the only way to know what was taken. When questioned, they tend to stay quiet, but Adeila has a loose beak. It will be slipped that a small creature that was placed in a bottle was taken from the castle. The Elite penguins have been afraid about telling Princess that it has been taken, especially who it was by. Adelia will describe a pair of individuals, two of high

musical prowess, who came in during daylight, distracted the guards with their wonderful tunes, and then snuck out with the creature. The motive is unclear on why they did this, but Adelia hopes that one day they will be able to find the creature in a bottle that was missing. None of the elites will be able to remember what creature was in the bottle, but if mentioned to Princess, she will inform that Reggie had a mini beholder placed inside a bottle before.

The Hidden Princess:

Mujika has been living inside the Feathered Grave, she has been anointed Heir to the Feathered Thrones, and she has been training in self defense. Her and the princess have grown close, living in the same castle, and view Aleysa as a mother. Yet with war on the brink, Mujika's intelligence, and demonic training can provide assistance inside the castle.

Mujika has immense ability of heightened Speed and Strength, she can also fly using her mind. She uses many different psychic abilities including telekinesis and telepathy.

Incaster:

Incaster is a town that is filled with Dwarves and Yuan-Ti Purebloods. They have a very old way of viewing things, but one thing that stands unique above everything else is their advancements in War Forgery, they are known for their powerful man-made soldiers. These Soldiers were once used in the Battle against the Dragons 500-years ago, but ever since then the art has slowed down, and they don't focus everything on Warforgery anymore.

Villagers of Importance:

- Nagini, The Elder: An Elder Yuan-Ti Pureblood who fully understands the art of War Forging and creating a warforge. She built Jaxon many many years ago

- Bishop: A Warforged ex soldier who now lives with Nagini, attempts to build more Warforged
- Gnoke Gnibble: A Magical Gnome who is the Priest of Gond, spends a lot of his free time upgrading and changing out the Church for better parts. The Church itself is loaded with secret weapons, magical traps and enchantments, that protect itself from stealing
- Master Shifu: A powerful dwarven monk who trains many in the village at the dojo in his monk and fighting ways.
- Sofus, The Great Healer: An older Dwarf healer that was once in love and married to Princess Tanya, but now his soul has come back without a body, and he has come attached to a War-forged stuck in the Storage House.

Places Of Importance:

The Dojo:

A high classes training center that trains their soldiers in the way of the Samurai, many dwarven and those warforged left to train and spare in case of a war or battle they may face.

Church of Gond:

A large chapel praises Gond, the Lord of All Smiths. The church itself is decorated with various contraptions, and weaponry. On the main wall sits a large cog with four spokes, the symbol of Gond.

The Storagehouse:

A large heap of material places for the town, in the very back sits many unused Warforged parts of those discovered in the destruction of the War 500 years ago, now they are all stored here turned off. If the party were to sneak back here, they can find a War forged, who is completely broken, that has been turned on. He will say his name is Sofus, but this is not the body that he remembers from years ago.

The Prism:

The Prism is a large workshop/lab where many inventions and science experiments are being practiced. A lot of different things are being tested, including a Flying chair.

Issues in the Town:

A StorageHouse Robbery: (Questboard)

Doing a stock of the main storage house, it can be discovered that a very dangerous weapon has been stolen, and it must be tracked down as soon as possible, or things will grow outta hand.

When the party arrives there, the dwarf on duty will be awaiting them, and will lead them through the storage room. As he is talking it can be seen many different materials that are stored in the storage house, but he will say that they have increased their security since the stolen goods were noticed. If the party attempts to steal anything from the storage house, they must make a DC 19 Sleight of Hand. Inside the storage house they can find different materials like steel, iron, wood, bolts, gears, poles, rods, etc. He will lead the party into the backroom, where many parts for corpses or warforged can be found, back here a sleight of hand DC 22 must be rolled, or else the alarms and lock down will occur. They also need to make a perception check of DC 16 to see if they hear Sofus

The dwarf man will lead them to the scene of the crime, in the very back is a large glass case with nothing in it. He will explain that this housed the Blood-Forged, a War-Forged that was known for going off the rails, he is the reason the building of Warforge has been outlawed after the violent outbreak 500 years ago, killing 102 innocent people. It was banned by King Filavandrel Charatuese, father of Princess Tanya.

Imprints of the glass case can determine that magic was used to steal the Blood-Forged, on a DC 18 Arcana check it can be believe magic was used to make the Blood-Forged very light, on a DC 20, it can be discovered it was an item that helped, not raw magic, and on a DC 22 it can be thought it was some sort of a pocket dimension that was used. On a DC 18 investigation check it can be seen small boots trails inside,

showing a short creature like a dwarf or gnome, on a DC 22 small fingerprints can be seen as well, smaller than most dwarves.

Asking around town many people won't know, and truth be told they want to keep that the Blood-Forged has been stolen under wraps. Eventually it can be discovered that Gnoke Gnibble has stolen the Blood-Forged, but not only that, he has upgraded and repaired the Blood-Forged, he did it because he believes War-Forged are a creation under Gond, and that they shouldn't be outlawed as they are creations of Gond. If Nagini catches wind of the Blood-Forged being stolen and resurrected she will be furious, as the leader of the town it is her job to make sure things like this don't happen, and even though it was her most beautiful creation, it is the most deadly. The Blood-Forged will lash out and attack the party, Gnoke Gnibble will attempt to fix it, but it will quickly smack him up, then go on his rampage across town. When asked why he is doing it, his response will be "No-no Not nOT my FAULT".

Blood-Forged (Resurrected)

HP: 215

AC: 20 (22 with Shield)

Movement: 30 ft.

P.B: +5

Stats: STR (+6) DEX (+4) CON (+6) INT (+4) WIS (+3) CHA (+2)

Damage Resistance: Poison

Condition Immunity: Diseased, Exhaustion, Incapacitated, Frightened, Blinded

Items: Animated Shield, Dwarven Thrower, Bag O' Holding, a Heavy Armor of

+2

Attacks:

Dwarven Thrower (20/60 ft): One Target. +14 to hit; Deals 1d8 + 9 Bludgeoning Damage. (Deals 2d8+9 Bludgeoning if Thrown)

Unarmed Strike: 5ft, One Target. +11 to hit; Deals 1d6 + 6 Bludgeoning.

Mechanics Drump (5-6): The Blood-Forged can cast the spell Magnetism, and inside the bag of holding can dump out a lot of metals and use it to build walls or attack. DC 14 STR to break out.

Abilities:

Dwarven Design: Can use Items that can only be attuned to Dwarfs

Multi Attack: Can Throw and use Unarmed Strike; or 2 melee attacks with the Dwarven Thrower.

***Kingdom of Paradise:**

A large palace and castle from Paradise, filled with many magical arcane trinkets and movements. This has become a large base of operations for Super Crazy Pretty Flower Explosion, and for many of the people living in Paradise previously.

Villagers of Importance:

- Prince Jaimi: Prince and leader of the Kingdom of paradise. Has not much authority on matters outside the now select state of the kingdom
- Athos Musk: A Brother of Musk, a gunslinger in Paradise who runs a gun shop in Paradise
- Pathos Musk: A Brother of Musk, a gunslinger in Paradise who runs a target shop, selling and playing games.
- Aramis Musk: A Brother of Musk, a gunslinger in Paradise who runs a repair shop in Paradise
- Julius, The Russian Frog: Runs a frog blacksmith in the kingdom.
- Ludere (Peter's Character): Now lives here inside of the Kingdom of Paradise, even though this is used as his base of operations, Ludere spends much of his time outside of it, exploring the world and the realms.

Places of Importance:

Musk Targets:

A game store run by Pathos Musk, a sniper rifle gunslinger.

Musk Repairs:

A weapon repair shop run by Aramis Musk, a high level human gunslinger who fights with a blunderbuss.

Froggy Fights:

A blacksmith run by Julius, The Russian Frog. Every weapon is themed around frogs. This frog moved out from Widow's Lake and now has been living here instead.

Kuno:

Kuno is a small outpost set right outside of no man's land, it is filled with advanced people who love and live for the thrill of exploration no man's land provides. Consisting of only about 4-5 igloos, it provides enough for the small outpost to survive with only some assistance from the guild. But recently, the guild hasn't gotten much word back from Icenard:

Villagers of importance:

- Outpost Leader Stroan: a man who has lived a life of adventure traversing the Auboonian mountains and traveling into no man's land. He has taken the lead of the situation, as his large orc body protects and provides a strong resistance to the cold.
- Researcher Wallace: A nerdy elf who bitterly hates the cold, but was set here as part of Samatrese's research guild to discover more about no man's land, he reports his discoveries to the guild.
- Doctor Hanes: A Female Tiefling who has studies her life into the medicine field

- Lorthos (NiteIru): A mentally disabled boy who has leaked through from a realm very similar to the main realm. He is identically to the old prince of Auboon, having a highly recognizable face
- Play-Do (NiteIru): The Caretaker of Lorthos.

Arriving in Town:

Inside the town everything has stopped moving, the snow falling, the people, the flames of torches. It feels as though heat and cold has stopped moving. The snow under your feet won't even bend to the pressure, it feels as though it is as solid as cement. There is a heavy silence that weighs over the small outpost.

Locations in Town:

- Small Cavern: This is a small cavern that contains a few creatures, some Winter Wolves, some Ice Skeletons, and at the very end a Yeti.
- Shed: A tool shed with adventuring and winter gear to travel into No-Man's Land
- Med-Center: The place where medical supplies are stored, contains many things to help with broken bones, cuts, bruises, and Frostbite. Grows own herbs and plants to help with sickness, including a cross breed between Heatshrooms and Frost Fungus to create a plant they call Biteflora, a plant that can cure heavy frostbite.
- Research Center: A place where discoveries from No-Man's land have been discovered. A large number of leaks have been planned in no-man's land, along with other discoveries, including; A Mammoth Skeleton, a Frozen Bug-man, a Frozen 12 ft. long Scorpion, and temple ruins. Locations and mapping into no man's land is discovered to get to these things from the outpost.

Issues in Town:

No Response: (Questboard)

The guild has set up a small outpost near Auboon's no man land very north in the country called Kuno. But recently there hasn't been word from them or their discoveries in a while, so the guild has grown worried that something has happened to the small

outpost, and will reward the adventurers handsomely if they help the guild out and discover what is occurring at the outpost.

Once again when the party arrives the whole town will be frozen, and after sometime inside the town the party will have to make a DC con save of 13 or else be frozen in time. But when arriving inside the research center the party will discover the first sign of life, the first thing that has moved. A young man sits on a wheelchair. He is a heavily mentally disabled person who looks identical to the old prince of Auboon, Lorthos. There will be a man behind him who is also frozen in time who looks out of place. This man is very wide, and strong. When the party sees Lorthos he will begin to grow scared and panic, the little he can move shows pure fear. Soon the party will have to make another DC Con save or else be frozen in time. Lorthos must be calmed for these Con Saves and attacks to stop, when he does grow calm the attacks will stop, but the town will be frozen in time still. It seems Lorthos does not know who to unfreeze the town himself. Once calmed down Lorthos will seem to be passive and nice to the party, but cannot do much more than that. Soon however, the ground will start rumbling, and due to this Lorthos will begin having a seizure. Outside a large leak is forming, as the large head of a snake appears from thin air. The longer it leaks the worse Lorthos's seizures get until the leak is fully through. In which will appear Queen Naga, A Legendary intelligent snake beast that has leaked through a realm called Hebi, a realm where snakes rule. Queen Naga will be confused on where she has arrived, and will ask the adventurers for assistance in returning home. She is about 45 feet long, 10 feet thick, with purple scales that glow. If the party explains her situation, and what is occurring, she will surprisingly be very understanding, and will offer her assistance if it could be of use. Lorthos will seizures will blink in and out with Queen Naga here, and if anyone touches him while he is having a seizure they will enter Lorthos's mind, where they will be thrown near the edge of a cliff watching the sun set, and Lorthos will sit there at the edge, watching the sun set. As you approach time will grow slower, making it harder to move to him. But he will speak to you, asking what you are doing here, asking where he is, and what is occurring. He will explain that his brain is collapsing over the pressure, that he used to be able to see everything, from the dawn of man to the end of the universe. But now, now there are thousands of dawns and thousands of ends, everything has become too much for him. He is beginning to malfunction, he can't

properly see things, and it terrifies him. He will explain that the bottom of the cliff is the exit of his brain, the only way out.

Outside his brain however things will be growing worse, things now will be repeating entering and freezing out of time, snow will stop, speed up and fall at insane rates, or slow to a crawl. Soon, Play-Do will break free for Lorthos, and he will warn the adventurers that Lorthos is not an ordinary child, that he was experimented on. With everything occurring his brain must be in terrible pain, he must be feeling a great and overwhelming fear and anxiety. We need to soothe Lorthos, or he could freeze this entire realm and destroy it in his “Time Storm” ; he has never grown this bad. Play-Do will ask if anyone can play music, a song to calm him down, or tell a story perhaps. Anything! His favorites are about Princes and Knights. Lorthos is getting worse and worse as things progress, soon a skeleton that was inside the research center will begin to rise, and as he attacks the party you can see muscles and skin forming back onto his body. Time is growing jumbled. Queen Naga will be screaming in pain as a skeleton Mammoth has charged from No Man’s Land and ran right into the side of the Snake Queen. The party must find a way to save the Small outpost.

After helping Lorthos calm down, he will stay in his potato-like state, and Play-Do will explain what Lorthos is, and where he comes from. Lorthos was once a young prince, destined for greatness. Until a scientist came around called Fuvor, this man was a horrible person who experimented terrible things on children he stole from their homes. Lorthos was his last, and most dangerous experiment that got Fuvor caught by the Reyhorn family, the rulers of the Emeralds. Play-Do knows little of Lorthos’ experiment and powers, what he does understand is that he is extremely powerful, if he wasn’t in this state, he could potentially be a God. The experiment that Fuvor conducted left him in this state, as before that he was a normal boy, but the Mutagen injected in him was just too powerful, leaving crippling side effects, Play-Do will state it is a miracle he even survived at all. Now the outpost is unfrozen, Play-Do will question where he is, as not long ago he was on his way to a concert with the children he takes care of at his daycare. The other children’s names are Gaea, Princess and Carter. Once explained that he is in a realm, and a realm very similar to theirs, they will begin to question how they get back to their realm.

Bringing Lorthos in the guild, will have our realms Lorthos meet Lorthos. Lorthos for Shinchaku, once an established and famous prince of Auboon has turned into quite the adventurer, and has a knack for saving lives. He will come meet Lorthos of the other realm, and be amazed, the concept of similar/identical realms never crossed the young adventurers realm, but he will take Lorthos and Play-Do and help them with their situation.

Queen Naga Stuck at Kuno:

After the events with Lorthos, Queen Naga will be stuck at the outpost, now with no way home, and she can't even fit through the guild doors. The researchers at the post will be helping her the best they can, but it is generating issues and stirs. The researchers will suggest attempting to bring Queen Naga to a larger town with a larger Port Portal, the closest one with that is all down in Taijiri which will take about 3 days, but on top of Queen Naga it will be 24 hours.

During the Trip Queen Naga will express her true feelings and desires, saying that she wishes she never fought to be Queen, and that she wished to see a different world similar to this one. She understands that she must go back, to help fix the realms, but it is sad to see a new life go so quickly, she is not fond of being a Queen anymore, it grew tiring and boring too fast.

Queen Naga will ask if the party can take her to a nice place before she leaves, if the party doesn't want to try to keep her that is.

Inside No Man's Land:

After Lorthos, the Researchers at the Kuno outpost will continue their adventuring, as research must be complete, the veteran Stroan will ask if the party would like to adventure into No Man's Land to experience what he sees every day. He will say that there shouldn't be any real danger, as long as they can traverse around comfortably.

Things of Notice Inside No Man's Land:

- Giant Frozen Scorpion: Something that must have leaked through a desert area, this creature is massive and size, but died quickly due to the change of temperature.
- The Frost Elementals: A small band of Creatures that Stroan tends to avoid fighting, as it is their perfect terrain. He does dream of taming one, he just needs to bring one body back to Researcher Wallace to study what they might like, and if they are tameable.
- A Winter Wolf pack: Stroan has grown friendly to these beasts, he brings a piece of steak with him every time he comes in
- Temple Ruins: Ruins of a shrine that have leaked through, it seems to be a Shrine for Kelemvor, The God of the Dead. Stroan finds it interesting that a whole shrine was dedicated to him in a different realm. Inside there are still untouched things, including Skeletons, cult wardrobes, black coins, frozen blood bags, and a Sacrificial Ritual book, containing different ways to sacrifice. Including a Human Sacrifice in trade for a obedient Skeleton Soldier
 - Ritual Ingredients:
 - One Alive Human (Male or Female)
 - Weapon of Choice
 - Armor of Choice
 - Extra bones from a different corpse
 - Dirt from a Graveyard
 - Animate Dead Spell being cast while ritual occurs
 - Nighttime
 - Snake Venom
 - Crushed Humanoid Eyeballs
 - One Gemstone worth 500 gp
 - Can only have one skeletal Servant at a time, if another would be summoned the original would die.

- An IceLion Encounter: The party will encounter a beast that Stroan hasn't seen before, but it seems to be a large lion made out of pure ice, its favorite food is cold and frozen meat.
 - The Ice Pyramid: A 25 ft by 25 ft pyramid made out of pure ice, it doesn't seem to have an entrance, but Stroan is willing to break it open now that other people are here to protect him from possible undead. When broken open, it will be discovered that the Pyramid is in fact a tomb, a tomb for a Priestess of Auril. This Priestess has many coins made out of ice laid upon her, along with Sapphires. She is holding a book upon her chest, which is a Book of Auril, containing a spell for Sacred Ice (Sacred Flame but Cold Damage); There are also many gemstones inside the tomb.
 - Opening the Coffin: Activates a trap that releases Dragon Cold Breath into the room: The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.
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Melting Point:

Melting Point is in Southern Auboon and rests on top of a Lava spring. The small village is known for its Hot Springs, many adventurers will come here to relax.

Villagers of Importance:

- Grison Ryeland: A Red Dragonborn Shepherd who has been losing his sheep
- Witor Dire: An Elf Druid who lives in the forest around town, is unknown by the people
- Rosie Mul: An Expert Leatherworker, Human Female
- Vorik Bon: A Male Dwarf Bartender who owns Wooly Tavern

- Jimmy Bon: A young dwarf boy who loves playing in the hot springs and the well.

Places of Importance:

Mul's Tannery:

Run by Rosie Mul, a high class leather worker who hides armor for many adventurers who come through.

- Padded Armor: 11+ Dex, Disadvantage Stealth (5gp)
- Leather Armor: 11 + Dex (10 Gp)
- Hide Armor: 12 + Dex (Max 2) (10 gp)
- Studded Leather: 12 + Dex (45 gp)
- Horse Saddle: 65 gp
- Boar Saddle: 50 gp
- Custom Made Saddle (Varies, Needs materials)

Wooly Tavern:

Run by Vorik Bon, a Dwarf Barbarian in retirement, now he runs a small tavern in peace. Has had issues with meat shipments recently.

Menu:

- Grape Wine 5 sp
- Spring Wine: 10 gp
- Dwarven Wine: 25 gp
- Vision: 1 gp
- Beef Burger: 1 gp
- Sirloin Steak: 5 gp

Farmhouse:

Owned by Grison Ryeland, a Shepherd who farms sheep for wool. He is a large manufacturer for small northern towns in Aubbon, recently Sheep have been going missing.

HotSprings:

A well known place by the guild due to adventurers really recommending it for relaxation purposes.

Issues in Town:

Missing Sheeps: (Questboard)

A Shepherd named Grison Ryeland has been noticing missing sheep, at first he looked around to make sure they didn't get out of his fence, but he noticed blood quickly, and is worried about possible Wolves in the Area, he will pay what he can to the adventurers, if they come back with the Wolf that did this to his farm.

When the party arrives at the Farm, Grison will show the party around, and point towards the fence that was broken and bloody, as he left it to show adventurers. It seems as though whatever took his sheep ran their way back in the forest East of Town.

Traveling into the forest the party will meet a young elf traveler named Witor Dire. Witor will say he is a follower of Titania, a fey goddess of summer, and that he lives in this forest on his own. If asked about the Wolves he will say he hasn't seen any, but if the party wants or needs too, they are welcome to come to his home and use his resources and knowledge of the forest to try and track it down.

If the party takes the bait, Witor will lead them right into a trap, where his pack of wolves that he tamed will attack the party, alongside him a druid.

Hotspring Lurker:

Inside the town lives a very popular Hot Spring, a young boy named Jimmy Bon really enjoys the hot spring, the party may overhear talk to his father about his new friend that he made at the tavern. He will say that his friend is this fish girl without legs, and he floats. His friend's name is Sara. Jimmy's father will play it off and seem like he doesn't believe Jimmy.

At the Hotsprings the Party will not see anything like Jimmy described, maybe it was an imagination, but if the party stays there long, it may be possible to realize Sara used the spell Invisibility to hide from the party, it seems like she only reveals herself if Jimmy is there. If the party can talk to Sara it can be discovered that she is a Marid, a

fish genie, and that she is stuck inside the hotspring for some reason. She will say that where she comes from the whole world is water, very little land at all. She will say that she cannot leave because something is keeping her here, something magical she just doesn't know what. A large shell can be discovered at the bottom of the lake, that connects and tethers Sara around, like a genie.

Sara's mother name is Sedna

Sara's father name is Nokk

Orkamouth:

Orkamouth is a small, but studious town that is filled with primarily Dragonborn and humans, however all species are welcome to live as long as they pass the test. Here many different fighting styles and magic schools are taught here. Together they are a very strong powerful fighting force, with both expertise in fighting and magic styles. The population is small however only consisting of 54 people, as people are not allowed to live here unless they pass the trails to prove themselves worthy in the eyes of Orkamouth Council, which consists of three members.

Villagers of Importance:

- Council Member Tephic Toythas: A Purple Dragon born man who specializes in the craft of Magical Weapons
- Council Member Erejel Irlybis: A Female White Dragonborn who specializes in arcane and magic
- Council Member: Draaccan Rastrin: A Male Red Dragonborn who specializes in fighting and battling
- Borilug Jinkax: A young dragonborn man who is currently taking the Trails of Orkamouth
- Riccan Hiskan: A young human man from Aboon, who is currently taking the Trials of Orkamouth

- Poliri Hissor: A young elf woman from the Emeraldian Palace, she was sent here by request of Samatrese to train
- Guardsman Klimran Hiskan: A Blue Dragonborn man who is the lead guard in Orkamouth, trains a lot with the students in Orkamouth

Places of Importance:

Training Grounds:

A Space where main fighting styles are taught; this can be taught to player Characters, takes 8 weeks for the first one, and then 1d6 more weeks for each one after that.

Library:

The Library houses many different spellbooks, scrolls, and access to world wide information that may not be found in other places. They keep all of their stuff to members only.

Black Smith:

A large housing of wares, magical and non magical, that are used for fighting, and training. When a member becomes a full blown member they come here and there is a whole process, and a weapon will come out and choose you, denoniting it as your magical item.

The Trial of Orkamouth:

The Trail of Orkamouth is a hard and difficult process that takes up to a week, as they drop off a large group of students, and people attempting to become Warriors or Orkamouth. Once this trail is completed, access to the teaching of Orkamouth is provided.

The Trail is a week long survival mission, in the middle of the Island, what is here is all sorts of Monsters and Animals that have been rune enchanted and contained, this includes: Hill Giants, Zombies, Zombie Ogres, Young Red Dragons, YOung Blue

Dragons, Faerie Dragons, Mimics, Ropers, Boar, Giant Apes, Storm Giants, Death Eye's, Beholders. But the Big Bad of the Trail is an Angry SorrowSworn.

After the trail ends, those who are left are told to move towards the center of the island, where a drop into a cavern lake awaits them. Inside the lake sits a large pedestal, with medals on top, that show that you are someone who passed the trial of Orkamouth.

Polri:

Polri is a small village off the coast of Auboon that is filled with Merfolk who are conditioned towards the harsh weather conditions of Auboon. The idolizes a god named Eadro, the god of the Merfolk.

Villagers of Importance:

- Chief Joyyon Attam: Chief and leader of the town for the past 25 years, a gentle old man who cares very much for his people. Not many, if any oppose his rule
- Loraya Attam: Daughter of Chief Joyyon Attam, a Merfolk warrior, she will be part of the festival dance
- Teysa (Visiting for the Festival): Daughter of Umberlee, and Jay From Lego Ninjago TM
- Jay From Lego Ninjago TM (Visiting for the Festival)
- Goldie (Visiting For the Festival)
- Calico Jack (Visiting)
- Douglass J. Falcone (Visiting)
- Festival Stand Owner Herald Fills, somehow, someway, he is the clerk for every festival stand.
- Dancer Uso Lan: A dancer for the festival
- Dancer Tissa Fins: A dancer for the festival
- Coordinator Jiko Rims: The festival coordinator, needs help setting things up

Places of Importance:

Feast Hall:

The large dining hall of the merfolk in this village, many feasts and parties are thrown here, creating the necessity for the large dining hall. It has a large platform for speeches and performances, as well as three large dining tables.

Well of Eadro:

A place of prayer for the god of the Merfolks, many will drop their sacrificing and trinkets down the well as a symbol to the god.

Issues in Town:

Help with Delivery Day: (Questboard)

Delivery Day is a great holiday amongst the Merfolk who live in the small Village of Polri. The festival coordinator Jiko Rims has put up a small quest for some extra hands in helping prepare the festival. Those who help are welcome to stay for the festival, and he will pay a fair fee to those who help as well.

When the party arrives, Jiko Rims will be there to greet the adventures, and mention that one has already come to help so he really appreciates all the help he is getting. He will lead the party into a small tent, where inside sits Teysa, Child of UMBERLEE. An adventurer in the guild who has come to assist in the festival. After the small reunion, Jiko Rims will say that he needs a couple things if possible. He needs more meat before the festival, preferably from the wild boars on the island. He also needs a lot of wood for the bonfire, and a statue of Eadro. That is the hardest part, he doesn't really know any craftsman who can create a statue like that, and hopes the adventurers have someone in mind

Delivery Day: When it comes around the village is ecstatic, and there are many different events going around. A Speech from the chief, a Dance Performance, and many different shops and stands. The night ends with a Delivery Day dive into the Well of Eadro.

Shops:

All the stands are run by the same Merchant, Herald Fills, who is a very nice and older fat merfolk man.

Mystical Creature Stand:

- Hippocampus: A small Aquatic Horse, has two front legs but its back legs are like a mermaid's tail. Many Merfolk use these to get around in the ocean. 1,000 gp
- Mercat: A merfolk cat that lives in many houses under the water. 600 gp
- Baby Sea Snake: 1,500 gp *
- Young Sea Drake: 4,000 gp *

Food Stand:

- Boar Steak: 4 gp
- Turkey Leg: 3 gp
- Funnel Cake: 1 gp
- Popcorn: 5 sp
- Ice Cream: 5 sp per scoop

Costume/Festivities Stand:

- Pirate Costume: 10 gp
- Sailor Costume: 10 gp
- Straw Hat: 5 gp
- Mermaid Tail: 10 gp
- Captain Costume: 15 gp
- Pirate Hat: 4 gp
- Eyepatch: 1 gp
- Fake Parrot: 5 gp

Item Stand:

- Siren's Harp: A magical instrument that when strum can create Siren's to help battle your opponents, based on how well the performance

determines how many sirens are created: Can also be used to charm enemies if the fail a Charisma Saving throw of DC 16, in a 30 ft radius. (4,000 gp)

- 1: Harp is broken
- 2-10: None
- 10-17: 1 Charm
- 18-25: 2 Charm
- 25-35: 3 Charm
- 35+: 4 Charm
- Swimming Shoes: Magical boots that double your movement speed in water (800 gp)
- Book of Control Water: Contains the spell Control Water (1,500 gp)

Chief's Speech:

Merfolk of all kinds, and those who also accompany us, welcome and enjoy the festivals of Delivery Day. For those not used to our customs, Delivery Day is a day we celebrate once a year to celebrate our beloved and generous God. The Great Deliverer created us many many years ago, and we thank him for this great life he provided for us. Today we feast in his honor, and prepare for the years ahead of us. Our evening will have much fun, much feasting, and much dancing, so please Enjoy!

Performance:

The dance performance will occur with three female Merfolk Dancers, the lead dancer will be the Chiefs daughter Loraya Attam, followed up with her backup dancers Usa Lon and Tissa Fins. Their performance is wonderful, and the crowd really enjoys it. Afterwards Loraya Attam and the other dancers will join the crowd, and party hard. Many kids and others will hop on the platform and dance as part of the party. After a while Loraya Attam will leave the party for Fresh Air.

Well of Eadro:

Treasure:

- Kelp Bracer of Rebreathing: While in water, gain +1 to AC and can hold breath underwater for twice as long.
- Shark Tooth Spear: When a creature is struck by this weapon the shark-tooth at the end breaks off and the creature bleeds each turn, if capable. A shark is summoned and attacks the bleeding creature if in water deep enough to allow. The tooth regrows every long rest. 2d6 Piercing plus dex (1d6 bleeding per rotation)
- The Primordial Hammer: A stone greathammer filled with fossil sea life. Upon hit the target must succeed on a DC 9 Constitution saving throw against being magically Petrified. On a failed save, the creature begins to become encased in fossilizing rock and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is trapped for 24 hours.

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Soon the Chief will move him and his people out to the Well of Eadro, and depending on where the party is they may see what occurs. When Loraya leaves the party for her breath of fresh air, a large water hand will reach from the well and grab her, and drag her down into the well.

Once the Chief and the people get to the well. It can be seen that the well itself is boiling. At first it won't be of notice, until it boils to an unbearable heat. The people will view it as their god lashing out at them, and many will begin saying Prayers of forgiveness. But soon the Hot water will spit out Loraya Attam, her skin perfectly fine, in the sky a bolt of lightning will strike the girl and she will cry out in pain. The chief will begin crying, believing he just lost his daughter. But Loraya will stand up, perfectly fine, very terrified, but physically okay. The chief will see this as a blessing she survived that unscathed. But soon a large trident will spit out of the Well, landing right in front of Loraya. "YOU my daughter have been chosen, use this power wisely, and for the pure of heart"

Loraya will hesitate from the trident, but she will pick it up, and raise it into the sky. And the crowd will go wild, they know the Idol of Eadro has been chosen, and for that they know they are safe, protected. The festival will continue, roaring into the night. Many people will get drunk, and feel warm and safe inside their small village.

Post Delivery Day:

Idol of Panzuriel:

Now that the chosen idol of Eadro has been found, things have grown dicey for the village, it seems as though someone is upset at what is occurring in the village. At first, it was small things like animals missing, but soon people began finding things missing from their homes. Soon the worst of it occurred, as Dead Jellyfish were found covering buildings and things all over town. Loraya Attam believes someone is angry that she was chosen as Idol, making matters worse people in the town are doubting her abilities as Idol. Loraya needs assistance as the pressure is getting to her, and her father isn't helping very much by just saying this is what happens to all leaders. Soon it will be discovered that a couple people have shifted their gods, after seeing the harsh conditions of those who worship Eadro highly. The Whispers of a Cult of Panzuriel has been spreading, some theories state that Panzuri's Idol has been chosen.

Inside the forest of the island sits a small cavern, inside the cavern is where meetings are held Panzuriel's worship, and it can be discovered that they are the ones behind it. Necromancers, Dark magic conjuration, and Paladins of Panzuriel. But it seems one person stands above all, a man named Gibson Larite. Gibson is a man of the older generation who used to believe in the old teaching of Eadro, that he was the creator of all, the one true god. Gibson had his theories about who the Idol would be, and he always wished it to be his son, but soon after turning the age of 17 his young boy fell very ill, and passed away. Now Gibson questioned his loyalty to Eadro and what he had done, turning Gibson down a much darker path, creating a belief in Panzuriel, a Dark Sea God. Now Gibson has evolved into the Idol of Panzuriel, has the ability to conjure Giant Kraken Tentacles, control water, and conjure sea animal spirits to fight

for his side. His appearance has turned old, green, scaly and hunched, but even with the old man body is a powerful foe.

AC: 20

HP: 145

Attack: +9 to hit, does 3d8 force damage + 1d6 cold Damage

Conjure Sea Spirit:

AC: 17

HP: 47

Attack: +5 to hit, does 2d6 force damage.

145

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Salty Estate:

A boat port town that resides with a large lighthouse set up to attract and help sailors who sail at night. This lighthouse was recently repaired after being broken for many years. This town had a very large incident revolving around a sickness, but it was cured a little over two years ago, and ever since then the town has been living in prosperity. When the party arrives, there will be a new mayor initiation, which is Mayor Goldie, a rare golden locathah monk who traveled with Jay. Goldie has given up his adventuring days since the loss of Jay, and now works on keeping this town safe, no matter what it may cost.

Villagers of Importance:

- Captain Roderick: The old mayor who is now peacefully retired as a fisherman in Salty Estate.
- Sailor Taylor the 5th: (Yes a descendant of General Taylor) A young man who is in a long line of different Taylors

- Mistress Riley Stones: A young but dashing lady who creates purple and blue glass jewelry at a steep price, for the material is very rare. She is said to seduce those into buying her Jewelry, making her a very good saleswoman.
- Head Doctor Trones: An Ogre man who has studied and practiced the medicine field, he was once a medic Adventurer, but now has put his field days behind him to work in this hospital

Places of Importance:

Hospital Estate: A large scale hospital that is advanced in disease, this hospital was the main helping point during their small disease outbreak they had, the disease was named “Siren’s Song” after the causing point which was an ‘illegal love’.

Stones Jewelry: A Jewelry shop **

Run and owned By Mistress Riley Stones, who is a guru like human lady, she wears many different stone/crystal based jewelry, she is usually at least slightly high, and she wears her hair in braids.

- Purple Gem Necklace: 135 gp
- Purple Gem Ring: 55 gp
- Sapphire Crystal Necklace: 235 gp
- Sapphire Crystal Ring: 105 gp
- Magic Gem Mimic: 3,500 gp, A small creature that shapes like you, but stands at about 1 ft tall. It cannot talk, but it expresses itself through motion.

Trivian:

Trivian is a small coastal town in Auboon, it is known for its fresh fish, and its boating experiences. Trivian is primarily made up of Goliaths and Firbolgs, they act like

many vikings, having large row boats to travel on, and hunt and fish for food. They are very durable against the cold, and pray for a large hunt to Malar, god of Hunt.

Villagers of Importance:

- Vathak Laga: A shaman of Malar of the hunt, is a hunting leader, very good at the sport
- Meadak Navi: A moatmaster down at the docs, works the docks and runs the Boating Warehouse.
- Riya Andhera: A Kahlashtar who leaked in from Shadowfell, she was captured and is now the bait for High Hunt
- Squise Hissory: The young Firbolg who decided to tell the guild about High Hunt and what was happening
- Dilane Liala: A female Goliath who runs Large Smithing, an expert craftsman, but has no interest in fighting, unless it's the hunt

Places of Importance:

The Feasting Hall: Where the Goliaths and Firbolg gather after a large hunt, where they celebrate their feast and rejoice in each other's company with a lot of food, and even more ale.

Shrine to the Hunt: A large shrine to Malar to praise the god of the Hunt

Boating Warehouse: A large boating house run by Meadak Navi, he sells and stores boats.

- Rowboat: 50 gp
- Keelboat: 3,000 gp
- Longship: 10,000 gp
- Warship: 25,000 gp
- Galley 30,000 go

Large Smithing: A blacksmithing designed for those in large strength, the Blacksmith Dilane Liala has been running this shop for years, and specializes in making large weapons fit for giants

- Greatsword: 50 gp 2d6 slashing, heavy
- Giant Greatsword: 150 gp, Requires STR 18 3d6 slashing, heavy, 2 handed
- Giant Warhammer: 45 gp, Requires STR 18, 2d8 bludgeoning
- Giant Longbow: 150 gp, Require STR 18 2d8 Piercing (250/800)
- Giant Plate: 3,000 fit for Goliaths

Issues in Town:

High Hunt: (Questboard)

A young Firbolg who lives in the small Aboonian Coastal town named Trivian has snuck in the Guild to leave this quest. A young lady has reportedly been captured by the Goliaths, and they are using her as Prey for their High hunt Festival in upcoming days, the young Firbolg has dropped this quest off in hope to save the young lady.

When the party arrives from town to town many of the Goliaths will be very open about High Hunt. It's a yearly Holy day for them. They are preparing, saying that tonight is the night they release the young girl. Right now she is being held up in the Feast Hall, many rumors are going around that she has unique abilities, which is why the Goliaths are especially excited for this year, as they have never failed a hunt.

If the party goes to the Feast Hall the cage with the young girl will be very guarded, even the leader of the hunt will be there Vathak Laga, who is usually the man who gets the prey. When the young girl sees the party, she will telepathically plead with them for help, that they have kept her here for a week now, waiting for this hunt. It can be noticed that the room is kept very very bright. At night the goliaths will hunt the girl down.

Kraken's Mark:

Going down to the Boat Warehouse the party will meet the Boat Warehouse owner, Maedak Navi. He will chat with the party, and tell them fun facts about the town, including how the river was formed. The entire river wasn't there until two years ago until the Tyranny of the Penguin Kingdom came, The Goliaths did well in the battle until the Kraken fully attacked, lashing out its tentacle onto the town. That river formed due to the striking of the Kraken. We lost 132 great warriors that day, until Leader Vathak Laga decided to wave the white flag, some still say he is weak for that, but Maedak believes it was the only choice he had. Ever since then, Vathak has had him, and many others begin to learn the ways of the sea, so that if anything attacked us from the ocean again, we would be ready. He will ask the party if they would like to sail out with him, they have a newly discovered island not far that he is trying to map out for his sea chart, and he would love the company.

Island: The island itself is pretty big, it has lush greens in it, and is much warmer than Trivian. Maedak himself doesn't really understand the change of climate, and he says he doesn't even remember this island being here, it's crazy that he happened to miss it. This Island came in from a leak, creating its own climate due to the mass surge of energy that brought it here. The island itself is actually a Large Turtle that slowly moves around.

Things of interest:

- Baby Island Turtles: They rest on top of the island, on their backs is small plant life, sand, and sometimes bugs. They range from 5ft-25 ft long at this age
- Eye of the Deep: A guardian Beholder that lives under the water, it has adapted to Aquatic life, as it has 2 lobster claws and 3 eyes, and the color of it blends with the color of coral
- Coral Mantis: A type of praying mantis that blends in with the color of Coral
- Sea Treasure Chest: Guarded by the Eye of the Deep, contains a large bottle of sand: When released it can be discovered it contains a Sand Elemental that is loyal to whoever freed him from the jar.
- Purple Palm Trees

- Orange Coconuts
-

Vernonmouth:

Vernonmouth is a small town that has been built around the ruins of the Black Dragon Emergence from the ground. The town itself is mainly dragonborns that once lived in Orkamouth, but now have moved here for studying purposes of the Ruins and Emergence of the Black Dragon.

Villagers of Importance

- Criphid Draghull: Lead Researcher and Archeologist of the search for the Dungeon of The Black Dragon.
- Mage Gamtul Mixora: A female Red Dragon born that practices the art of magic, knows well in conjuration and necromancy magic, holds the Goblet of Death.
- Monk Yoltad Shaqiroth: A male blue dragonborn that is a high class martial artist, has said to train with the greats, and helped train some of the greats, including Jay, Teysa, and Goldie.

Issues in Town:

Discovery of Ruins: (Questboard)

The Dragonborn's of Orkamouth have been working hard to discover ruins they believe to be near their outpost set up near the emergence of the Black Dragon. But now, the first site of ruins have been discovered, leading to the feeling of impending doom, as one dragonborn man has already gone missing since the discovery. Now they call upon the Guild to help find their missing comrade, and discover the Secrets of the Black Dragon.

As the party arrives to Dig site #2, a small hole can be found, and if gone down into it will be about a 40 ft drop until they land on sandstone. It opens into a large ruin area where the Black Dragon was praised as an immortal god, confusing the dragon as Shar, the Goddess of Darkness. When the party arrives there, they must make a perception check, on a DC18 they will see a young tall and beautiful woman with long black hair will be sitting in the darkness for a brief second, then she will disappear. Continuing along the ruins shows symbols of the goddess Shar, a black disk with a purple ring, along with Ravens and Crows. As the party continues, they will find a ruin in Draconic *"A Time Ago Was Only Void, But Then It Was Only The Nightsinger, For Her Song in The Dead of Night, Will Guide Us To the Path We Must Follow"*. After a while in the ruins, the party needs to make a Perception check, on a DC 16 they will be able to hear whistling from a flute coming from a direction behind and below them. If the party gets over there, it will open up into the Dungeon of the Black Dragon.

The Dungeon of the Black Dragon:

Start Room:

Inside the start room is the only room that isn't a magical darkness, it shows two pathings, Left: Path 1, and Right: Path 2. There is also a room straight forward that is hidden behind a wall, the room has a metal spike trap, that when activated those within a 10ft square must make a DC 16 DEX save, or take 4d6 Piercing damage from below. On the other Side of the Trap is a chest with a note that reads *"And"* in Draconic.

Path 1: The Path one leads to a small room with two more entrances; the straight path leads to P1B, the other leads to a tightrope that leads to PB3. The small room itself however will telepathically speak to the party, telling them to turn around, and soon hands will emerge from the floor attempting to grab the party and drag them into the shadows.

Room P1B: Contains a small chest containing the word *"White"* In Draconic, inside the room as well is a large mirror that covers the entire wall. This is a magical mirror of Duplication, which creates exact look alike copies whose desire is to replace the real player. They will not emerge immediately, but instead await in the shadows and find the best time to strike. To leave the room it looks like a hallway, but when the party steps onto the hallway they must make a DC 19 DEX save or they will begin falling

down the grease slide. During the Grease slide they must make another DEX save but at disadvantage, a DC 14 DEX, if they fail they will be sucked up into the Shadows on the ceiling from a creature, and held captive there, while their doppelganger replaces them.

Room P1C: The room sitting at the bottom of the slide doesn't have anything special to it other than being the base of the slide, but from here you can see the tightrope and the bridge that connects the dungeon within itself. A small hallway can be found that can only fit one person at a time.

Room P1D: Leading to a room with a small teleporter that teleports them back to room P2A, and a Chest with a note that says "*Suck*". Inside this room is also the large magical resistance water tank that is filled up once someone is teleported in, and can only be released from the outside.

Room P2A: A small room that has a one sided teleporter, and a magical door that if opened the person must make a DC20 Dex Save or else they will be sucked in a place in the magical trap room in room P1D

Room PB3: A small room that conjoins many different areas

Room Pb4: A smaller room that has access to the Dragon Room, but a magic mouth is sitting on the wall. The mouth requires the words "*Green and White Suck*" anything else the mouth wants to enjoy. It will vocally harass and make fun of the party if they cannot get the password correct.

Room Pb5: The small room that contains a Death Tyrant. The Death Tyrant floats above a magical enchantment that, when stepped on, will explode, doing 8d8 magical damage to everyone in the room, unless they make a DC Dex of 16. This will not harm the Death Tyrant. Inside the Death Tyrant's mouth is the Key to get inside the Vault Room.

Vault Room: Inside the Vault Room are 3 notable things of interest. The first being a chest, inside the chest contains the note "*Green*", Next is the large coffin like chest. Inside the chest contains a Spell Book for the spell "The Darkest Song"

The Darkest Song: *6th Level Spell*

Requirements: Wizard, Warlock, Sorcerer. INT 16 or CHA 16, Proficiency in a Instrument

Casting Time: 1 Action

Components: V, M (Instrument)

Every creature in a 30-ft radius that can hear the song (Ally or Foe) [Creatures who cannot hear it are creatures with the Deafen Condition] must make a CON save, on a fail they take 8d8 Necrotic damage + become Blinded until the end of your next turn, on a success they take half damage and are not blinded. If a creature were to die from the Darkest Song, they will automatically become Animated underneath spell casters control.

The last thing in the Vault room is a bird cage, inside the cage sits a Crow. This is the Crow of Shar, a magical creature that worked for Shar years ago, it is said to be immortal, as it has never died.

Crow Of Shar:

Hp: 32

AC: 22 (Natural Armor)

Movement: 60 ft flight

Stats: STR -1, DEX +4, CON +2, WIS +5, INT +4, CHA +1

Saving Throw: DEX +8, WIS + 9

Skills: Perception + 9, Stealth +13

Attacks: Peck +4 to hit, deals 1d4 piercing

Claw: +4 to hit, Deals 1d6 Slashing

Darkness Overload (Recharge 5-6): The Crow of Shar can release a heavy magical darkness that sits in a 60 ft radius from where Crow of Shar released it. Every creature inside the Magical Darkness must make a DC 16 CON saving throw, or they will begin to hallucinate their greatest fears, becoming inflicted with the condition FRIGHTENED; this is a magical fright.

Abilities:

Keen Sight: This creature gets Adv. on perception rolls that involve sight.

Familiar Link: Whoever is the guardian of the Crow of Shar can telepathically order that familiar within a radius of 5 miles. If this creature were to die, its master would automatically know.

Dragon Room: The Dragon room is the main room in the dungeon, which has a large statue of the Black Dragon inside of it. There is a depiction underneath the statue that reads in Draconic “A Dragon Was Never Meant To Be Born, As Two Were Supposed To Be Balance, Yet a Third Risen In The Darkness of Shar” Inside the Room there is a

large ring of fire, that dips down into a small pool of lava. Sitting on top of that pool is a large black dragon egg.

Widow's Lake:

A small town that previously was the battle place that concluded a “King’s Nightmare” The town was once a very small place that wasn’t well known, but now after the battle that occurred here the town has been struggling getting back on its feet.

Villagers of Importance:

- Poncho: A small robot who lives just on the outskirts of town, he runs a Frog Farm with his water elemental dog named Bongo.
- Bongo: A pet dog who is lives alongside Poncho inside the Frog Farm on the outskirts of Widow’s Lake
- Julius: A frog shopkeeper who sells frog like items
- Protos: The Mama pig who runs the food store inside the town
- Hotos: The rebellious son of Protos who steals food from the Bazaar all the time.
- Q’wensis: A Nature Based Elf druid who runs a magic shop inside the Bazaar
- Rods: A common speaking Death Tyrant who runs the bar in town, Whispersilk Tavern.
- Losna: An Archnae woman who hides in the old Crypt of Emperor Aegor, she came from a different realm and is in hiding

Places of Importance:

- The Bazaar:
 - The Pig Bed (Owned by Protos)
 - Rations: 5sp
 - Bedroll: 1gp
 - Blanket: 5sp
 - Candle: 1cp

- Pig's Scent: 10gp
 - 3 uses; attracts animals and beasts to the user's location.

Last 4 hours
- Bushels of Apples: 10cp
- Pouch: 10cp
- Flour: 5cp
- Sugar: 7cp
- The Magic Shop (Owned by Q'wensis)
 - Potion of Healing: 5gp
 - Bottle: 2gp
 - Web Weeds: 25 gp (Plants that Allow you to climb walls, if mixed with the right ingredients)
 - A Pair of Silent Shoes: 600 gp (Grants +3 to Stealth)
- The Hoppin Shop (Own by Julius)
 - Frogchuck: 10 gp
 - Frogbow: 15 gp
 - Frogboots: 350 gp (Grants 5ft of Jump)
 - FrogHammer: 25 gp
- Whispersilk Tavern (Owned by Rods)
 - Food:
 - Owl Bear Ribs: 1sp
 - Meatloaf: 35cp
 - Wild Boar: 45cp
 - Suspicious Stew: 8cp
 - Insect Cheese: 5cp
 - Mushroom Stroganoff: 1sp
 - Spider Leg: 75cp
 - Boar Bone Soup: 50cp
 - Drinks:
 - Mead: 7cp
 - Water: 1cp

- Elvin Wine: 50 Gp
 - Gives drunken knowledge of magical presence near them for 20 minutes
- Elderberry Wine: 25 gp
- Fanta: 15 cp
- Insect Juice: 10cp

Statue of Axin and Myra:

A large Bronze statue of King Axin and Princess Myra, a Brother sister duo, fighting in memory of the Battle of Widow's Lake. It mentions the fight against their undead father, leading to victory at the cost of King's Axin life.

Wall of Memorial:

A large stone wall with names carved out onto it to represent the lives lost on the day of the Widow's Lake Battle: Marchez Tridon, Pat Hatter, Patriot, King Axin, Alyonna Frappelle, Peren the First, Squee the Immortal. Other names of many other soldiers will be seen.

Issues In Town:

Spider Rumors:

Rumors and whispers from the Whispersilk Village rumors that something lives in the old crypt Where the king first arised. Some suspect it to be troubling teens who just use it to sneak out, others think it is something much scarier, potentially another evil lurking in the old Crypt. The hole inside the crypt has been since repaired from the rising of the Old Emperor Aegor, but the inside remains untouched. Some adventurers have been hired to explore, but most were low ranked and teens, and they all came out unscathed saying nothing is wrong, but the town doesn't believe it, and are willing to pay some coin to have a professional check the situation out.

Walking through the crypt, it can be seen there are small blood trails and splatters on the ceiling. As you continue down, if investigated, the coffin in the middle can be seen to move, as it is slightly unaligned. Pursing down the coffin, trash and other things can be seen, including bones, food scraps, spiderwebs, and ashes. In the main room, on the ceiling is an Arachne, A young lady who is a spider. She will come out willingly, saying that she is hiding from the people and that she doesn't know how she ended up, but she arrived into the town one night and a Death Tyrant named Rods helped her and hid her here, she will defend him saying that he will come bring her food, and protect her. She says that Rods is planning to let her into the guild for a better safety, but the processing system is taking too long and Rods wants to pass her to only people he trusts. Her name is Losna, and she just wants to go back home. She says she comes from a town called G'rixter, where she lives. This is a town that isn't anywhere in Shinchaku, it can be assumed she comes from a different realm. Losna will be unfamiliar with the idea of realms, taking her back to the guild seems like the best idea as the guild is designed for this. Losna will be nervous at first, worried that people may treat her harshly due to how different she looks, but when she arrives she sees that all the people in the guild look drastically different.

Losna is gonna ask all about this world, how things work. She will explain that the world she comes from, they live in much darkness, and they survive by building large web fortresses and catching bugs bigger than most of the people in the guild. After registering with the guild, she will want to explore, maybe try this realm's food to understand how things work here. She is curious to know if you have a Queen like she does, and how she can meet them. Losna will be open to talk about how her mother and her father when she was just being born nutritious, and how stuff like that happens consistently.

Poncho's Request: (Quest Board)

Poncho will put in a request for the guild, he is seeking for a creature that can help out with his frog farm. He needs a creature that can scare off predators like eagles, wolves, foxes and snakes, while also being able to scare off water creatures. Bongo usually is a perfect fit, but Bongo is going on vacation for 2 weeks soon and Poncho

doesn't have anyone else that can help. He will suggest maybe an amphibious creature like Poncho. He will pay 1,000 gp to the party if they can get him the creature he desires.

Anzen

Andrith:

Andrith is a port town that links Crimson Sands and Emeralds, Andrith is known for its Port and boats, but also as the main hub for HyperIon Pharmacy, a large corporation that has been funded by Samatrese, and is owned by Seele, Kiana, and Dr. Kal'tsit

Villagers of Importance:

- Dr. Kal'tsit: A Soulless man-made human who is very knowledgeable in many topics, a master in medicine and knows Elvin, Common, UnderCommon, Quori, Draconic, Dwarvish, and Sylvan. (Very important!!!! Has cat ears and cat tail[Tim's Idea not Mine])
- Kiana: Daughter to Patriot, now a co-owner of HyperIon Pharmacies, has established a large and good relationship with
- Kevin: Elven Fighter who works as a Missionary for the Pharmacy
- Elysia: Elves Bard who works as a Missionary for the Pharmacy
- James: A Human Gunslinger who is lead Missionary for the Pharmacy
- Jorick Wrones: A dwarven blacksmith who works for the Pharmacy, provides much of the metallic equipment that lead, is also the lead constructor
- R'hila Yards: A master herbalist who works for HyperIon Pharmacy, a Elvan Druid.
- Dan, The Portmaster: Dan has taken his time away from his husband to learn and master the way of sailing, and has now established a life down here as boat master. People will call him the "Masterbaiter" as he has immense fishing skills.

- Porris Teeth: A large walrus man who runs the Eyes Tavern, a very well known cook when it comes out seafood
- Shackles Rise: An old human escapee of Vefsay's fighting rings, sells the old monster trinkets he stole.

Important Places:

Boat House:

The boat house is owned by Dan, Dan stays there as a boating master, a masterbaiter in fishing as well. He will show the party the ropes of sailing, and they can learn water vehicle proficiency through Dan, but he also will sell the party some boats and fishing equipment.

- Rowboat: 50 gp
- Keelboat: 3,000 gp
- Longship: 10,000 gp
- Warship: 25,000 gp
- Galley 30,000 gp
- Fishing Rod: 10 gp
- Live Worms: 5 sp
- Fishing Net: 5 gp
- Crabbing Cage: 15 gp

HyperIon Pharmacy:

A large Corporation built by Seele (Tim's Character), Dr. Kal'tsit, and Kiana. Many others work there as it is a large facility that has a large underground aspect to it as well. They warn their customers about addictive properties and limitations in the amount of use.

- Gatorskin Potion: 1,000 gp
- Stamina Potion: 50 gp
- Health Potion: 50 gp
- Catnap: 500 gp (Gives long rest benefit in a short rests time)

- Deadeye's Tempo: 1,000 gp (Adds +2 to hit for ranged weapons for 10 minutes)
- Steady Slash: 1,000 gp (Adds +2 to hit for close ranged weapons for 10 minutes)

Eyes Tavern:

A Tavern that is built using the love of the ocean, many of its tables float outside on the water, and they will rowboats to get your food to you. This establishment is well known for its high class seafood.

- Elvin Wine: 2 gp
- Sylvan Tequila: 6 gp
- The Fae: 10 gp (.75 oz Mixture of Lime Juice, 1.5 oz Sylvan Tequila, .5oz Elvin Wine, Grapefruit, with a sugar rim)
- Crimson Rum: 5 gp
- Shark Vodka: 10 gp
- The Boat: 25 gp (Mixture of Sea Salt, 1 oz Crimson Rum, 1 oz Shark Vodka, Muddled Seaweed, Crab Meat garnish)
- Tuna Tostadas: 5 gp
- Red Snapper: 12 gp
- Spicy Tuna Roll: 5 gp
- Spicy Cod Roll: 6 gp
- Filet Salmon: 10 gp
- Shark Soup: 10 gp
- Sea of the False God Oyster: 5 gp
- Gem Lake Oyster: 7 gp
- Auboonian Snow Crab: 15 gp
- Crimson Crab: 12 gp
- Calamari: 5 gp

Shackles Store:

Shackles Store is a back end store that is a bit dodgy, but it holds some of the weirdest monster trinkets money can buy. Shackles himself is a retired monster brawler, and now sells his old trophies to get by.

- Giant Spider Leg: 5 gp
- Owl Bear Beak: 10 gp
- Genasi Core: 350 gp
- Yeti Pelt: 50 gp
- Ogre Toenail: 100 gp
- Basilisk Scale: 40 gp
- Beholder Eye: 1,000 gp
- Faerie Dragon Scale: 150 gp

Issues in Town:

Fountain Issues: (Questboard)

Some strange things have been noticed occurring inside the Fountain in the main living center of Andrith. Many people have investigated the fountain but haven't seen anything, but many of people's belongings have gone missing, one witness says they saw a large splash occur right after he lost his dog.

When the party investigates the fountain, nothing weird about it can really be seen at first, it seems like your normal fountain, unless the party rolls really high, where they can see a tooth in the drain. On a nature check on the tooth it can be discovered it is a tooth that belongs to a small dog.

The drain can be followed into the sewer, which reeks of stink, but a small trail of blood can be led all the way down to HyperIon Pharmacy. At the end of the sewers there is a larger hole inside the side of HyperIon Pharmacy, and when the party approaches the sewers, they will begin to notice Ashes falling inside the sewer.

When the Party walks into the Hyperion Pharmacy, it seems to be a parallel world, as it is corrupt. When they first walk in everyone must make a Dc 13 con saving throw or take 1d6+1 necrotic damage.

Green House: The Green house holds x10 corn sprays that will attempt to attack the party on sight, it can be noticed that the corn sprays are trying to repopulate and grow more Corn Sprays in the Green House (They reproduce like an animal, but when they give birth, a kernel explodes and seeds begin planting everywhere). If you harvest a corn spray it has a chance of providing a Corn Spray Seed.

Living Quarters: The Living Quarters houses x3 Bulezau. In the back sits a mirror closet, and when opened a large chest can be found. Inside the Chest sits a Corrupt Lab key, and also a Nahoul in a Jar.

Treatment Center: The Treatment center holds 4 zombies and 2 flesh golems, but inside the drawers is 3 Greater Health Potions and 3 Catnap Potions, and a Corrupt Lab Key

Training Center (Nest): The Training center has turned into the Nest for the Crow: The Crow is a large school of crows that work all in one huge hive mind, with 2 Crow Queens that lead the hive mind, each controlling 50%, this can be discovered on a high nature check, and the Queen can be discovered with a high Perception Check.

Inside the Chest contains the Dagger of the Crow, which deals 2d4 piercing + 2 necrotic. Give Adv against being charm, and Give Disadvantage to creatures you are trying to charm.

The Crow (Swarm):

AC: 19

HP: 230

Move: 50 ft, fly.

Peck: +5 to hit, deals 1d4 Piercing + 1 necrotic.

Claw: + 5 to Hit, Deals 1d6 slashing

Crow Smash: +12 to hit, Deals 8d8 Bludgeoning + 4d4 Piercing, creature has to make a STR save of 18 or else be knocked prone.

Hive Mind: The Crow Swarm is Telepathically linked to one another and can work coherently to deal massive damage to one creature.

MultiAttack: The Crow Swarm can make 10 pecks and 10 claw attacks in the same turn. Or one Crow Smash

The Crow Queen:

AC: 14

HP: 15

Move: 50 ft, fly

Peck: +5 to hit, deals 1d4 Piercing + 1 necrotic.

Claw: + 5 to Hit, Deals 1d6 slashing

Hive Leader: Control the entire Hive mind

The Lab: The main focal point of the Dungeon, which was locked being the Corrupt Lab Keys. Inside the Lab sits 6 Bulezau, 2 Corn Sprays, 2 Nahouls, and a Plaque Elemental. The lab itself has a huge incubator, which is holding a very large egg, and seemingly the egg is soon to hatch. The egg itself is the Egg of a Froghemoth, as they are trying to create another one. The incubator itself is very hard to destroy, and it seems like they tampered with the equipment to make it hard to stop incubation. Inside the chest in the back of the room is a Corruption Mutagen, The Corruption Mutagen provides a creature with a Rotting Presence that they can turn off and on.

Corn Spray:

AC: 15

HP: 15

Speed: 45 ft

Corn Shoot: 35 ft, +5 to hit, Deals 1d6 Bludgeoning

Plaque Elemental:

AC: 15

HP: 115

Speed: 30 ft, Fly 45 ft

Damage Resistances Acid; Bludgeoning, Piercing, and Slashing from Non Magical Attacks

Damage Immunities: Poison

Condition Immunities: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious.

MultiAttack: 2 Slam Attacks

Slam: 5ft., +7 to hit, Deals 2d8+4 bludgeoning

Disease: (4-6) Each creature within a 10 ft range of the Plague elemental must make a Con DC of 15 or take 3d8+4 Necrotic damage and gain the poison effect, on a save they take half as much with no effect.

Bulezau

Armor Class: 14 (natural armor)

hit Points: 52 (7d8 + 21)

Speed: 40ft.

Damage Resistances: cold, fire, lightning

Damage Immunities: poison

Condition Immunities: charmed, frightened, poisoned

Senses: darkvision 120 ft., passive perception 9

Languages: Abyssal, telepathy 60 ft.

Traits

Rotting Presence. When any creature that isn't a demon starts its turn within 30 feet of one or more bulezaus, that creature must succeed on a DC13 Constitution saving throw or take 1d6 necrotic damage plus 1 necrotic damage for each bulezau within 30 feet of it.

Standing Leap. The bulezau's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Sure-Footed. The bulezau has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Barbed Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d12 + 2) piercing damage. If the target is a creature, it must succeed on a DC: 13 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and

the target must repeat the saving throw after every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 4 (1d8). The target dies if its hit point maximum is reduced to 0.

Blonz:

Blonz is a small town off the east coast of the Emeralds. It resides on its own island, and has been part of the community in weird ways. Blonz consists of a mix of Elves, Humans, and Merfolk, and have gone back and forth whether commencing trade with many of the towns in the Emeralds or not. Many things that the village would even need can be naturally found on the island so it doesn't have much need for anything else.

Villagers of Importance:

- Hunter Zialman: A Merfolk Druid who hunts on the island, he is a passionate guy when it comes to hunting, on land or in the water. Praises Chauntea.
- Town Guard Tan: Relative to Dan and Stan, one of the Octuplets, works here as a town guard.
- Torgoff The Brute: A Goliath Barbarian who worked for Myra and is now in Retirement
- Laney The Brutess: A Human Barbarian who worked for Myra and is now in Retirement.
- Smith Ronaldo Guins: A Elf Black smith who provides much of the weaponry and construction in the town.

Places of Importance:

Statue to Chauntea:

Statue to the Goddess Chauntea, who the town worships

Hunter's Call:

Living quarters of Hunter Zialman, and where he stores trophies from hunting and what not. The place has turned into a mini museum because of it, filled with taxidermy animals and body parts..

Feast Hall:

The Feast Hall is where many people go to enjoy meals after a large hunt. The hall is decorate with many trophies of hunting

Issues in The Town:

The Most Dangerous Hunt: (QuestBoard)

Two days ago a young man named Pohoj Frin went missing, this morning his body was discovered near the town, claw marks and bird pecks from scavengers were found. But an odd thing was discovered about the body, and the small village calls on some heroes to investigate further.

When the party arrives, they will be met by Hunter Zialman, who will lead the party into Hunter's call and upstairs where the body is. Covered in tarp, he will show the party the body, a bit rotten, with many animal carving and marks. But he will point out that the boy is missing all of his teeth, which is what is confusing him. No animal would take only the teeth, and leave this much meat on the boy.

He will lead the party to where they found the boy, and in the forest lies a large patch of blood. He will admit that he himself is a grand hunter in this village, but with something like this, he didn't want to attempt to follow the trail.

After some investigation/perception/nature checks, a trail can be found, similar to wolf tracks, but a lot larger, which will lead the party to a large cavern.

Inside the Cavern:

- MerShrooms: Mushroom that provide swimming speed increased when mixed with other ingredients
- Faeberries: A magical and rare berry that can provide crazy abilities if devoured enough. Usually a fey touched is something from a bloodline,

but with enough of these berries consumed it can turn someone into a fae touched, for the better or worse.

- Dead Squirrel with missing teeth
- Dead Rabbits with missing teeth

At the very end of the cavern lives a den for a Tennur. Tennur is a large wolf beast that only feasts on the teeth of creatures, creating large boney spikes all over its body because of it.

Tennur:

AC: 19

HP: 178

Speed: 50 ft.

Bite: 5ft, +10 to hit, deals 3d8 piercing damage

Claw: 5 ft, +10 to hit deals 2d12 bludgeoning + 1d6 Slashing

Multiattack: one bite and one claw

Spikes: If someone comes with 5ft of range to deal an attack, they must make a DC 15 dex saving throw or take 2d6 piercing damage

The Creature is a leak from an unknown realm, and has seemingly been surviving off of the animals on the island, when the party arrives it will immediately view them as hostile creatures and attack them, and can be tamed only with teeth.

Laney and Torgoff:

The old forgotten guards of Myra who failed in protecting her now live in this village, drinking their days away in sadness. The guild has tried to get them to come back many times since the leaks have started, but they have never answered the call, as they have never had the motivation or will to do so. A motivational speech could be needed.

Chisa:

Chisa was once a gang filled town, but now Lord Horris has come and taken over the whole village. But when the party gets there, there are no signs of life in the village whatsoever. After some exploring inside the village, a dead body can be found. It seems to be covered in claw marks and bite marks.

Villagers of Importance:

- Lord Horris: Lord of the Chisa, a man who has been cursed to look like a Ratperson his whole life
- Trissa: The creature that Lord Horris has fallen in love with. She is called a “Prockot”, a creature that comes from another dimension that is humanoid.

The Mansion In Chisa:

The large house that holds Lord Horris is large, with a fountain on the outside. When the party arrives at the Mansion, Lord Horris will greet them with open arms, be very hospitable to the party, providing them with food, drinks, and entertainment whatever they need. Lord Horris will explain that he is sadly a cursed man, from a priestess of Malar long long ago in Auboon, when in a drunken state he broke a large statue of Malar. And now he is stuck as a Rat man for the rest of his life. He wishes he never went to Trvian that day, but alas, he is stuck here. Luckily Scroton still trusted him and gave him watch over this village. Now he lives alone in this large estate, as he was cursed to live a life alone. If asked how to break the curse, he won't know other than a few words about blood and a true heart, something along those lines. Either way he will usher the party to stay, he hasn't had such interesting company in so long.

On high perception checks, scratching can be heard from the ceiling. Horris will say it is his pet cat, Trissa, but she is afraid of strangers, and that hopefully she will come down soon. At night when the party is sleeping, Trissa will crawl down from the ceiling. She looks human-like, except she crawls on all fours, and her pupils are very large. She

will check on the party at night, but go back into Lord Horris' room. If Lord Horris is seen at night sleeping, Trissa will be feeding on him. If Trissa is attacked, Lord hOrris will do anything to stop the party, but also has morals, so he will attempt to calm the situation all around. He will explain to the party that Trissa is a leak from a different world, but he has fallen in love with her. She feeds on him to tame her hunger, but it can be concluded she has eaten the entire village, but won't eat Lord Horris. If the party kills Trissa, Lord Horris will turn back.

Croco Swamp:

A swamp leaked in from *Tyler's Side Quest* filled with tribal Crocodile Folk. They have been living in the swamp dodging hunters from hunting them down for their meat.

Villagers of Croco Swamp:

- Chief Lyle: The Head Chief of Croco Swamp
- Headmaster Leatherhead: A Crocfolk barbarian warrior who trains the Crocfolks
- Lizzie: A female crocodile brute that fights and rules in the ring at the swamp
- Louis: A Crocfolk bard who plays the trumpet, enjoying looking at the bayou, and wishes he could play in big concerts and venues.
- Croccy, The Vampire Slayer (Real Name: Fangtastic): A crocodile that has been focused on killing/plotting against vampires.

Issues in Town:

A Croc's Small Dream (Questboard) [Croco Swamp]

Little Louis the crocodile has a dream, to one day play his trumpet for a large audience. Sadly in Croc Swamp they are too focused on fighting events in the ring, and he just wants his people to appreciate and love music the way he does.

The crocodile people are a heavy wartribe, more developed than what they have been recently, creating fighting rings and powerful weaponry ever since they have been ravaged by a horde of vampire animal creatures. They have perfected the usage of vampiric weakness and have been plotting to hunt down those who hunted them down prior, including Anjee.

Ingate:

The small town of Ingate was ravaged by the war between Jeweled Eyes and Shulker, but now the town seems to be in an even worse Condition, has nothing has been heard from them except a small gift box that was covered in blood that was sent into the guild, no one has opened it.

Issues in the Town:

Gifts of a Traveler: (Quest Board) (Requires High Guild) (Requires Party Size of 10+)

The Guild has been sent a large gift box from the town of Ingate, this gift box is covered in Blood, with a small tag written on it, saying "Love, The Traveler". The Guild hasn't opened it at all yet in fear, but they request a strong and powerful guild to check out what is occurring in the Town of Ingate, as they have not been able to contact them, showing no signs of life.

Inside the Gift box sits 8 vials of blood. The person who opened the box however must make a CHA saving throw DC 19, or be charmed by the contents getting the urge to drink a vial. The Vials themselves have Lycanthropy Blood Curses in them, ranging from Wererat (Kristian Has) , Werewolf, WereRaven(Miller: 24), WereBoar, WereBear (Miller: 21), WereFrog, WereGorilla(Miller: 20), WereLion. Inside will have a note saying "*I Hope The Strongest See The Need For Change In A Realm As Bland As This. I*

Have The Metamorphosis This Realm Needs, For The Cabinet Of Faces Has Decided To Make Its Move”

At the Town of Ingate has been torn to shreds, but when the party arrives they can smell the wretched stink that has been placed around. Soon Craig The BattleBard will greet the party (This is a Shapeshifter) and he will say “Welcome to The FootPrint, I Chose A Face That You Will Recognized In An Attempt To Make You Feel Safe, If this Isn’t Suitable I Can Change If I Must” He will gesture the group to follow him. There are seemingly no other people, but on a high perception or investigation check it can be seen that there are people watching in the distance, and there are signs of people being here recently (Ex: Campfires, Tracks, Left Behind Food Etc.) When asked what happened to the Civilians of Ingate, this man will simply say that his task was to create change, and change he created. He will explain that his name is Jaqen D’ghar, and that he has come here to enforce change in the world. He will lead the party to a shrine that he is building, the shrine is a large statue that is filled with corpses, he will explain that these are those who could not survive the Metamorphosis that the Traveler needs, the ones he has desired. Soon another man will step out, saying that his name is Hitch, Hitch Mackerel, and that he is another follower of the Traveler, and that they need to see if they can survive that Change of the Traveler. If they do, they will be rewarded greatly by the Traveler. If the party is still there he will offer them Vials of Blood that contain LycanthropyBlood Curse. If they fail the change, they will simply join the body of corpses that are part of the Traveler.

If either of them were to get attacked during any of their speech, the party would immediately get ambushed by Followers of the Traveler. This Contains:

- Jaqen H’ghar
- Hitch Mackerel
- 3 Werewolves
- 2 Wereboars
- 2 Flesh Golems
- 2 Shapeshifters

Jaquen H'ghar

HP: 183

AC: 18

Speed: 50 ft

Stats: STR 14 (+2) DEX (+5) CON (+4) INT (+6) WIS (+4) CHA (+1)

Spells: SAVE 19, Hit +11, USING INT

Cantrips: Mage Hand, Toll of the Dead (3d8/3d12 Necrotic WIS Save),
Gust, Minor Illusion, Mold Earth

LVL 1: Feather Fall, Fog Cloud, Grease, Magic Missile, Silvery Barbs

LVL 2: Detect Thoughts, Crown Of Madness, Enlarge/Reduce, Hold
Person, Invisibility

LVL 3: Animate Dead, Counterspell, Dispel Magic, Fly, Major Image

LVL 4: Dimension Door, Ice Storm, Charm Monster, Wall of Fire, Arcane
Eye

LVL 5: Far Step, Wall of Force, Dominate Person, Mislead

LVL 6: Chain Lightning, Circle of Death, Gravity Fissure

LVL 7: Crown Of Stars

The Group that has gathered here has attempted to change all of the villagers already, and those who failed are those corpses in the Temple. As a fight continues to brew however, a gift box will fall from the heavens in front of Hitch, the gift box contains a mask, and when Hitch puts it on, it will corrupt him turning him into a monster of faces.

The Traveler's Faces

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 231

Speed 40 ft., swim 40 ft.

STR 20 (+5) **DEX** 16 (+3) **CON** 20 (+5) **INT** 2 (-4) **WIS** 20 (+5) **CHA** 12 (+1)

Saving Throws: STR +10 CON +10 WIS +10

Skills Perception +11

Senses darkvision 60 ft., passive Perception 16

Languages Common, Any Language of those who have Worn the Traveler's Mask

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The Traveler's Faces has six heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the Traveler's Faces takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The Traveler's Faces regains 15 hit points for each head regrown in this way.

Reactive Heads. For each head the Traveler's Faces has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the Traveler's Faces sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads and One Traveler's Bones. And A Traveler's Blood if it can

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 5) piercing damage.

Traveler's Bones *Melee Weapon Attack:* +10 to hit, Reach 10 ft., One Target. *Hit:* 24 (3d12 + 6) necrotic damage.

Traveler's Blood (Recharge 5-6) Each face in the Traveler's face shoots out a beam of blood at a target, each creature attacked must make a Wisdom DC 20 saving throw or take 4d12 psychic damage, or half as much on a successful one. If they fail the first throw, they then need to make a Con DC 14 save, if they fail they will take another 3d12 psychic and fall unconscious. If a creature were to die to this attack, they would become a part of the Traveler's Faces.

When the party defeats the Traveler's Faces they will left with a mask



If someone were to put on the mask they must make a DC 24 CON saving throw or else they will turn in the Traveler's Face. If they are a follower of the Traveler they will be able to control the beast, if not they will rampage. If they are to succeed the saving throw, they will be able to use the powers of the Traveler, which provides them ADV on Wisdom saving throws, +1 to AC, and the Traveler's Blood Breathe, which allows them to shoot a breathe at a opponent, the opponent must make a WIS save on the spellcasting mod (If they don't cast spells it is a Default DC 16) or else they take 3d12 psychic damage.

As the dust settles it can be truly seen that everyone in this town died or became a true werewolf, during the fight some of the werewolves will flee if they see that they are losing. The shrine to the Traveler will crumble when they lose, showing off a gift box in the middle, when the party open the gift box, a Baby will be sitting in it, with a small note that says "The Best Gift, The Giver of Gifts could Gift" This baby is the child of The Traveler, it will grow and change at an accelerated rate, becoming a full age in 1 month of the party getting him.

198

147

60

0

183

167

67

54

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Miller Lycanthropy Craziess:

180

135

Florus:

Florus was once the home of the Black Diamond, it was once a large and loving city, but now it has lost everything. No one has come back to heal or repair the town, and only one man lives there, guarding the graves from bandits, wrights or anything else.

Villagers of Importance:

- Toya Hons: The Guardian of Florus, a highly skilled fighter warrior who uses some elven magic. He is a 434 year old elf.

Places of importance:

The Tower of Florus:

A once central place in Flours that many come to worship, it is one of the only places intact, Toya lives here and keeps it safe. Holds a statue of Rhegir the loyal, a powerful paladin. Toya knows much about the history and lifestyle of Rhegir.

The Graveyard:

A large graveyard that holds many of those who died during the invasion that killed the town of Florus. Even though there are a lot of graves, a large handful of bodies were never discovered or brought back to the town. Everynight Wights rise, and everynight Toya Slays them

Issues in Town:

Sleepless Wights: (Questboard)

Toya Hons, the Guardian of Florus, and the only living soul in the once blossoming town has been having issues containing the dead that rise every night, and go to sleep every day. They were once able to be contained, but he has been noticing a growth in Wights, and would like someone to come to help provide protection in warding of the Wights

Wights are known for their Endurance, never ending their battle against the living, as intelligent undead they are strong in numbers, creating small forces and legions. One major weakness however is the sunlight, making them much weaker in bright light. They are also known to be powerful necromancers.

Toya just wants some type of spell or enchantment, or even holy guard to make it easier to battle the Wights at night.

Futation:

Futation is a small town that once had many issues with a witch hunt, believing that Kalashtar were living inside their village. Since then the town has calmed down, and grown peaceful without many strange incidents occurring. Their witch hunting days have been pushed behind them, and now they live in peace after aligning themselves in the past with the Penguin Kingdom.

Villager's of Importance:

- Fronce Higgors: A young Locathah male who has grown to become a fair representative of the Locathah's in the village
- Zona Tridon: The daughter of Samuel Tridon, has snuck into the village to enact revenge on what happened to her family
- Tiji Buino: An actual Witch and Kalashtar that is living undercover in the village after coming from a leak that originated from the realm. Became the Mayor's assistant
- Mayor Fupapo: An elderly fat man who believes in the old ways, holds astigmatism against witches and Kalashtars, and hates them.
- Lloyd Shins: A Bartender at Beldam bar, a professional mixologist, knows his stuff when it comes to alcohol.

Places of Importance:

Cemetery: The Cemetery will house a couple names, two of note are PAt Hatters, another is a memorial for Marchez Tridon, which is trash, covered in pain and vandalized.

Mayor's Office: The Mayor's office is a small place, but houses both the Mayor, Mayor Fupapo and his lovely and attractive Assistant Tiji Buino. The office itself is quite small, as the village is small, but the mayor kinds of hides here away from the world, while his assistant truthfully runs the business

Shrine To Auril: Not a full blown church or chapel, but a small statue to represent the goddess that villagers will stop and pray to

Beldam Bar: A bar that is run by a legendary Mixologist L:Llyod Shins, he tends to know what he is talking about, and tries his best to get rare liquors behind the bar.

Menu:

- Bison Burger: 1 gp
- Roast Beef: 1 gp
- House Salad: 5 sp
- Vision Sandwich: 2 gp
- Fried Turkey Club Wrap: 1 gp
- Ghoul's Tequila: 2 gp a shot/ 20 gp a bottle
- Wolf Wine: 65 gp a glass/ 350 gp a bottle
- Auril Frost Gin: 100 gp a shot / 1,000 gp a bottle
- Mead: 5 sp
- Ghoul's Margarita: 8 gp
- Spring Vodka: 15 gp a shot / 150 gp a bottle

Locathah Corridors: The Locathah consists of maybe 10 people in the entire population of about 80 people for the village, a lot moved out when Aquantic opened up. Now reside only Fronce Higgors and his family, and another family of locathah, but they are planning to move out soon.

Issues in Town:

A Seek for revenge:

Arriving in town, the party will see some normal things occurring, but every once in a while, if their eyes are peeled, it can be seen that someone is trailing them throughout the town. When discovered and talked to it can be discovered that it is Zona Tridon, and after a history check, if successful, the party will draw the correlation

to Marchez Triodn, a name of a death in the Battle of Widow's Lake. When asked what she is doing, she will reveal that she is here to play a prank on the town. See, her family got run out due to the town believing that they were "Cursed Humans". So, she has been making plans to mess with the town. She wants to create a fake ghost/skeleton man in the cemetery, and see if that begins to freak people out. She will lead the party to the cemetery for her plan, but when the party arrives she will find the trashed and vandalized memorial for the first time. She will begin crying at the site of this, exclaiming that her brother died to help the entire nation, and that he doesn't deserve this just because he is "One of Us". She will begin to lose heart about messing with the town, she doesn't think it is the best idea anymore, that she could put herself in real danger again if she got caught.

A Rabbit's Will:

If the town is explored enough, it can be seen that Pat Hatter's house has still not been filled or touched. In Fact there are still things inside of it. Pat hatter's home contains many things, some giving a brief history of Pat Hatter. The party can find notes of a small group called "The Reverends" which was a small organization consisting of a small group of underground people that worked to remove people in political power from that power. There will be a photo, and in the photo will have four people, One will be of Pat Hatter, The Other of Reggie, the odl Penguin King, it then shows off a young Boz, and finally a young Aarakocra man. In the notes of the journal it can be discovered that the young Aarakocra was named Daecan, it will list that he retired in a town called Shinos, much farther down south, after having to go into hiding from being caught on a mission. Other items of interest are a spellbook for Ray of Frost, a portion of 350 gp, and a letter addressed to Patricia Hatrick. If opened the letter will be read.

Dear Patricia,

If you are reading this, it means that I have placed myself into a position I wanted to avoid. But you know me, I cannot say no when duty calls. I write this in preparation for an early death, hoping that you, or someone else may find this letter

and deliver it to you. You are my only family I have left, so I wish to give what I have left on this Material plane to you. I also wish to share a secret of sorts. There is a small family that lives in this town, they are of Kalashtar descent, which is really only found in Auboon. These people are kind hearted, but there will be a day where they need to leave this town. I have been protecting them all I can, and have been trying to hide any tracks that they may be leaving behind, but if I pass away, I wish for you to escort them from the village, and find them a more accepting and loving home. They are a family of four, one with an older boy and a younger girl, both show promising abilities. I have one thing left, I have buried all that I possess here in town, go to the Shrine of Auril, take 10 paces north, then, when the moon is at the highest point, cast the spell "Animate Dead" and the enchantment shall break, revealing my long lost treasure. Please do, keep her safe.

*Your Loving Uncle,
Pat Hatter*

Pat Hatter's Treasure:

When the party does the task set in his letter to Patricia Hatrick, it will create a large tremble of earth, and soon, 4 Frost bitten skeletons will arise from the ground, in their arms lies a very large bird, in a large cage. It holds a Cryophoenix, the legendary opposite of a Phoenix. On the cage will be a sign reading "Shimo". The bird will be sleeping, releasing from the cage will wake it up, as it has been placed under a spell to keep it alive and hidden.

A Witch's Ingredients: (Questboard)

A young lady the name of Tiji Buino has placed a quest in the guild, she is looking for extra ingredients in a new brew she is trying, but having a hard time finding them in the first place, and would like help finding a "Angel Feather, Frog Blood, and Jeweled Seed" She will pay handsomely for the items.

When the party arrives, she will admit that she has no clue where to get the items, and that she knows they cannot be found in the town. But she will say that she also isn't

in a rush to get the items either, it is just an experiment she wants to try. She will ask you to keep this between you and her however, as nobody in the town knows she is a Witch. She will also inform the party that she is not of this realm either, but has adapted quickly, and enjoys this new realm more than her last. She is from the realm Okami, which she will describe as war ridden and disgusting.

Lab Rats:

The Lab rats is the old laboratory set up by the Monarch's which housed Fuvor's experiments of Mutagens to create a super powered army. Now it is abandoned, much is left, a lot of experiments that were still trapped starved down here, leaving a distinct smell of blood, shit and rot.

Outside the Lab:

Outside the lab is a large and vast cave, that was once unexplorable due to the large amount of ruined and broken experiments that lived here. But many things can be seen on the outside of the cavern now.

Cave Paintings One:

On the cavern wall depicts a large and vast carving of seemingly a story. It shows a baby sitting alone in the snow and the cold, and shows a lady coming and scooping up the baby to protect it from the winter cold. This lady raises the child to fight, to protect against the world around them. It shows the lady and the young child being attacked by villagers and monsters, and depicts the young boy's first kill, it was on an older man who was trying to hurt his mother. It then shows the mother leading the boy down into a life of murder, and darkness. Praised as a Goddess of Darkness, the young boy grew in power, and began killing and looting to get by in life. The depictions end here.

Tents of those Corrupted:

It seems those who were disposed of as failed experiments that still lived for comfort and created themselves their own home. There are many dead corpses of deformed bodies that were destroyed in the experiments. But one thing lives, a young boy sits upon a wooden throne, seemingly starved and hungry. He is missing his right arm, and it was twisted upon itself. He will claim his name is 'Experiment Number #36' and that he was "Blessed" with the powers of the Air Mutagen, he is age 14. Allowing him to fly, cast a wall of wind, and gust. He is also innately light and cannot take fall damage; he will say even though he can fly, he has never had a reason to leave, that these people around him were once his family, who have all now deceased.

He will leave with the party if they help him bury his family to put them to rest, if the mess or attempt to loot the bodies of his family, he will attack the party in anger.

Inside the Lab:

Treehouse Rubble:

The Face of the lab itself is a large tree house, but now the tree house has fallen, broken in the rubble, leaving a few pictures. One being a picture of Fuvor with Victor, an engineer from the Monarchs, another being a picture of Fuvor in a picture with a young girl, who looks to be Princess before the burn marks, and Princess's parents, who gave her up. There also sits other things, old broken plates, glasses, tables, chairs, sofas etc. But the destruction of the treehouse front leave the lab open for exploration to the outside world

Inside Lab:

The Lab once filled with power and electricity is now all powered down, seemingly the generators broke. Inside the hallway sits a few dead Lab rats, who look like they have been murdered, one sits with a very large rock on top of it. Continuing down shows lab experiment rooms, many are filled with the rotting corpses of children, some are smashed open from the escape, with many glass pieces spilt all on the floor.

Not much was left behind, footprints of blood can be seen on the floor, very dry as it was a long time ago, leaving everything in a large ruin. The main hallway that held captive experiments in large glass cells doesn't contain much extra, but the body of a young boy sits, stuck upon the ceiling, with seemingly nothing holding it there. With a high arcana or investigation check it can be noticed that the body has a small gravity field pulling itself towards the ceiling. If an object gets too close, it will be sucked into this very strong field, that is crushing most objects put inside of it. If someone were to get into it, they would take 10d10 force damage every minute they are in it, and they must make a DC 18 STR check to get out.

Fuvor's Office:

Fuvor's Office sits in the very back of the lab, most of the inside is destroyed from people coming in and out during the escape, looking to pay their revenge. This includes rock shards, acid burned objects, and left blank pages all scattered on the floor. On a DC 17 investigation check you can see some of Fuvor's notes and diagrams are left over. They talk about the creation of Mutagen's and how Fuvor was able to success turn magic into a concentration liquid, this takes a gruuling almost torture-like process, but it turns the user into a powerful wielder of magic.

Merfolk Castaways:

Meroflk Castaways is a small village isolated away from civilization. It holds many Merfolk who were persecuted and harmed. They do not use a guild entrance anywhere near their Island due to the fear that someone may come through and hunt them down. Instead to get to Merfolk Castaway has to be through sailing from the closest town nearby, which is at minimum 3 days sailing away.

Villagers of Importance:

- Chief Torzot: Chief of Merfolk Castaways, he is one who doesn't want to open the borders to the rest of the world.

- Teysa, Child of Umberlee: A child of the evil Goddess of Umberlee, who was trained by Jay, From Lego Ninjago TM.

Issues in the Town:

Umberlee's Reach:

Recently Teysa has been having recurring visions/nightmares of her taking over the world with high waves of water, but in these visions she says that she has the Storm of the Ocean in her eyes, a cruel look. She is afraid that Umberlee is going to use her soon, due to the fact that she hasn't really gone to many places, and has been locking herself in Merfolk Castaways to keep herself and those around her safe. But her insanity of keeping herself locked up is what will drive her to madness to attack the world, and if the party doesn't hurry soon, Teysa could be taken as a true Idol to Umberlee.

Scroton Alliance: (Post Samatrese Death)

Now with the developing change in tides with the death of King Samatrese, the Jeweled Eyes have reached out and made a heavy alliance with the people of Merfolk Castaways, he has promised them a larger, safer land. Riches and Gems, and a world where they will not hide from the bad men. Given this Chief Torzot has provided Scroton with 125 Merfolk Soldiers, along with the Power of Teysa.

Polaris:

Polaris is a town that lies on the crest of where the Ancient White Dragon emerged from the earth, now the entire town is a historical sight with some tourist appeal. But there are also many different ruins and cave systems to be discovered that are filled with older text about the dragons history and how they came to be.

Villagers of Importance:

- Cave Explorer Hispuc Fod: A Dwarf Explorer sent here by the Guild to learn more about the White Dragon, knows his way around the cave system.

- Historian Hilda Fod: A Female Orc sent here by the Guild to learn more about the White dragon, studies in ruins and knows good history about Auboon.
- Farmer Fillie Heed: A female elf farmer who produces a lot of food and crops for the town
- Stonemaster Yuko Gron: A Goliath male who owns and runs the Quarry
- Tavern Owner Gwen Lanes: A blonde female human who is very attractive, knows her way around her blade from her father teaching her when she was young, now owns the tavern, but grows bored of it often.

Places of Importance:

Nest: The ruins of an old nest of the White Queen, investigating it seems that all egg contents were removed, or never there in the first place. The Nest itself however is composed of Sapphire, Frost Fungus, Never-Melt Ice, and Stone. It has become a sight of interest.

Polaris Farm: A Farm that primary farms Cow and Pig produce, but also grows potatoes, carrots, and wheat. Her own Fillie Heed is very generous with the food she grows, she believes no one should go starving.

Quarry: Stone master Yuko Gron, a strong and Bruly Goliath, but he has a gentle heart. He sells many wares that involve rock and stone.

- Large Building Rocks: 5 gp (5x)
- Clay Bricks: 5 gp (5x)
- Miner's Pickaxe: 10 gp
- Rose Ruby: 450 gp
- Crystalline Diamond: 750 gp
- Pure Gold Ingot: 400 gp
- Pure Steel Ingot: 350 gp
- Oceanic Sapphire: 1,500 gp

Frost Bar: The Frost Bar is owned by Gwen Lanes, a 19 year old human girl, she is very bored and itches for adventure. She was given this tavern when her parents

passed away, but she doesn't want this tavern to be her life, its a business they only opened 2 years ago. Her father was a blademaster, and taught Gwen how to use a blade, and now she just sits in this tavern antsy.

Menu:

- Boar Steak: 5 gp
- Cheese and Pork sandwich: 4 gp
- Grilled Cheese: 1 gp
- Sourdough Bread Basket: 5 sp
- Steak Filet: 10 gp
- Frost Wine: 15 gp
- Dragon's Breath Mix: 25 gp (Vodka, Cherry, Touch of Frost Wine, Hot Sauce, Cayun Peppers muddled in, Salt and pepper rim served in a rocks glass, Garnished with an Orange Slice)

Memorial:

Outside the White Cavern will sit a Memorial with the Names of those who died during the explosion of the White Dragon, it also have the names of the adventures that saved our realm from them *Myra Chanteuse*, *Reggie The Penguin King*, *Craig the Battle Bard*, *Elios the Slayer*, *Jay From Lego Ninjago* TM, *Seele The Healer*, *Velonia the Blademaster*, *Howard the Monster of the Maze*

White Cavern:

The Cavern that's entrance lies near town connects to a vast cave system that is still not fully explored. Many Jewels and ruins are yet to be discovered at the bottom of this cave.

Things of Interest:

- Scription Depicting the White Dragon's History of Creating Winter in this Realm.
- Scale parts of the White Dragon
- Dragon Footprints
- Frost Gems

- Frost Fungus
- Small grouping of Frost LizardFolk
- Diamonds
- Chain Room: The room where the White dragon was held, it seems there was a large collapse blocking it from connection to another part. If the chains are yanked, the floor will open up, landing the party into the White Dragon's Dungeon

White Dragons Dungeon:

- Puzzle Room #1: A Large room the party is dropped into, at first it just seems like an odd underneath part, but at further notice it can be seen that things lay frozen underneath the floor. After some investigation it can be found two small tunnelways are found, one is much larger that is connected to the main room, while the other leads to a small treasure room. Creatures like Goblins and LizardFolk are also frozen under the ice.
 - Treasure Room #1: Inside the treasure room is a small chest, inside the chest contains a Bottle of Ancient Dragon Frost Breath (One Time Use) Can be used to release one powerful attack, or to be infused with a weapon.
- Remorhaz w/ Key: The room once again seems empty, this time the room is coated with a light snow, but soon after walking in rumbling can be felt, as something is digging underneath the ground. It can be seen Remorhaz is attacking the party, and around his neck is a key.
- 3 Frost Giants and 7 Frost Skeletons: A large room containing creatures of winter variety, it seems they stay here and stand guard of a large chest. Inside the large chest lies a Small Cage made out of pure ice, inside sits an Ice Mephit, an ice sprite. Also sits a Necklace of the White Dragon. A Necklace that gives advantage on Constitution Saving throws, that don't involve illness.
 - Treasure Room #2: Here the room is just a large sheet of ice that reflects the party back at itself, on the other side lies a treasure

chest that contains a Large Shard of Ice. This Ice Shard is highly magical, and can be thrown, wherever it shatters it does 5d10 cold damage in a 20 ft radius

- Trap #1: A Classic Dart trap triggered by a pressure plate, but will alert the necromancers in the next room.
- 3 Necromancers and a Skeleton Dragon: This room contains a skeleton of a teenager dragon. A 3 Frost Giant Necromancers, these necromancers will use the Skeleton dragon to immediately attack the party. They are much smarter than the other Frost Giants and use spells like *Cone of Cold*, *Animate Dead*, *Lightning Bolt*
- Egg Room: After defeating the Necromancers and the Skeleton Dragon, the party will have only the egg room left to explore. The egg room contains a magical large pond of Ice, and underneath rests an Egg of the White Dragon. Written on the walls states: *A Dragon of Unimaginable Power, one that can never die, lies before you. The choice to continue is yours.* To get the egg the party has to find a way to access the egg without dying, as touching the ice deals constant cold damage to the party.

Issues in the Town:

Nest Debate:

Some people who are native to the town believe that the nest should be removed and harvested for its materials and be given to the town. While others believe it would tarnish the town and what it stands for, the defeat place of the white dragon. Keeping is Stone Master, Historian, and Explorer. Removing is Farmer, Bartender, and others.

Exploring the Caves:

Hispuc Fod will ask around if any other would like to accompany him and his wife down into the caverns for exploration purposes, he believes he is approaching something rare, and he will lead the party down into the cavern to where he believes ruins may be. He will bring the party down into the cave system, and then do a bit of

blast mining, and soon the discovery of the chain room which leads to the discovery of the dungeon unfolds.

***Raven's Castle:**

Leading inside the Portal will lead to a stormy and dark castle. The Fortress of Memories is a dreary and dark place, where memories are stored collecting everything around it. Tyna will open the Fortress for her people, and many will emerge from the castle, saying that they have been awaiting for the arrival of the Queen.

Tyna is truly amazed by all of this, but this isn't necessarily something she wanted in her life. She just wanted to adventure and see the world around her. Now, she is in a dark and stormy world. The Guardian of the Tree will lead her to the center room, where a sword of the Raven Queen lies Blackrazor, a longsword.

Blackrazor: 1d6 slashing + 2d6 Necrotic, +3 to hit, provides 25% of damage dealt in regeneration. Makes wielder immune to Charm or Fear.

Tyna will turn to her people, wielding the sword. The party will see that she is uncomfortable, worried, terrified, and panicked. Tyna doesn't believe what is occurring around her. The room will shake and soon a voice will echo across the room, only idols will hear it however *Memories, before you make your rest in that Throne of mine, collect Memories of the World. Leave my Guardian to train the people.* Soon afterwards Tyna will begin her speech.

"Followers of the Raven Queen, my time as a Queen is not now, instead it will be in the future when you need me the most. Train and prepare for my return, do not follow me" and she will leave the castle.

Things of Interest inside the Fortress of Memories:

- A Totem of the Raven Queen: A item of those who follow the Raven Queen, provides immunity to the condition Frightened

- Capsule of Shadowmagic: A small container containing raw Shadowmagic, can be used to infuse with a item
- The Dungeon: Contains many different beasts of Shadowfell, including Displacer Beasts, and a Shadow Dragon

Things of Interest Outside the Castle:

- A Field of Wraiths and Displacer Beasts
 - Can Harvest: Spirit Gems (Digging in the Field) Ghost Flowers, Displacer Beast eyes, Displacer Beast Hide, Displacer Beast Ears.
- A Wraith Shrine: Surrounded by 10 Wraiths
 - Inside lies a Bottle, Inside the bottle is a Wraith that is chained magically to it, once the bottle closes it goes back in. Called the Wraith Chamber

Shrom O' ck: (Mole Kingdom)

A smaller village sitting at the base of the Yosei Woodlands, this consists of a large tribe of Red Cap and Brown cap mushroom folk. These mushroom people average around 8 feet in size, and can vary in ability. Many regenerate quickly after damage, and some have poisonous properties that can consist of temporary paralysis.

Villagers of Importance:

- Khal Enoki: A tall skinny mushroom has taken as lead of the Mushroom folk, he has been
- King Oyster: Second in command to Khal Enoki, a buff and large White Mushroom fighter
- Crimino Bella: A female mushroom warrior, high lady and wife to Khal Enoki.
- Black Trumpet: A male mushroom bard who plays the trumpet, it is said his music leads to either death or joy.
- Parasol Procera: A Female mushroom sorceress that enjoys the dark.

- Porrigens Wings: A male mushroom ranger that can fly.
- Polytricha Ear: A young female mushroom girl who has fled Shrom O' ck try to find her people help about the mysterious tunnel
- Friz: The Giant who lives inside of Mole Kingdom, he is vegan and he has a pet dinosaur

As a native folk, the Shrom O' ck have had a very difficult time attempting to adjust to the lifestyle of these new realms. They have been lost and pushed far away from modern times, and are left with what they know. In fear, they have sheltered themselves from much of the outside world, in order to protect themselves. The mushroom folk only speak Sylvan.

Issues inside Shrom O' ck

Inside Shrom O' ck the tribal mushroom people have discovered a large scale tunnel system, it is said that when they enter the tunnel they have never returned. A young girl has warned the guild about this and is seeking help, while Jett, The Teller of Tales believes this is something worth looking into.

As the party goes to Shrom O' ck if they are not careful, they could get attacked, as the Mushroom folk are not known for their kindness. The young girl will suggest going to the tunnel avoiding the town of Shrom O' ck entirely.

Inside the tunnel, going down is a large tunnel system that is filled with many different spores, moss and vines. As the party goes down they will encounter a tribe of Mushroom folk that are investigating the tunnel themselves, this includes Crimino Bella, Black Trumpet, Parasol Procera, and Porrigen Wings.

After the run in with the mushroom folk, going further down, vines will begin wrapping around and trying to grab the party. When the party goes down, they will be

pulled down into the stone, phasing through it, where they will drop into the Mole Kingdom.

Mole Kingdom is not much like it sounds, as it is filled with all sorts of critters, the oddest being dinosaurs. This vast Cavern has a completely different ecosystem than the two before it, and it even has its own Night and Day cycles inside the cavern. The trees here are 200 feet tall, and the bushes are immensely large. They will soon encounter large mushroom trees as well, everything about this place seems to be built for Giants, making the party themselves feel small. Suddenly, they will begin to hear large footsteps approaching, shaking the ground beneath them. And out through the large thicket will appear a very thin giant, named Friz. He will be wearing farmer overalls, and be holding a basket of very large berries. His hair will be very grey and very wispy.

Friz will not notice the party, as they are too small, but he will continue picking his berries and loading them into the basket. If the party lets him go without grabbing his attention, he will continue back to his farm. His house will be made out of bones, large blobs of mud, and boulders, creating a large ring that to him seems sorta tight, but is really 720 feet in diameter. This “Small” Shack will have a metal pot to cook food, and a large chimney out the top so the room doesn’t get filled with smoke. It will have a hole in the middle of it that drops down 50 feet to where the over sits.

Inside this little hole resides a small kingdom of Mole people, who are about 3 feet tall each. They live in this crevice and survive off the food crumbs dropped by this giant every day. The mole king, Murbotoon the Glorious the 4th, will be sitting in his throne, eating a piece of dinosaur meat from the grumps of Friz the giant. Murbotoon the Glorious the 4th will need the party to call him by his full name at all given times, but he will explain that this is the last piece of meat the whole kingdom has! As he eats it whole, he will explain that God has only been eating berries and plants recently. They are afraid that they did something wrong for this lack of meat, and he will ask the party to persuade the god for more meat, and if that occurs they will be able to pass. In reality the party will know the god is this humble giant, who was picking berries.

This humble giant is very hippie like, and he is a recently turned vegan. Looking at the decorations of his house it can be seen that he goes through many phases, as there

is a large electric guitar, a giant's bowler hat, and all sorts of other trinkets. Friz lives his life watching all sorts of things on a device he discovered in Mole Kingdom. They call it the "Entertainment that never ends" which the party characters themselves don't recognize, but can be explained as just a tv in the real world.

Species Inside Mole Kingdom:

- <https://www.dndbeyond.com/monsters/17041-tyrannosaurus-rex> (T Rex)
 - Velociraptor Stats
 - AC: 16
 - HP: 56
 - Move: 50 ft
 - Attack: + 8 to hit, 3d8 Slashing
 - Pounce: Creature must make a DC 16 Strength saving throw or be knocked prone. On a fail they will take 2d12 bludgeoning damage.
 - Pteranodon:
 - AC: 14
 - HP: 44
 - Move: 60 ft. fly
 - Attack: + 8 to hit, 2d8 slashing
 - Pick Up: Creature must make a DC 16 Dex saving throw or be picked up. On a failure they will be picked up and trapped by the Pteranodon.
-

Slowglow:

Slowglow is a small village that is made up primarily of Taxabi's, but also has a small minority of haregons. Due to their animal-like features, this village looks much different to other villages in Auboon, it is designed for the lifestyle of Taxabi's enjoyment. The Houses are made up from chunks of land, and they carve pathways and homes out of them, connecting all the roofs with bridges. The Taxabi have also been

very open with the Guild and this realm defense, so they have decided to put efforts into creating a port stone portal, many Taxabi here are adventurers and explorers of the realms through their own means.

Villagers of Importance:

- Mayor Oliver: The mayor of this town, he is not the smartest, but he does care immensely for not only his people, but for travelers and others as well. He is very kind hearted and generous
- Adventurer Luna Dolls: A young and aspiring adventurer who has traveled to many different realms. She has recently discovered a realm called Inu, filled with Dogfolk that is collapsing.
- Realm Protector Chubs: Head guard for the town for any Leaks that could be coming through the realm, a very strong warrior
- Shaman K.C: A spirit cat who aids the town in Worshipped Tezca, God of the Sun, heat and fire.
- Fishmonger Morris: The fish stand owner enjoys his fish, and fishing very much.
- Barkeep Bigglesworth: The barkeep of Spotted Tavern, a naked haired Taxabi who is a retired warrior, now runs a bar in peace.
- Galamad the Great Warrior: A very large Brown dogfolk who is very skilled in battle but will only use it if he believes it is necessary to protect his people. Leaked in from Inu
- Melvin the Frightened: A wizard who is terrified of fighting, very nervous about it, would much rather live isolated on his own, but he has been dragged out to adventure, unwillingly (Cuz he is afraid to say no). Leaked in From Inu
- Gigi The Bandit: A high class rogue/bandit, who has a small amount of innate magical ability. Will steal and use emotions to manipulate what she wants, Leaked From Inu

- Sami The Worshiper: A Priestess of Sirius, The Dog Queen. A peaceful person who seeks out and fights for justice in everything. Leaked in From Inu.
- Daisy the Chaotic: A small dogfolk Warlock who doesn't have any sense in what her magic can truly do, and who powerful she is, yet she casts spells with little notice. Leaked in From Inu
- Buster The Ruthless: A Large dogfolk who is a heavy barbarian fighter, is known for his pure strength, even if it takes away from the brain. Leaked in From Inu

Places of Importance:

Portstone Portal: A Large portal that is used as a Portstone Portal, it seems many Taxabi have been going out, gathering resources, people, and information. Realm Protector Chubs stays most days outside guarding the Port Stone portal, but she also organizes and plans expeditions to safers realms for her people to travel and explore.

FishStand: A small stand run by Fishmonger Morris, who is very enthusiastic about fish. Also sells fishing equipment

- Salmon: 1 gp
- Tuna: 1 gp
- SwordFish: 3 gp
- Shrimp: 2 gp
- Bass: 2 gp
- Catfish: 5 gp
- Smoked Fish Jerky: 4 gp
- Fishing rod: 10 gp
- Can of Worms: 5 sp
- Fishing Net: 5 gp
- Big Floppa: 10 gp

Spotted Tavern: A tavern run and owned by Barkeep Bigglesworth, an old Adventurer who used to work for the guild back in the day, he will complain that they keep trying to get him back to help with the realms, but at this point in his life he can't be bothered. He is no longer in his prime to be fighting the way he was, not as agile. You can see that he does want to adventure more, but he believes that his older age has slowed him down, and he is afraid of getting killed. Eitherway, he will serve drinks and provide meals to those who come in.

Menu:

- Milk: 5 sp
- Milk n Titos: 10 gp
- Furry Wine: 15 gp
- Cat Special 25 gp: (Milk, Fish juice, Grape wine, splash of Titos, splash of mango, muddle in limes; garnished with Mint)
- Tune Tostadas: 3 gp
- Red Snapper: 5 gp
- Tequila Shrimp: 7 gp
- Blackened Tuna: 10 gp
- Sushi Rolls: 4 gp
- Seafood Ramen: 7 gp

Mayor's Office:

Home to Mayor Oliver, and his assistant Shaman K.C., together this is the central HQ of town, many information paces through these two before confirmed, including Realm issues. Mayor Oliver is a loving soul, but Shaman K.C provides to be a voice of reason, to make the harder choices that may hurt the people temporarily, together they do make a formidable team. The office itself is a large cot tower platform, and they have many trinkets including yarn, water bowl, catnip joints, and a large fake spider hanging from the ceiling.

Issues within Town:

Leaked From Inu:

When the party arrives, as they pass by the PortStone Portal, Adventurer Luna will fly out, covered in some blood and guts. She will too notice the party and immediately run back towards the portal, screaming “No NO NO they were with me, I HAD THEM, they should, they had to make it, no no NO NO” The guard, Realm Protector Chubs will immediately run to Adventurer Luna’s aid, and she is covered a blood. Adventurer Luna will begin crying, and Chubs will ask what happened, trying to get the story. But soon, 6 Dogfolk will walk through the portal, covered in blood and guts. Luna will run up and give Galamad the Great Warrior a hug, but it can be seen that the Dogfolk are not happy, they are crying, tearing up. Galamad stays strong and noble, but even he can be seen with a tear in his eye. Luna will begin to take the Dogfolk where they can get cleaned up at. Chubs is left behind staying guard, but it seems something tragic happened in the Realm of Inu.

Going towards the lake, the party can see Luna with the 6 Dogfolk, washing themselves off in the lake. After talking to them, a full story can be found. Apparently, a large white dragon, accompanied by a large army, invaded and attacked the realm of Inu. Luna came to explore at the worst time as battle started, but she ran to seek out survivors, when she came across the Party of Dogfolk. Luna started realizing signs of the realm collapsing, and this led to the Dogfolk following her to escape, but now, the whole Realm of Imu is gone. Millions dead. Now the Dogfolk have no home, and are stuck in this realm Shinchaku, but the dogfolk will ask questions about this world, how it works, and what occurred in their realm.

After learning about the Guild system and the government, Galamad will decide that it is best for them to seek out this guild perhaps, maybe start a guild of their own, to help people the way Luna helped them, and learn more about Realms collapsing and how to stop it. Galamad will thank the party for the information they provided, and will offer a sack of coins, inside are 100 Dogecoin.

A Strange petal:

Realm Protector Chubs will begin detecting a possible leak in town, with a device she created to track different waves that different Realms bring, and she doesn’t understand what it is, maybe the device is broken, but it has been going off for three days now, and has scoured the town for anything, something, but nothing can be found.

Cubs however has pride, and cannot ask the guild for help, instead decides to tell the Mayor and Shaman K.C about this, if the party goes to meet the mayor they will walk in on the middle of this, and Mayor Oliver will offer coin to the adventurers if they can find and help Chubs out with the Leak. Exploring the town, people will say that they haven't really seen anything strange out of the ordinary, but eventually when looking into the garden, something strange can be found. A plant that wasn't planted has seemingly grown, and has begun taking over the garden. It seems to be a large venus fly trap that is growing and forming. When touched however the plant will get up and run away from the party. It has two small legs that work incredibly fast, and it has a slippery acid it creates to be difficult to grab.

When investigated Further it seems to be a strange plant-like creature that resembles a venus fly trap, except it has small legs that enable it to move around. Chubs will want to keep the creature for studying purposes.

Trundle Top:

Trundle Top is a small village that resides on top of a small mountain. As of now, the town has fallen to a leak, and hasn't been able to be retrieved back since. No one from the village has escaped, and it has grown to become a large issue. The guild entrance to Trundle Top has been destroyed, the Guild has set up a station 6 miles away in response to what has occurred.

Issues In Town:

A Leaks Victory (Quest Board) (Higher Ranking) (minimum of 10 party Members)

Trundle Top has seemingly been wiped off the map, no one knows what happened, or what has occurred, but the guild entrance has been destroyed, and no response from any magical sense. The guild has begun blocking off, not allowing any adventures into the area of fear that they may die. They are waiting for a high ranked guild, or high ranked guilds to join forces to investigate what has happened. Samatrese himself has requested for only a small guild to go, in fear of the unknown, but will accompany the party that decides to take upon the quest.

The Guild outpost that has been set up has many guild employees setting up armor, weapons. Scouting trips have been made, but every scout has turned around with a mile in town of fear.

When the group approaches the town within a 5 mile radius, they all need to make an INT saving throw for DC 18, those who succeed can feel a presence seeping into their brain. Continuing forth the mountain, a strange lack of wildlife is around. Eventually the party can hear rustling within a bush nearby if they make a good enough perception check. If the rustling is spotted it will immediately make a run back to the village. Attempting to dodge and weave whatever is thrown at it. If caught it can be seen that it is a Mind Flayer scout, coming to investigate the party. Mind Flayers can only speak Deep Speech and Uncommon telepathically, if anyone can hear him the only thing he will say is “Hail Ilsensine”.

Either Way the party will begin making their approach to Trundle Top. Where large fortifications and walls can be seen, along with outposts, even though the Elder Brain will know exactly where the party is, no matter where they are. The Mindflayers will act as if they do not see the party if they try to sneak it, no one will stop them from sneaking into town.

Inside the Town lies many Mind Flayers, who seemingly have made this their home. The Mindflayers have a large well in the middle, that they have cast a major illusion on to trick the party to believe it is a well, when it is really the elder brain. The Mindflayers himself however will be nowhere to be found when the party gets to town, once again they have cast major illusions and levitate to float in the sky, and are hiding from the party. Inside the town can only be seen, 4 outpost towers, a large well, a wagon cart, and a jail cell. Inside the jail cell sits Tyrion, The Cheerful. Tyrion sits holding the corpse of a child, no movement, no will to live. If the party attempts to talk to Tyrion he

will make no movement, just staring at the corpse of the young boy. The party can see more corpses around him, all of the children have ax slashes in them if investigated.

The jail door is completely open, nothing has stopped Tyrion from leaving or escaping. If anyone tries to touch Tyrion he will freak out, and begin crying all over again, it's like his emotions got turned on. "They, They WEREN'T REAL BEFORE!" "I-i-I was protecting them, I was, I was supposed to be, I-" He would continue freaking out, panicking, and crying. Saying that they weren't real, then the realization will dawn to Tyrion, and he will scurrying to the corner of the cage, "You-You-You, you aren't, you guys aren't real either" he will clutch his ax in his hand and quickly begin swinging it out in defense, clearly not thinking straight. Tyrion can't be calmed right now, his heartbreak is too strong. Soon the party can see bandages begin wrapping around Tyrion arms, covered in blood, his strength will seemingly grow beyond comprehension, as with every ax swing will make the ground shake.

Tyrion must be calmed down or else he may destroy the whole town, maybe even the mountain with how much power is putting out. Samatrese will jump in to help anyone in danger, and will try to separate the party from the danger. Samatrese will be the first to understand what is going on as a man of religion, if not someone else rolls religion in the party. Tyrion is being chosen as an Idol of Ilmater, The broken god/ The Crying God, as he is crying out in pain at the loss of his children he cared for on Trundle Top. Soon the Mindflayers will begin making their move, helping Tyrion attack the party, but they will still hide until they reveal themselves. Once Tyrion sees a Mindflayer getting attacked by the Party, will he believe that they are real. And begin asking about the situation that is happening. The mindflayer will try their best to hide the Elder Brain and Elder oblex until they need them, using all of the power to try to kill the party. But soon the Elder Oblex will move in, using its ability to transform itself into people the party knows, and attack them with familiar faces.

Encounter List:

- 8 Mindflayers
- 1 Elder oblex
- 1 Elder Brain
- 1 Rampaging Tyrion

Encountering the Elder Brain, it will use the party against each other, stunning and mind controlling the party to attack one another, while the Oblex uses the chaos of what's going on to attack the party with look-alikes of themselves, and others in the party.

If the elder Brain begins losing, Ilsensine will intervene with her people, and soon a slain Mind Flayer will begin to rise up once again. And it will levitate, trying to hide and not let the party see. The Elder Brain will shoot a seed/egg like object into the sky, and the mindflayer will grab it and attempt to fly away with it.

If the Mindflayer gets away, it will attempt to plant the new Elder Brain in another town, if the party stops the Mindflayer, they will be left with the Egg of an Elder Brain, which only a nature expert and a monster expert would know what to do with.

Loot in the Town:

- MindFlayer Tentacles
 - Elder brain Parts
 - Leftover Oblex Ooze
 - Spellbook of Levitate
 - Spellbook of Major Illusion
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Wery:

Wery is a very small village that has only one living creature populating it. Ethea the Soul Speaker. Inside the village has his Library, the Pond of Souls and a few other houses that are small.

Villagers of Importance:

- Ethea, The Soul Speaker: A highly intelligent Kenku, whose job is to journal and write down everyone's life stories before they pass to their

other realm, he is an information broker of the dead. He only takes those he has opted to take, or those inside his realm. Either way a story must be written for every soul that passes through this village. He was once bearer of the Lamp, but has now given it down to Oswaldo Lucciano.

- Ghost of Borick Leads: A ghost who has been trying to escape from being sent to another Realm by Ethae, and will seek out help from any living thing that comes by.
- Rickon Masuku: A young boy that has been leaked from a realm that is unknown, he is a very quiet but highly intelligent child who has multiple masks that represent different creatures.

Places in the Town:

Ethae's Library:

Home to Ethae, The Soul Speaker, and the thousands upon Thousands of journals he has written on the Soul's that have once lived. His whole library is filled with past stories, and journal entries. Making Ethae owner of some of the world's craziest secrets.

Pond of Souls:

A Small pond filled with the Black Soul water. A water that has an effect on people who have multiple souls, or undead. The effects are random as it depends on the drinker, but can cause triggered reacts in the person

Issues in Town:

Scaredy Ghost:

The ghost of Borick Leads will float over to the adventurer when they first walk in town, it seems that he hasn't made his peace with his life yet. See, he died very prematurely, which at this point he has accepted. But the last thing he said to his daughter was that "She is an ungrateful piece of shit" when she disrespected him at a family dinner. This leads to a long fight, and now Borick understands that he was in the

wrong, but he wants to make amends with his daughter before he fully passes away. Sadly he cannot leave this village, as there are Ghost Guard dogs that surround and keep any spirit from flying away. He wants to know if the party can sneak him to the palace so he can apologize to his little girl.

His daughter is a maidhand who works and lives inside the palace. She is a half elf woman who is very beautiful, much wanted by those in the palace, but she herself is very humble, and stays within her own area. If Borick meets his daughter, he will apologize, and give her daughter a pendant, they seem to have a happy reunion, but when the party leaves a scream can be heard from the Daughters room, and Borick will leave.

The daughter is floating, the pendant wrapped around her neck. Her body is parallel to the floor and she is levitating. Soon the roof will open up and she will continue flying upwards. No amount of force will stop her from floating upwards, and soon the skies will begin turning dark. Soon a large strike of lightning will hit the girl, and she will fall to the ground. And the skies will clear once again. She will wake up, feeling perfectly fine, but Borick will re appear, laughing, saying that he HAS RETURNED!!!! No one will know what he means, and everything is very confusing. Samatrese will see the party and talk to them, he will suggest bringing the girl to the guild incase for them to check her out to make sure she is okay

Utigas:

Utigas used to be a large city filled with powerful people and a large naval force, but that was before the wrath of the Penguin Kingdom. Utigas has been brushed underneath the rug from “Salvation” and they were never able to bounce back after the Penguin Kingdom destroyed their town in order to take over Auboon. Now the town is filled with high amounts of poverty, most people live in small houses with 10-15 people in order to not sleep on the streets.

Villagers Of Importance;

- Chance The Tavern Keep: A responsible man who is a heavy part in the community, feeds and provides drinks to many. He has been sober for 9 months, and he also is the one to break up a fight. Many of the village people believe he should be the mayor, as they mayor hasn't been seen in 2 years, and no one has ever stood in that place.
- Ram Ravager: Owner of the Whore house called Ram's House, provides work to many ladies in the village, even if it isn't the healthiest job
- Hisol Jons: The most popular Whore at Ram's house, has many different clients, and has been suffering with a disease called Sight Rot.
- Broker Ghorn: A dragonborn pawnman who turns what little these people have left into gold for his pocket
- Ms. Beck: A young redhead who attempts to teach the young kids in the school house, has noticed issues with the kids
- Monica Rims: A vampire who has leaked in this realm and has found peace within the town, wants to infect others with Vampirism.

Places in Town:

The Dock House:

An abandoned small shack near the coast, it hasn't been touched in a long time, but has tons of rotten fish, and worms. If dared to adventure, fish tools can be found, along with a mimic that has concealed itself as a tool box.

Chance's Tavern:

A gathering place and place of importance in the community, many come to celebrate and enjoy themselves for a low price.

- A mug of Ale: 2 sp
- Steak: 2 sp
- Fish: 1 sp
- Mead: 2 gp

- Grass Wine: 2 sp

Ram's House:

A whore house that resides towards the edge of town, many people come here to enjoy themselves in the women that are elected in the whore house.

- Hisol Jons: 2 gp a night
- Trixie Dins: 1 gp a Night
- Pilla Dins: 5 sp a Night
- Monica Rims: 3 gp a Night

Home Shelter:

A Shelter for those who cannot afford or find any property near or in town. A lot of times Chance will come a drop of extra scraps of food left over for those to eat in the shelter.

Broker's Pawn:

A pawn shop run by a greedy dragonborn, will consistently pay very cheap for high quality items.

- Diamond Ring: 1,000 gp
- Penguin Soldier Sword: 2,000 gp
- Aboonian Helmet: 1,500 gp
- Penguin Soldier: 10,000 gp
- Bed Sheet: 10 gp
- Silver Lantern: 150 gp

Utiga's School House:

A School house run by the cheerful and young Mrs. Beck, but has realized that many of her children are having issues seeing the board.

Issues in the town:

Sight Rot:

A disease has been spreading across town called Sight Rot, it is a disease that begins to make the infected have blurry vision, but soon it leads to complete blindness if not cured. The disease can only be cured by a very rare flower called Eyebright, which cannot be found anywhere near the town. The disease causes painful bleeding from the eyes.

Vampirism Attempts:

One of the whores at Ram's house has been slowly trying and successfully infecting people in town, and slowly is trying to convert the whole town so that her god Kanchelsis (God of Blood) will be pleased. Many customers of her have left with bite marks, and slowly been infected with Vampirism. Her name is Monica Rims, and she is a leak in from Hell.

Shoga

Aquantic:

Aquantic is an underwater city filled with various species of humanoid creatures that can survive underwater in the cold conditions. The two main populations are Locathah's and Grung's. The small city is governed on its own by 2 leaders who work together. Thural, the Grung Leader, and Kulath, The Locathah Leader. The town has lived in peace ever since being brought up from the Diamonds for Reggie the Penguin King, and they still have pledged allegiance to Princess. Aquantic is a higher civilized

place, filled with advanced technology and craftsmanship due to their necessities underground.

Villagers of Importance:

- Thural: Grung Leader
- Kulath: Locathah Leader
- Juril: Male Grung, Division of Tech Head
- Khavin: Male Locathah owner of Shell Craftsman
- Atiina: Merwoman Bartender
- Hoysha: Female Grung Server
- Gerti: Priest of Auril
- Caldos: Priest of Umberlee
- Plivie: Aquatic Elf who works in the Environmental Department

Places of Importance:

Division of Tech:

The Division of Tech is a high set facility that studies and develops Technology necessary for survival. The Division is run by a Grung named Juril, a high degree Scientist who leads the development and chooses what projects are needed. Juril is a sophisticated and stern man, but even with a blunt attitude he is very open minded to new ideas, and criticism.

The labs are filled with different types of equipment, including artisans tools like Alchemist's Supplies, Jeweler's tools, Smith's tools, and Tinker's tools. Right now two major projects are being put into development, the design for a large bubble, to push out water completely from the town, and not just buildings, allow most visitations. The second is Watermills, just like windmills use wind to generate energy, this will use underwater currents to generate energy. Both go hand in hand, as they believe the dome will need to be powered by these watermills.

Shell Craftsman:

A Small shop designed more for the people, not as advanced as the division of tech, but provides to lower class with the technology that they have. The

shopkeeper/owner is named Khavin, Khavin is a young man who just took over the business from his father after he retired. He has high hopes and has been making large changes to the business that he viewed as problematic prior.

Items for Sale:

- Shield Shell: 750 gp, Provides +2 to AC, doubles swim speed when equipped, and give resistance to fire damage
- Lantern of Water: 15 gp, A lantern that survives under the pressure of deep water travel, and the flame will not go out when wet. But the flame cannot light things on fire
- Light Spear: 250 gp, a Spear that does 1d6 piercing damage and 1d4 radiant. Can illuminate dark areas in a radius of 30 ft
- Smith Tools: 10 gp
- Water Breather: 650 gp, Something you place inside your mouth, takes away your ability to take, but allows you to breathe water instead of air while wearing it.

Sc-Ale House:

A Small tavern, even small though it is a hotspot for the town. The Bartender is a friendly Merwoman named Attina, she has brown hair, but a crimson red tail with a matching top. She swims freely as there is no floor behind the bar, but instead access to water where she swims and makes drinks. There is also a server who is a female grung named Hoysha, she is very upbeat and happy with her job.

Drinks:

- Reef Mojitos: 10 gp
- Grunged Tipped Wine: 6 gp Glass/50 gp Bottle
- Swimtre Tequila: 4 gp Shot/ 7 gp mixed/ 7 gp margarita
- Stormed Vodka: 35 gp Shot/ 450 gp bottle
- Pyrat Punch: 10 gp
- Urchin Mule: 10 gp
- Byou Float: 8 gp

Food:

- Blackened Tuna: 10 gp
- Mahi Mahi Entree: 8 gp
- Escargot: 5 gp
- Spicy Salmon: 10 gp
- Lobster: 25 gp
- Crab: 18 gp
- Fish and Chips: 12 gp
- Salmon Roll: 10 gp
- Seafood Ramen: 14 gp

Temple of Auril:

A high church built for the goddess Auril. Auril is a goddess who was worshiped once by the Penguin Kingdom, and due to its legacy that belief stayed a large part of the culture inside the city of Aquatic. The Priest there, Gerti, is a grung druid who has now devoted his life into spreading the belief of Auril to the people. He comes in everyday and spreads the beliefs of Auril. Gerti wears robes of Navy blue, with a 6-pointed snowflake necklace, the belief is that if Auril doesn't get the praise she searches for, an eternal winter will be placed on the world.

Issues in Town:

Needed Materials for Development of Technology:

Due to the lack of adventurers and fighters in the town, there is some materials unobtainable that Juril has deemed necessary for the builds. He will provide a small list, and what he will pay for the labor.

Materials Needed:

- Kraken Bones (10 lbs)
- Rosey Rubies (4 lbs) (Native To Emeraldian Mountains)
- Merfolk Coral (15 lbs) (Found in Crimson Sands)

The Reward will provide the guild with: 10,000 gp, PortStone: Aquantic, Teenage Dragon Eel, Recipe: Aquantic's Underwater Breathing potions

Temple of Auril's Missing Symbol: (Quest Board)

A large majority of the town believes in the faith of Auril, but some who have not adapted to the changes, and that are pushing it back have not. A couple days ago, a flag was sacked from the Temple Auril, at first it was believed to possibly be the harsh currents, or maybe a while animal, but soon after 3 more flags went missing, too many to be a coincidence. The priest Gerti has sent out a quest with a reward of 1,500 gp for discovering the culprit.

Asking around, it can be discovered there is a small group of grung who worship Umberlee instead, which isn't illegal whatsoever, but just uncommon, people around may recommend starting there. It seems they meet every other night in the Barracks.

Going to this meeting there are about 20-30 Grungs and a handful of Locathah who appear. There is a man, a speaker/face of Umberlee named Caldos, a Merfolk. Caldos explains that the arrival of the **FIRST TIDE** is coming up (The First Tide is a holy day celebrated by those who believe in umberlee where the waves naturally break up the ice and it begins to melt away. This is a day celebrated by the playing of flutes and drums while they throw a caged animal into the waves, if the animal survives it is worshiped as a sacred animal). Caldos will explain that they have found a teen winter wolf that they have caged to celebrate the holy day. There will be no mention of a plan to hurt the temple of Auril, and no signs of the flags themselves. If Caldos is approached after the meeting about this subject he will say that he has no issues with Auril whatsoever, and that he hopes no one in his group would commit an act like that. Caldos will explain that Auril and Umberlee were once great allies, and never have really been on bad terms with one another, so he has no real reason to hold hatred to those who worship Auril. He will suggest that maybe there has been someone either from the surface intervening, saying that the Penguin Kingdom had enemies, and so does the God Auril, maybe a follower of a god that doesn't enjoy the presence of Auril has come down to tamper with the Temple. He will list off a couple gods that may have aggression (Chauntea, Goddess of Earth and Land; Sune, The Goddess of beauty; Valkur, Caption of the waves) If any god follower were to meddle like this, it would most likely be a follower Chauntea. Caldos will continue saying that he doesn't know of any followers like that in the town, or where they would even live; but that you may want to ask a

woman named Plivie, she is an aquatic elf who works in the environmental degree of the Development of Tech, she used to live on the surface in the Emeralds, maybe her beliefs come from there.

Plivie will be working on a side project inside the Department of Tech, she is studying the idea of creating a way for water to go in even colder temperatures while preventing freezing. When questioned about the flags she will appear to be skittish and worried, she seems to be hiding something. When questioned further she will spill the beans about taking the flags, but she will explain that it isn't for a horrible reason, she just needed the flags. When asked why, she will say that she would rather show you than tell you, as if word got out about what she has discovered, she will say she will meet you outside of the Sc-Alehouse when she gets off work at 6:00 p.m.

She will keep her word to meet the group outside of the Sc-Ale House, and she will begin leading the group outside the city, and farther down the lake. She will continue swimming down until she reaches a cavern, where the party will be able to breathe air and emerge. Inside this cavern will be sitting a woman, wrapped in a wolf pelt blanket. Her hair is white and goes down to her knees, she can speak Auran, Common, Elven and Sylvan. 4 flags of Auril can be found hanging from the cavern ceiling. Plivie explains that she found her while exploring the bottom of the lake, she believes that she is one of the leaks that everyone keeps talking about. She will state that she is worried about moving her location, afraid that Potions of Water may not work. The woman will say that her name is Marica, and that she was hunting a boar when she got thrown into this underwater cavern. Without Plivie, Marica would have died, and that she is very thankful to Plivie, and those she trusts. Plivie will ask the adventurers if they have any way to bring her to the surface and protect her there.

Bhediya:

Bhediya is a small village in Auboon, that mainly survives off of its own farmers, hunters and people. It is very dense, having a decent population in a small area, many

villagers work on gathering food and building supplies. One of the more unique things in the village is Tanner Brewery, something that is notable in the town.

People of Importance:

- Mayor Ghorto: A middle aged human man
- William Tanner: Owner of Tanner Brewery
- Billie Tanner: Daughter of William Tanner
- Hunter Mason: A strong hunter who discovers large footprints north of the farm.
- Pojo: A child who found the beast that snacks.
- Mr. Grotto: The Farm Owner

Places of Importance:

The Farm:

The Farm itself is owned by Mr. Grotto, a man who provides jobs, and food for the village that he has lived in his whole life. He has many helpful hands, and is generous to those in need, but he also understands when people are trying to use that generosity against him. The farm itself produces its own milk from cows and goats, provides meat through chicken and pigs, and provided crops through Winter Berry and Kale

Tanner Brewery:

The Brewery is owned and run by a father-daughter combo William Tanner and Billie Tanner. William, the father, runs the whole back, creating recipes and brewing the Ale. While Billie runs the whole front, she serves anyone who comes into the brewery. An unstoppable Combo:

Menu:

- The Woolworth: 10 gp A spiked milkshake made out of Goat Dairy products, Shulk Rum, and Sugar
- Shulk Rum: 5 gp
- Feathered Legacy (Tequila): 8 gp
- Auboonian Dragon Ale: 15 gp

- Yeti Mugs: 14 gp
- Winterberry Beer: 10 gp
- CastleTop Topped off Cherry Slammer: 25 gp

Chapel:

The Chapel is a place that worships a god called Chauntea, the goddess of harvest and land. They have decorated the chapel with images of Red Hens and Robins to celebrate. Father Victor is a priest who is a large followerer in Chauntea, and continues plant growth inside and around the chapel as a symbol of his dedication to the goddess.

Issues in the Town;

The Town has been having an issue with missing livestock, this is creating large issues that are generating rippling affects, at first the town believed it to be wolves, but Mr. Grotto said he sent a strong hunter to scout out the area and could find tracks, but they weren't wolves. Mr. Grotto will say that you may want to talk to this man, he can lead you to where he found the tracks and explain what he saw. He will say that his house is in the very North east of town. The party will arrive at Hunter Mason's House, where a man with animal heads and taxidermies is decorating his household. When the party arrives, he will ask if you are the fine gentleman here to take care of this livestock problem, he will go on talking about his glory days, and that if he was still in his prime he would handle the situation easily. Either Way he will lead the group out into the snowy forest behind the farm. He will lead you to the tracks, and they are large tracks about 3 feet long. The hunter will notice that there are much smaller footprints near it that are much fresher, that weren't there the day before. These tracks are much smaller, almost one for a child.

Following the tracks, it leads to a large cavern den. Inside it leads an icy trail that steps down quickly, the cavern itself though is very wide. The tracks still go down even farther.

Things Of Interest inside Bheyida's Snow Cavern

- Arctic Bats: A breed of white snowy bats that thrive in the cold

- Ice Sapphires: A gemstone that reflects a light blue and clearness as though it was Ice, but it emits its own cold energy, and is as hard as steel
- Ice Goblins: A breed of Goblin adapted to the cold, they are currently in hiding, but normally they thrive in a cavern like this. Reminiscent of a tribe can be seen, things like old fires, ropes, old treasure, and human skeletons

Soon the party will be led to the den of the beast, as they walk down child laughter can be heard. When approaching this large beast will get defensive, it can be seen to have no eyes, one very large mouth, and 4 legs. The child will notice the change in behavior, and immediately jump in between the beast and the party. Screaming not to hurt his friend Saggy, Hunter Mason will recognize the kid and explain that it's Pojo, he is a young orphan who was dropped off outside the Chapel one day, and Father Victor takes care of him, but from what he knows Pojo has had a hard time making any friends. Pojo will continue to defend his friend, explaining that he means no harm and that he is just hungry, trapped, and lost. He will plead with the adventurers to save his friend instead of killing him. The beast will be on high alert, not understanding that Pojo is protecting him.

The Dungeon of The Green Dragon:

The Dungeon of the Green Dragon can be found inside the crater left behind that destroyed the Mountain Town of Pupelle, which has now been wiped off the map entirely. Now the crater is left here in the Dragon's wake, and not many have left to investigate, except the guild entrance that is placed right outside, just in case. The Crater itself is primarily untouched, the large hole that the Dragon once came from is blocked off with rubble. Moving the Rubble however will lead to the large cavern, which taverns now have one path. As the party walks down, many Emerald Gems can be found on the sides, each seems to be giving off a magical energy, and being touched with bare skin will burn them. These are called "Acidralds" A very rare mineral that is only native to the Emeralds. This is seemingly the largest deposit of this Gem that has ever been

found, and to harvest they must be taken with care, or else they will lose their magical ability and turn into Dust.

Once the party goes far enough, a large sinkhole will fall underneath them, leading into the Dungeon of the Green Dragon

Room 1: The Main room where the party will first fall, there are 5 different paths, the top one is locked with a large key hole, the size of a person. The other entrances seem to lead to different paths. If the party tries to use magical abilities to open this door, or pick the lock, they must make a CON save of 22, or take 10d8 acidic damage.

Room 2a: A very small room that holds an Obelisk. The Obelisk on an Arcana check of 22 can see that it holds a very evil spirit inside. The spirit can only be released if the Obelisk is knocked over. The Obelisk itself is very heavy, and it would take DC 40 strength to push it over. If it is pushed over, and it is shattered. Inside the Obelisk is Juiblex, A large Ooze Demon. <https://www.dndwiki.io/monsters/juiblex>

Room 2b. The Library of the Green Dragon, holds a large wall of books. These books are very ancient and covered in cobwebs and dust. All these books are written in Draconic, and not Common. The party will find different books in the library:

- Spell Book of Acid Splash (Investigation 17 or higher)
- Spell Book of Acid Ball (Investigation 23 or Higher) [Fireball with Acid Damage]
- History of the Dragons (Investigation 12 or higher) Tells the story of the 3 Dragons, Talks about how their breath fused with the water in the ocean to create the land that they live on, but soon gods came and bestowed life besides the dragon onto the land the Dragon's Created. This enraged the dragons, trying to claim all life for themselves, leading to the battle of the dragons. Even though all are immortal, it is said the Green one is the Strongest.

- Book of Poisoner's Kit (Investigation 14 or higher) Provides proficiency with a Poisoner's Kit after 2 long rests.
- Book of Dragon Egg Incubation: (Investigation 21 or Higher) Teaches the aspect of dragon egg hatching and what is required for certain eggs. Depending on the strength of the parent determines the time it takes to hatch the egg.
 - Acidic Type Eggs require to be hatched in a large pot of acid, that is then boiled at 450 F.
 - Cold Type Eggs require a temperature of -50 F or less.
 - Fire Type Eggs require a temp of 2,000 F or more.
 - Lightning Eggs require to be hatched at an altitude above the clouds, at a temperature of -10 F or less.

Room 2c: A smaller circular room that has a spiral staircase downwards, and at the bottom sits a small key in a glass container. At the top of the spiral is an iron gate, and on the other side has a chest. If the party tries to use magical abilities to open this door, or pick the lock, they must make a CON save of 17, or take 4d8 acidic damage. Once the Key container at the bottom of the stairs is opened. An ticking noise can be heard, and if the party isn't out of the room in 2 minutes, something will occur. A large bubble of acid will begin forming on the ceiling, ready to pop. The party must get into the chest and out of the room as quickly as possible.

- Room 2d: A small chest room, Inside the Chest is 1 of 4 parts for the Main Key

Room 2e: The Glass Floor room. Inside this room a large enchantment will be dampening all magical abilities, prohibiting flying especially. Even some magical items won't work in this room (Including the Immovable rod) Anyone who falls into this pit will land back into Room 1 through a magical shoot, but will take 2d8+5 acidic damage from it.

Room 2f: The Edge Room. Inside this room a large enchantment will be dampening all magical abilities, prohibiting flying especially. Even some magical items won't work in this room (Including the Immovable rod). The room itself requires

balance, if someone were to fall they will take 3d10 +7 acidic damage from it and be brought back to Room 1. Inside the Chest in the back lies a Large Emerald that looks like an Eye.

Room 3a: The very large room resembles a bog/swamp, Inside is many different Swamp like things. Contains the very rare flower Eyeblight, which is known to cure Sight Rot, and can be sold for a high price. Its seeds can only be harvested by infusing the flower with Necrotic Magical Energy, then seeds will produce at the death of the Eyeblight flower (Producing 1d4 seeds each time) They take 4 weeks to blossom. Inside the swamp many birds and rodents can be found, they will avoid the party but watch them

- 3a1: A small cottage that contains a Dragonborn Skeleton, his armor is lime green, and he wears a green Draconic Symbol around his neck. It seems the Dragonborn was a paladin for the Green Dragon. Other trinkets can be found around the room, including a broken greatsword, and a couple of books. The books are written in draconic, but they are dated back to over 2,000 years ago. It seems this dragon helped build the elaborate dungeon for the Green Dragon, providing a safe nest for the Green Dragon's Egg.
 - The Armor of the Green Dragon: Requires STR 18, CON 18; Provides 17 to AC, resistance to Acidic Damage, and Provides the wearer immunity to poisonous foods and drinks.
- 3a2: A small cave that contains a skeleton of a Young Green dragon, around it lies a heavy chain that seemed to be keeping it there. Many bones of different animals lie in the cave as well. Along with many acidic burns on the cavern wall. Through a high investigation or Nature check, a few Green Dragon Scales can be found.

Room 3b: Room 3b contains a large Gelatinous cube, once the party enters the room a large rock will drop behind them, and inside this room a large enchantment will be dampening all magical abilities, prohibiting flying especially. Even some magical items won't work in this room (Including the Immovable rod). The Gcube is protecting a small key hanging above it. There is also a large lever in the back which if pulled will

open the room back up, but cannot be opened unless the key has been grabbed from above the cube. The cube will be very hostile to the party.

Room 3c: Room 3c is a small treasure room, containing $\frac{1}{4}$ of the main key to get into the main room

Room 3d: Inside this room a large enchantment will be dampening all magical abilities, prohibiting flying especially. Even some magical items won't work in this room (Including the Immovable rod). The room has a large Acidic pool that stretches across the entire floor, that is 20 feet long. On the other side is a chest, and the chest contains a Large Eye Shaped Emerald.

Room 4a: The large room opens up to a barren rock flat. Inside this room a large enchantment will be dampening all magical abilities, prohibiting flying especially. Even some magical items won't work in this room (Including the Immovable rod). The walls are covered in cave man-like art that depicts a large dragon attacking villages, and the villagers running in fear, but then accepting and treating the dragon as their god. Inside the room sits a bowl, the party will have to place something of value either to the Green Dragon, or a sacrifice item that they care for, and then the large door will open, providing access to room 4b.

Room 4b: A small treasure room that contains a chest that contains $\frac{1}{4}$ of the key needed to get into the main room.

Room 5a: Inside the small room is a small grave. The grave contains the message "A Dragon's Tears Weaken a Dragon's Claws, but Strengthens a Dragon's Heart. Yet A Dragon's Crown weakens the Dragon's Heart. All must be placed underneath the All Seeing eye of a Dragon, or else the Dragon's Scales will be closed."

Room 5b: Once the party comes into the room a trap will be triggered, opening large scales on the side of the room, flowing water out of the room. The room has many different symbols in it, and the floor has a large dragon eye. The symbols are: A Dragon's Tear, A Dragon's Eye, A Dragon's Crown, A Dragon's Heart, A Dragon's Claw, A Dragon's Tail, and A Dragon's Breath. These symbols are placed on Large Stone

tablets that are scattered in the room. The Party must stack Dragon's Claw, Then Dragon's Tear, Then Dragon's Heart, Then Dragon's Crown. All must be placed above the Eye of the Dragon, and then the water will stop flooding in. The tablets do not float. Once the water stops flooding, another chamber door will open up, along with the one that the path back

Room 5c: Contains a small chest, the chest contains 1/4 of the key for the main room.

Room 6a: The Door opens up to a large chamber, the chamber itself stretches down a large path of acid. The room opens up to an extremely large statue of the Emerald Green Dragon. The Dragon is missing its eyes, and at the bottom of the statue reads "An Adventurer In The Eyes of a God, Bestow what is missing for a reward will be bestowed". If the eyes are placed in the dragon's head, a door will open, leading to room 6b.

Room 6b: Inside the small room, sits a pond of lime green acid, at the bottom rests the Egg of the Green Dragon. Alongside is a chest that contains a Whip, Whip of the Green Dragon.

Whip of The Green Dragon

Damage: 2d6 Slashing + 2d6 Acid; When a creature is hit with the whip they must make a Con save of 14 or they take an extra 1d4 acid damage, and they get -1 AC until the acid is cleaned off, if they get -4 the armor breaks.

Range: 20 ft

Properties Finesse, Reach

The Acid pool if swam in must make a CON save of 19 or take 2d12 acid damage, this grows worse the longer they are in the pond.

***EagleTown:**

Eagletown is a town with no worries, or at least it once was. Being in paradise, people never dealt with rainy bad days, but now they are immersed and surrounded with the real world, and many of their sweetness and peacefulness has been tainted.

Villagers of Importance:

- Muffin Man: The Man with the head of a Muffin, lives on the outskirts of town with his wife, Muffin Girl.
- Muffin Girl: A woman with the head of a Muffin, lives on the outskirts of town with her husband, Muffin Man.
- Jill: The plant lady who has overgrown plants all over, she just thinks plants are neat. Her favorite food is beans.
- Haron: An older gentleman that has a pet tiny dragon, his dragon's name is Bins, due to his constant desire to be in a bin.
- Pinocbot: A small robot that rides around on a wheel that dreams of one day becoming a “Real Half Orc”, assistant to Pinocbot
- Grubs: The man who build Pinocbot, a very grumpy old man, but when it comes down to it he is willing to fix anything in the town.
- Trisha: A hotheaded female human who loves large explosions and getting into trouble.
- Oracle: A woman who loves art, her art can even come to life to attack and do damage.
- Billy: A boy who lives alone, and enjoys cookies very much. He has a unique ability of cooking and baking things.
- Spades: A Gambling man, father to Ludere and Wendy, adoptive father, loves gambling, rolling dice, and everything of the sorts. A man who prays to Tymora, Lady Luck.
- Kara: A young girl who lives here, she was once part of the Emeralds, but now has found safety a life in EagleTown

Places of Importance:

Muffin Man's Cabin:

A Small cabin on the outskirts of town where Muffin Man and Muffin Girl live in harmony together. They provide great service to anyone who comes, and will help them with anything they need. Inside the house is a large living room, with a nice leather sofa, and comfy quilts knitted by Muffin Girl herself.

The Dust Shop:

An artificer store of gizmos and trinkets run by Grubs. It is mainly a high level repair shop for a lot of magical items, but also buys and resells things found from previous adventurers.

Items for Sale

- Robotic Leg 500g: A Magical robotic leg that can replace a missing leg, it helps the user walk and move around, as it connects magically to the user's brain.
- Metallic Flower 100g: A magical robotic flower that can transform its shape, color and scent to that of a natural flower.
- Electric Handshaker 250g: A hand buzzer that when a creature shakes the user hand, it deals 3d6 lightning damage.
- Picnobot 2.0 1,000g: A small little robot that rolls around on a wheel.

Issues inside town:

A Missing Robot (Questboard) [Eagletown]

A small robot named Picnobot has gone missing, Grubs, his creator even though he is tough on the outside, he is worried about the little fellow and believes he may have gotten himself in trouble. He was last seen going to visit Muffin Man and Muffin Girl and haven't been seen since.

- Visit grubs who tells them about what Pinocbot looks for
- Muffin Man and Muffin girl explain they had a picnic with him a few days ago, they haven't heard from him since, he was supposedly going to play cards with Ace.

- When the party arrives at Ace's house, Wendy and Ludere are there, visiting their father. When they explain the situation they will offer their help in searching for Pinocbot. He went to pick apples after playing cards
 - Going to the apple trees, large tracts of a gang of Half-orcs and orcs can be seen around them, along with some busted apples.
 - Leads to the orc den, where instead of being held captive Pinocbot is enjoying the company of the half orcs and their leader Lard.
-

***Grotto: (Renamed: Legion Of Doom)**

The grotto has been turned into Anjee Markov's main base of operations, and now she works her vampires out of it, creating a small town and generating an army in this large cavern.

Issues in town

A Bright Issue: (Questboard) [Grotto] {Vampire Expertise Requested}

A female Dwarf named Pilla has been struggling with staying in the sunlight eversense she survived an attack on her farm from a Giant Orc that lurks in a cave nearby, now with not much left, she has sought the Grotto for help, in fear of what she is becoming.

When the party arrives at the grotto, they will meet Pilla who has been having tea with the vampires, Xander Bloodclaw, and Gelatini Martini to calm her down. She will say the only thing that has been filling her up is this cup of tea, which Xander will reveal that it is Goat's Blood Tea.

Pilla will open up about what occurred, how a large orc monster attacked her whole family on their farm in the middle of the night, Pilla couldn't even make it out the door fast. She will complain and show that she cut herself on the creature's mouth when she broke free from it's grasp, and she has been trying to find someone to help her, but

the area around her home has been all warped from what happened to the realms she doesn't know her way around anymore, and stumbled here.

Pilla will lead the party back to her home to investigate what happened, the party can see some rough housing, destroyed and eaten cattle. They will notice that a few of the cows that survived are hiding under shadow, and refuse to come out. The dead bodies of the family have disappeared. They will also see very large monster tracks that lead deep into the forest.

In the forest:

As the party continues its way into the forest, the very tall trees keep the low dirt very dark, keeping it nice and shaded. Soon enough the party will encounter a group of dwarves with a pack of wolves. The dwarves and the wolves will immediately jump and attack the party, Pilla will beg to keep them alive, it's her family, she doesn't know why they are attacking.

3 Vampires, 6 direwolves

After the encounter, the party will be left with the remanites, after some investigation it can be seen that the dwarves have been turned into vampires, but not only that, the wolves have as well, some form of it, which is unusual for vampires as they can only transmit vampirism to humanoids.

Continuing forth into the forest, the party will stumble upon a large cavern den, inside going down sleeps a large orc, on a very high perception check the party can see a bat sleeping upside down from the ceiling. The orc will attack the party if they are too loud, and so will Edgar Falkenrath, but he will flee if he has too.

<https://homebrewery.naturalcrit.com/edit/no6sn8JOKfoI>

Orc Master:

Edgar Falkenrath

Army of Vecna:

- Gelatini Martini: A plasmoid Whore found in Passion-Lake
- Melvin (Vampire)
- Lizard Jester (Vampire)
- Xander Bloodclaw (Vampire)
- 305 Vampires
 - 9 Gorillas
 - 29 Apelings
 - 40 Crockfolk
 - 1 Loxodon
 - 2 Cowboys
 - 14 Emeraldian Prisoners
 - 185 Human/Elves
 - 1 Treefolk
 - 5 Lizardfolk
- 4 Zombie Jackals

Jewulees:

The town of Jewulees is actually mirror dimension, inside is the whole story line for a “King’s Lockdown”

A King’s Lockdown focuses on a 3-day event called “The Anniversary Festival”, a yearly event that has been going on for 207 years, as Queen Gillian and King Maxus have been married for that long. Even though the King and Queen are Elves, the town is composed of many mixed races , and the titles of King and Queen are sorta false, as they are just the leaders of this decent sized town.

Either way, the whole town comes together to celebrate this unionship between the two, as they are both loved by the town. The general plot is that on the First night, the queen is assassinated and by the third, the king destroys the town in search of the person who did it. A crazy event that resets time brings the party back to when they entered.

The Loop Characteristics: The loop is a three day time loop, where it resets only one two conditions, a full party wipe, or the end of the three days being broken unsuccessfully. To be broken, the party has to stop on the King's Tyranny. The loop is caused by a catastrophic event that isn't supposed to be happening in history, generating a loop to stop the event over and over again.

Opening Sequence. The party rides together on a carriage, they have been hired to be extra guards for the Anniversary festival, in a high Noble Town called "Jewulees", which is known to be the vacation home, and proposal home of the "Reyhorn" family lineage, a family line that has been reigning for 1200 years. The festival is a yearly thing, where Queen Gillian Reyhorn and King Maxus Reyhorn come down to celebrate their marriage, the people in town adore it because the "Vacation Home" which is really a large palace is open for public access on the third day for the royal dance. The party has been hired to protect the dance at all costs, but until that day, they can enjoy themselves in the delights of the town, and the festival itself. They are traveling by horse and wagon. They are accompanied by a man named Samuel Tridon, who is an old adventurer. He is accompanying you because he is coming to visit his son and son in law. This gives the players time to introduce themselves to one another, once that is over they will arrive in town. Soon after the party arrives into the festival they will get off the carriage and immediately be bombarded by a young satry lady named "Sonya", she will begin her statement by saying "Hello! How are you fine young adventurers today! Please, check out my festival stand when you have the chance, business is booming with the festival in season!" and She will run off. This creates the "Phantom point" The triggering and beginning of the Loop.

Morning 1: Nothing eventful happens besides the exploring of the festival, giving the party time to explore and prepare for each hit of the loop. This will be a perfect introductory period for the world around them during the first loop, and a time period to set up in future loops.

Day 1: The festival reaches its peak, as performances begin playing, shows performances and all the stands are being set up. Many things begin to occur including the arrival of Akrin Reyhorn, the son of Gillian and Maxus. Rumors about his arrival will be spreading immensely in the morning, as whispers come from person to person as the Prince is very charming, a man of high stature who is said to be handsome. But the reason it is seemingly so important is that this may be the anniversary festival where he proposes to his girlfriend. A priestess Tiefling, which causes a lot of drama in the Reyhorn family, as for the past 1200 years the Reyhorn family has been pureblood elves. But the family is seemingly still important. The Priestess lives in the town of Jewulees, as she is one of two leaders of the main Church in the town. Midway through the day, Akrin will arrive on his chariot. He will also be accompanied by his young sister Tisha Reyhorn, a young girl who is very gifted. A very smart young lady, who loves to play strategy based games, it is rumored that she will be the most tactical leader the Reyhorn family has ever had. The festivities will only grow as the family members arrive in time for the festival as large performances will begin to take stage. The main group being a group of three tiefling called The Solins, and with a history check it will be known that they are a famous band of tieflings and that it was very expensive to get them here.

Night 1: The festival will slowly end for the night, some minor performances will come on, but the bigger ones are supposed to be resuming in the morning and days after, saving some bigger performers for those days. Many things begin to wind down.

Overnight 1: Overnight, there will be an Assassination put onto the Queen. The first loop will succeed no matter what.

Morning 2: The festival will be ongoing, but soon as the party starts, guards will begin telling people to take things down, as it is not time for the matter. The king will make an announcement later in the day, but the guards will be shutting down the festival as it goes. Many unwinding of the festival will occur creating a negative atmosphere.

Day 2: The king will collect townspeople to make an announcement. At his side are many guards, his son and daughter, and his son's fiancée. The king will begin his

announcement, “My Beloved Subjects, Today was supposed to be a time of rejoicement, a time of celebration, a time of pure happiness. But once more, evil prevails to ruin those of good of heart, to taint the purity in the world. I come here to share some horrible news. My lovely wife has been executed at the hands of scum. We are searching for the one who snuck into our home, and killed our beloved queen. From this day, not a single soul is leaving this town, including myself, until the assassin has been revealed. Until that occurs, not one soul is leaving, not one soul is entering, and that is final” with that being said, it can be seen the crowd’s reaction is very unsettling, nerve wracking and scary.

Night 2: The night will start off slow, people whispering, the topic of the dead queen is seemingly all that people want to talk about. Many people gather at the tavern to talk among themselves but the mood of music is unsettling, and people drinking are only drinking of sorrows. The town can be heard mourning, the Queen was very loved in these parts, by young, old, rich and poor. A universal love for this woman.

Overnight 2: Many of the guards will be preparing for what they can only assume to be war and sieging, a deadly combination.

Morning 3: The morning will begin with guards going from house and house, dragging out people of all sorts who could be possible suspects under their watch. The people begin to be frightened due to the outburst of the kingdom against its own people, it is a lack of trust. Many folks from the town will be brought to the dungeon as possible people who did the act. This can include party members depending on their actions leading to this moment in time during this loop

Day 3: The king will go to make another announcement: “We as a kingdom have discovered possible suspects for the murder of my wife, [Insert List]. Before, the Kingdom would do a trail, but we cannot afford that, as a nation swift justice may occur. Tonight we are hanging every person to suspect, and anyone previously in the dungeon before the cause of the incident, as they possibly had a hand to play in the matter. But this does not free you, not until after the deaths can we confirm if we have gotten the

killer " A man will be in shackles standing next to him, he was free during the past two days, his name is Ethae, and he is known for soul speaking.

Night 3: The King discovers that the killer has not been found, and in a rage he sends house guards and army to search every home, killing anyone who is opposing them. In his anger he will kill his son, who is saying that this isn't what the queen would want. He releases a heavy casting spell that sucks the life out of anything in a 0.5 mile radius, in exchange for the life of his wife back, killing the town.

Places Of Notice:

- Church: The Religious staple of the town, the upstairs tends to be a hang out place of some of the towns guards. The Priestess is Aleysha The Divine, a Red Tiedfling priestess who follows Sune, the Goddess of love. And the pastor is Pastor St. Horus, who follows Chronos, The God of Times.
- Daycare: The daycare of Play-do a clay golem man who takes care of four children daily, and anyone left to babysit. Recently he has taken the care of "Fuvor's Kidnapped" who are four children Captured by a Man named Fuvor who did treacherous experiments on them. The Children's names are Princess, Gaea, Carter, and Lorthos.
- General Store "Nothing Weird Here": This store is run by 3 kobolds in a leather jacket, creating an 8 tall figure. Together they run around setting up basic things an adventurer may need, these kobolds are also really good at getting specific things, that aren't weapons or magic that you may need as an adventurer. The Kobolds call themselves To-Vo-Bo, separated they are To and Vo and Bo.

○ Menu:

- Oil: 1sp
- Rope: 1 gp (50 feet)
- Backpack: 2 gp
- Ball bearings: 1 gp (Bag of 1000)
- Bedroll: 1gp
- Candles: 1 cp

- Book: 25 gp
 - Chest: 5 gp
 - Healer's kit: 5 gp
 - Disguise kit: 25 gp
 - Thieves' Tools: 10 gp
 - Lock: 10 gp
 - Miner's Pickaxe: 2 gp
 - Spellbook: 50 gp
 - Whetstone: 1 cp
- Palace: The main center point of the town, how the Reyhorn family, and many of the high nobles in town live. There is a vast place of Servants and Maids that help out. The head made is named
- The Passage: The place where Ethae is set up in town, he speaks to souls and sends them on their ways. He is very friendly with Carter. The place itself is a small room with walls filled to the brim
- The Plaza/Festival: The Plaza is the main point of the festival, it is the large flat area, where the main portion of the festival is held. Maybe people come from all around to see their performances, taste the foods, and buy and sell things.
 - Festival Merchants:
 - Aquamarine Jewelry: 65 gp
 - Purple Jewelry: 65 gp:
 - Exotic Spices: 1 gp
 - Silk Clothing: 50 gp
 - Leopard hide: 10 gp
 - Auboonian War Drums: 15 gp (Made from Penguins)
 - Mammoth Tusk: 10 gp
 - Winter Wolf Pelt: 10 gp
 - Panther Pelt: 10 gp
- Potion Shop "Juicey Juice": A potion shop that is run by a Satyr named Sonya, and an intelligent owner named Faevi. The owl watches closely for possible thieves, as Sonya is too kindhearted for that.

- Menu:
 - Health Potion: 25 gp
 - Greater Health Potion: 45 gp
 - Stamina Potion: 25 gp
 - Greater Stamina Potion: 45 gp
 - Growth Potion: 75 gp
 - Water Breathing potion: 75 gp
 - Night Vision Potion: 45 gp
 - Potion of Invisibility: 105 gp
- Tavern
- “The Drunken Mermaid”: A tavern set in the middle of town, the Barkeeper is named Suzanne Corey, a human woman who is very flirtatious and kind to those around her, to get tips of course. The waiter is Marchez Tridon, a “human” who is secretly a Kalashtar in disguise, but he does his job decently enough, and is very helpful to those around him. Jett, The Tale Teller is the Taverns Musician for the festival, he is supposed to perform on Day 3 in front of the whole town, and he is quite nervous about it. The Tavern is dead in the day, but very packed during the nights.
 - Menu:
 - Elvin Wine: 5 sp
 - Ale: 2 sp
 - Pork Chops: 5 cp
 - Farmer’s Skiller: 8 Cp
 - Owlbear Burger: 8 Cp
 - Third-Eye Pig Ribs: 10 Cp
 - Mushroom Stew: 5 Cp
 - Corrupter Chicken Fingers: 8 Cp
 - Spider Legs: 7 cp
- Workshop: The Workshop is a place in town that specializes in fixing, creating and designing weapons. It is run by a dragonborn named Basilisk, who is very friendly to those around him. He is faithful to the Dragon God of Justice

Bahamut. He has a warforged named Poncho who helps him with his making of items, an apprentice of sorts. Poncho loves frogs, and has a water elemental dog pet named Bongo.

- Sold:
 - Basic Weapons: Varied
 - Martial Weapons: Varied
 - Ranged Weapons: Varied
 - Custom Weapons: Varied

People:

- Aleysha, The Divine: A Priestess of the Goddess Sune, she is a very lovely and attractive Red Tiefling who is the girlfriend of Akrin Reyhorn. Secretly she is the one behind the whole plot of the murder of the king, casting a charming spell onto a man named Gotiri, who is the “Weapon” who murdered the king. Secretly she continues the lovely side of her, helping the family with the mourning process, but once again she is behind the increasing anger against the town. It is revealed that her motive is that as a child the Reyhorn family was behind the raiding of her village to expand themselves and their company.
- Chronos, The Keeper: A Priest of the God Chronos, he realizes that the loop has started, and he is the only one who knows about it. However he has no idea on why, but he can offer help by storing valuables that the party may lose during the timeskip in the Keeper’s vault. He will explain that Chronos most likely chose you guys to be aware of the loop because you may be the only ones about to stop it
- Ethae, The Soul Speaker: A soul speaker, a Kenku who writes down the stories of souls that he meets, and then he passes them to their next life. He spends his day in The Passage, a place where Ethae writes down the stories of souls, to figure learn from their lives.
- Play-Do: A Clay Golem who takes care of Children who Survived from Fuvor’s Experiments. He is a very kind hearted soul, who can take the attacks from those around him.

- Princess: A Hot headed brash young girl with powerful Flame powers from Fuvor's experiments
- Gaea: A strong-willed young boy with powerful Earth powers from Fuvor's Experiments.
- Lorthos: A mentally disabled boy with powerful Time based powers. He has a big hint on who did the murder, as he saw it. But it is hard to get out of him due to his mental disability.
- Carter: A cool headed and intellectual young boy with spirit based powers. He moves with a ring following him connected to his spirit.
- Fuvor: A mad scientist who is currently locked in the basement of the palace, he may know how to be able to talk to Lorthos, and understand how he works.
- Jett, The Tale Teller: A bard who is performing during the 3rd day of the festival, in the meantime he practices his songs and performance in the Tavern. He is very nervous about his upcoming Performance. One of the town guards named Dan has a good relationship with him.
- Sonya: A female Satyr who runs Juicy Juice potion shop, she is very cheerful and kind to everyone she meets.
- Faevi: A owl who runs Juicy Juice potion shop, she is untrusting and very observation
- Gillian Reyhorn: The current Queen of the region, she has come here with her husband to celebrate their anniversary, but on the First night she is assassinated by Gotiri, a homeless man in town who snuck past the palace guards at night. This throws the town into a large turmoil.
- Maxus Reyhorn: The Current King of the region, he has come here with his wife to celebrate their anniversary, but on the first night when she is assassinated by a man named Gotiri, he lashes out in turmoil. Not letting anyone leave the town until they find out who did this, he begins to throw out the ideals of justice and the people's interests in search for who killed his wife. By the end of the 3rd day he will release a dragon to destroy the town.
- Akryn Reyhorn: Eldest son of the Reyhorn family, next in line to be king. He is set to propose to his very lovely fiancée Aleysha, The Divine. But with the death of his

mother the opportunity lacks luster, and he must attempt to put a stop to his father's tyranny when matters grow far out of their hands.

- Tisha Reyhorn: The young daughter of the Reyhorn family, a mastermind tactician for such a young age. She is an incredibly gifted girl who enjoys strategy based ideas, concepts and games.
- Ruby Rose: A Red Female Tiefling who is the leader of the band Solins. She is very famous, and very attractive. She smokes and enjoys late night conversations.
- Seas Skies: A light blue female Tiefling who is part of the and Solins. She may seem like a superstar up on stage, but in reality she is very nervous being around people and having confrontational conversations.
- Claw: A purple Tiefling who is part of the band Solins. She is a hard-ass and way too tough on everyone around her. She is an abuser of substances, and hates people who waste her time.
- Diddle Dip: A front guard of the palace, very silly and idiotic
- Diddle Do: A front guard of the palace, very silly and idiotic
- Samuel Tridon: Father to Marchez Tridon, and your guide to the town. He works for the guild in transporting people from quest to quest. He is especially excited about this one due to his ability to see his son on this trip.
- Marchez Tridon: Son of Samuel Tridon, the Waiter at the "Drunken Mermaid" and loves his job, even if he is not the best at it. His girlfriend Suzanna Corey works behind the bar, and they have a very loving relationship
- Suzanne Corey: The bartender at the "Drunken Mermaid " is very flirtatious, but she simultaneously keeps her distance due to her dating Marchez Tridom. She loves him very much, but also needs to get a good tip.
- Timid: A Red Tiefling who stays at the bar most days. He smokes a lot, and drinks a lot. And that's really all he does
- To-Vo-Bo: A group of three Kobolds who dress up in a large trenchcoat to conceal their identity, but they aren't very good at it.
- *Gotiri: A homeless man who lives outside of the church. He does not have enough money to get back on his feet, so sometimes the church will house him when it's cold out, or feed him when he is hungry. He is the murderer fo the

queen, but not by his own doing as he is charmed by Aleysha the Divine, leaving him memoryless of the event occurring.

- Basalik: A Dragonborn blacksmith who is very faithful to his god, he is very passionate about his line of work
- Poncho: A small warforged blacksmith apprentice who loves frogs, and his pet water elemental dog, Bongo.
- Dan: A town guard who at first follows the orders of the king, but gets reluctant towards the end as it seems it is going too far. Before the assassination, he is talking to Jett the Tale Teller a lot when he is off duty, and when is on duty he is hanging out with his buddies on the wall or inside the church

Character Charts:

| Characters: | Morning 1: | Day 1: | Night 1: |
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| Aleysha, The Divine: | Praying at the Altar in the Church in the morning. | Has her sermon mid day, in front of those who show up for it. | Takes in Gotiri for the night, charming him upstairs in the church, instructing him on what he has to do. |
| Chronos, The Keeper: | Has his sermon in the morning, in front of those who show up for it | Praying at the altar in the Church after his sermon. | Inside the church, cleaning up and then he leaves for home as the night grows on. |
| Ethae, The Soul Speaker: | Is working at the Passage | Is working at the Passage | Is working at the Passage |
| Play-Do: | Helping the kids in the early morning prepare for their day, packing their | Brings the kids out to see the festival in the daytime, to explore the festivities occurring | Is putting the kids to bed after a long night, reading them bedtime stories. |

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| | bags, feeding them breakfast, and keeping them in check. | | |
| Princess: | With Play-Do | With Play-Do | With Play-Do |
| Gaea: | With Play-Do | With Play-Do | With Play-Do |
| Lorthos: | With Play-Do | With Play-Do | With Play-Do, massive seizures during the night |
| Carter: | With Play-Do | Spends time in the Passage, as he is not a fan of the festival | With Play-Do |
| Fuvor: | In the Dungeon | In the Dungeon | In the Dungeon |
| Jett, The Tale Teller: | Sleeping in at the upstairs in of the tavern | Setting up and practicing for his performance at the show tonight in the tavern | Playing in the Tavern |
| Sonya: | Gathering Supplies and spreading awareness of her business | In the shop working and selling | Closing shop, and spending the night at the tavern before going home to bed |
| Faevi | In the shop watching | In the shop watching | In the shop watching |
| Gillian Reyhorn: | Preparing for the weeks festivities in the palace, helping her maids set up for the 3 day event | Meeting and catching up with her son and daughter, talking to townsfolk during the festival | Going home back to her palace then going to sleep early |
| Maxus Reyhorn: | Catching up with Palace and Towns guards, making sure the defenses are ok for the festival | Meeting and catching up with his son and daughter, talking to townsfolk during the festival | Going home back to his palace, but in bed very late due to a late night issue with the town's guards. |
| Akrin Reyhorn: | --- | Arriving to town, catching up with the townsfolk, then | Going back to the palace, helping the cooks in the palace |

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| | | attending Aleysha' Sermon | for overnight stews. |
| Tisha Reyhorn: | ----- | Arriving to town, catching up with the townsfolk, then going to the palace's library | Staying up late reading palace books. |
| Ruby Rose: | Preparing vocally for the show in the plaza | Performing in the festival | Goes back to the tavern to drink and celebrate the night |
| Seas Skies: | Preparing vocally for the show in the plaza | Performing in the festival | Goes upstairs in the inn, tired from the exhausting day |
| Claw: | Smoking out back of the tavern | Performing in the festival | Goes back to the tavern to drink and celebrate the night |
| Diddle Dip: | Guarding the Palace | Guarding the Palace | Guarding the Palace |
| Diddle Do: | Guarding the Palace | Guarding the Palace | Guarding the Palace |
| Samuel Tridon: | Arriving in town with the party | In the Festival with his son. | At the Tavern enjoying dinner while his son is working, and catching up with Suzzane |
| Marchez Tridon: | Sleeping in | In the festival | Working at the tavern |
| Suzanne Corey: | Sleeping in | In the festival | Working at the tavern |
| Timid: | At the Church for the Sermon | In the festival | At the tavern |
| To-Vo-Bo: | Opening up shop | Working at Shop | Closing Shop |
| Gotiri: | Sleeping outside the Church | At Aleysha's Sermon | Upstairs of the Church, then to the palace for the plan |
| Basilik: | Setting up his shop for the day | Working at the shop | Closing shop |

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| Poncho: | Helping set up shop: | Festival | Helping close shop |
| Dan: | Sleeping in the town guard quarters in the church | Guarding the festival | At the Tavern |

| Characters: | Morning 2: | Day 2: | Night 2: |
|---------------------------|------------------------------------|-----------------|---|
| Aleysha, The Divine: | Preparing the Church, praying | Plaza, on stage | In the Palace, helping with what she can |
| Chronos, The Keeper: | Morning Sermon about time and life | In the Church | Closing the church up, then going to bed at his house |
| Ethae, The Soul Speaker : | At the Passage | At the Passage | At the Passage |
| Play-Do : | Preparing the day for the kids | Plaze, In Crowd | Tucking the kids to bed, worried tonight |
| Princes s: | Playing in The Daycare | Plaze, In Crowd | Going to bed |
| Gaea: | Playing in The Daycare | Plaze, In Crowd | Going to bed |
| Lorthos : | Playing in The Daycare | Plaze, In Crowd | Going to bed |

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| Carter: | Playing in The Daycare | Plaze, In Crowd | Going to bed |
| Fuvor: | In the Dungeon | In the Dungeon | In the Dungeon |
| Jett, The Tale Teller: | Sleeping in | Preparing for the tavern night | Performing at the tavern |
| Sonya: | Opening Shop | Plaze, In Crowd | Closing Shop |
| Faevi | In the shop watching | In the shop watching | In the shop watching |
| Gillian Reyhorn: | Dead | Dead | Dead |
| Maxus Reyhorn: | Mourning | Plaza, On Stage | Plotting what to do next |
| Akrin Reyhorn: | Mourning | Plaza, On Stage | Helping his sister and father grieve |
| Tisha Reyhorn: | Mourning | Plaza, On Stage | Sitting alone in her rom, separate from the world |
| Ruby Rose: | Sleeping in | Plaza, In Crowd | Staying up in the inn room |
| Seas Skies: | Sleeping in | Plaza, In Crowd | Staying up in the inn room |
| Claw: | Smoking outside the tavern | Plaze, In Crowd | At the tavern |

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| Diddle Dip: | Guarding the Palace | Plaza, On Stage | Guarding the Palace |
| Diddle Do: | Guarding the Palace | Plaza, On Stage | Guarding the Palace |
| Samuel Tridon: | Waking up helping for the festival | Plaze, In Crowd | Helping take down the festival |
| Marche z Tridon: | Sleeping in | Working Day Shift | Working Night |
| Suzann e Corey: | Sleeping In | Working Day Shift | Working Night |
| Timid: | Morning drinks | Day Drinks | Night Drinks |
| To-Vo-Bo: | Opening Shop | Working Shop | Closing shop |
| Gotiri: | If not captured: He is back sleeping outside the church | Plaza, In Crowd | Sleeping outside the church, got kicked out by Aleysha |
| Basilik: | Setting up for the day | Plaza, In Crowd | Closing shop |
| Poncho: | Setting up for the day | Plaza, In Crowd | Closing shop |
| Dan: | Investigatin g the scene | Plaza, On Stage | Locking down the town |

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| Chara cters: | Morning 3 | Day 3: | Night 3: |
| Aleys ha, | In the Palace | Plaza, On Stage | In the Palace, |

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| The Divine : | | | encouraging the magic spell to resurrect the queen |
| Chronos, The Keeper: | Taken in as a Suspect, In the Church | Plaza, In Gallows | Dead, If not, he is going to help the party |
| Ethae, The Soul Speaker: | In the Passage | Plaza, On Stage | In the Passage |
| Play-Do: | Helping the kids with their Day | Keeping the Kids away from the Plaza | Putting kids to sleep |
| Princess: | DayCare | DayCare | DayCare |
| Gaea: | DayCare | DayCare | DayCare |
| Lorthos: | Daycare, Massive seizures today | Daycare, Massive seizures today | Daycare, Massive seizures today |
| Carter : | DayCare | DayCare | DayCare |
| Fuvor: | In The Dungeon | Plaza, In Gallows | |
| Jett, The Tale Teller: | Preparing the day in the tavern | Plaza, in Crowd | Sitting in the church |
| Sonya : | Opening shop | Plaza, in Crowd | Tavern |
| Faevi | Shop | Shop | Shop |

| | Watching | Watching | Watching |
|------------------|---|-------------------|--|
| Gillian Reyhorn: | Dead | Dead | Being resurrected |
| Maxus Reyhorn: | Ordering the guards around on who may be of suspect | Plaza, On Stage | Creating and casting the resurrection spell |
| Akrin Reyhorn: | Attempting to calm his father down from doing things rash | Plaza, On Stage | Attempts to stop his father from casting the spells, dies in the process |
| Tisha Reyhorn: | Crying in the Library | Plaza, On Stage | Crying in her room |
| Ruby Rose: | Sleeping in, awaken up abruptly to Claw's Capture | Plaza, in Crowd | Drinking and smoking if Claw died, if not captured in the dungeon |
| Seas Skies: | Sleeping in, awaken up abruptly to Claw's Capture | Plaza, in Crowd | Crying in her room if Claw died, if not captured in the dungeon |
| Claw: | Taken in as a Suspect, In the Inn room | Plaza, In Gallows | Dead, if not in hiding |

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| Diddle Dip: | Gathering People | Plaza, On Stage | Guarding the Palace |
| Diddle Do: | Gathering People | Plaza, On Stage | Guarding the Palace |
| Samuel Tridon: | Taken in as a Suspect, eating at tavern | Plaza, In Gallows | Dead, if not in hiding |
| Marchez Tridon: | Sleeping in | Plaza, in Crowd; Will lash out at the executions and such, but will be thwarted and capture by townsguards; then put on the gallows | If captured, Dead; if not, in hiding |
| Suzanne Corey: | Working in Tavern | Plaza, in Crowd | Held in the dungeon of the Palace for having connections |
| Timid : | Taken in as a Suspect, In tavern | Plaza, In Gallows | Dead, if not in hiding |
| To-Vo-Bo: | Opening Shop | Closing shop | sleeping |
| Gotiri: | Taken in as a Suspect, Outside church | Plaza, In Gallows | Dead, if not in hiding |
| Basilik: | Taken in as a Suspect, at his shop | Plaza, In Gallows | Dead, if not in hiding |

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| Poncho: | Opening up shop | Plaza, in Crowd | Crying the night away, trying to understand what happened |
| Dan: | Helping Take in Suspects | Plaza, On Stage | In the palace, begins to disagree with the king's doings, but it is too late |

Location Charts:

| Locations: | Morning 1: | Day 1: | Night 1: |
|----------------|---|---|--|
| Church: | Aleysha Chronos Timid Dan (Quarters) Gotiri (outside) | Aleysha Chronos Gotiri Akrin (later) | Aleysha Chronos (Early) Gotiri (Early) Akrin Reyhorn (Late) |
| Daycare: | Play-Do Princess Lorthos Gaea Carter | --- | Play-Do Princess Lorthos *** Gaea Carter |
| General Store: | To-Bo-Vo | To-Bo-Vo | To-Bo-Vo |

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| The Palace: | Maxus Reyhorn Gillian Reyhorn Diddle Dee (Guarding) Diddle Do (Guarding) Fuvor (Dungeon) | Diddle Dee (Guarding) Diddle Do (Guarding) Fuvor (Dungeon) | Gotiri (Late) Diddle Dee (Guarding) Diddle Do (Guarding) Gillain Reyhorn (Bedroom) Maxus Reyhorn (Guard Room) Tisha Reyhorn (Library) Akrin Reyhorn (Early, Kitchen) Fuvor (Dungeon) |
| The Passage: | Ethae | Ethae Carter | Ethae |
| The Plaza/Festival: | Ruby Rose Seas Skies | Dan (Guarding) Play-Do Princess Lorthos Gaea Marchez Tridon Samuel Tridon Suzanne Corey Maxus Reyhorn Gillain Reyhorn Akrin Reyhorn (Early) Tisha Reyhorn Ruby Rose (Performing) Seas Skies (Performing) Claw (Performing) | --- |
| Potion Shop: | Faevi | Sonya Faevi | Faevi |
| Tavern / Inn: | Claw (Outside) | | Suzanna Corey (Working) Marchez Tridon (Working) Ruby Rose (Bar) Claw (Bar) Timid (Bar) |

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|-----------|----------------|---------|---|
| | | | Samuel Tridon (Bar) Seas Skies (Inn) Dan (Table) Jett, The Tale Teller (Performing) Sonya (table) |
| Workshop: | Basilik Poncho | Basilik | Basilik Poncho |

| Locations: | Morning 2: | Day 2: | Night 2: |
|----------------|--|-----------------|---|
| Church: | Aleysha, The Divine Chronos Gotiri (If Not Capture/ Outside) | Chronos | Chronos (Early) Gotiri (Outside) |
| Daycare: | Play-Do Princess Gaea Lorthos Carter | -- | Play-Do Princess Gaea Lorthos Carter |
| General Store: | To-Vo-Bo | To-Vo-Bo | To-Vo-Bo |
| The Palace: | Maxus Reyhorn (Bedroom) Akrin Reyhorn (Bedroom) Tisha Reyhorn (Her Room) Fuvor (Dungeon) Diddle Dip (Guarding) Diddle Do (Guarding) | Fuvor (Dungeon) | Aleysha, The Divine (Library, Bedroom) Fuvor (Dungeon) Maxus Reyhorn (Bedroom) Akrin Reyhorn (library,T-room) Tisha Reyhorn (Library, T-room) Diddle Dip (Guarding) Diddle Do |

| | | | |
|-----------------------|--|---|--|
| | | | (Guarding) |
| The Passage: | Ethae, The Soul Speaker | Ethae, The Soul Speaker | Ethae, The Soul Speaker |
| The Plaza / Festival: | Samuel Tridon | Play-Do (Crowd) Princess (Crowd) Gaea (Crowd) Lorthos (Crowd) Carter (Crowd) Aleysa, The Divine (On Stage) Sonya (Crowd) Maxus Reyhorn (On Stage) Akrin Reyhorn (On Stage) Tisha Reyhorn (On Stage) Ruby Rose (Crowd) Seas Skies (Crowd) Claw (Crowd) Diddle Dip (On Stage) Diddle Do (On Stage) Gotiri (Crowd) Basilik (Crowd) Poncho (Crowd) Dan (On stage) | Dan (Locking Down Town) Samuel Tridon (taking down festival) |
| Potion Shop: | Sonya Faevi | Faevi | Sonya Faevi |
| Tavern / Inn: | Ruby Rose (Inn) Seas Skies (Inn) Claw (Outside) Timid (Bar) | Jett, Tale Teller Timid (Bar) Marchez Tridon (Working) Suzanne Corey (Working) | Jett, Tale Teller (Performing) Timid (Bar) Marchez Tridon (Working) Suzanne Corey (Working) |

| | | | |
|-----------|----------------|-----|----------------|
| Workshop: | Basilik Poncho | --- | Basilik Poncho |
|-----------|----------------|-----|----------------|

| Locations : | Morning 3 | Day 3 | Night 3 |
|----------------|---|--|--|
| Church: | Chronos, The Keeper (Early) Gotiri (Outside, Early) | | Jett, The Tale Teller |
| Daycare: | Play-Do Princess Gaea Lorthos * Carter | Play-Do Princess Gaea Lorthos * Carter | Play-Do Princess Gaea Lorthos * Carter |
| General Store: | To-Vo-Bo | To-Vo-Bo | ----- |
| The Palace: | Aleysha, The Divine (Library) Chrones, The Keeper (Dungeons, Late) Fuvor (Dungeon) Maxus Reyhorn (Guards Room) Akrin Reyhorn (Guards Room) Tisha Reyhorn (Library) Claw (Dungeon, Late) | | Aleysha, The Divine (Bedroom) Maxus Reyhorn (Bedroom) Akrin Reyhorn (Bedroom) Tisha Reyhorn (Library) Suzanne Corey (Dungeon) Dan (Guard Room) |

| | | | |
|-----------------------|--|---|-------------------------|
| | Timid (Dungeon, Late) Samuel Tridon (Dungeon, Late) Gotiri (Dungeon, Late) Basilik (Dungeon, Late) | | |
| The Passage: | Ethae, The Soul Speaker | ----- | Ethae, The Soul Speaker |
| The Plaza / Festival: | Diddle Dip (Gathering) Diddle Do (Gathering) Dan (Gathering) | Aleysha, The Divine (On Stage) Ethae, The Soul Speaker (On Stage) Chronos, The Keeper (Gallows) Fuvor (Gallows) Jett, The Tale Teller (Crowd) Sonya (Crowd) Maxus Reyhorn (On Stage) Akrin Reyhorn | Bodies Hanging |

| | | | |
|---------------|---|--|---|
| | | (On Stage) Tisha Reyhorn (On Stage) Claw (Gallows) Ruby Rose (Crowd) Seas Skies (Crowd) Samuel Tridon (Gallows) Marchez Tridon (Crowd) Suzanne Corey (Crowd) Poncho (Crowd) Basilik (Gallows) | |
| Potion Shop: | Sonya Faevi | Faevi | ----- |
| Tavern / Inn: | Jett, The Tale Teller Ruby Rose (Inn) Seas Skies (Inn) Claw (Inn, early) Marchez Tridon (Inn) Suzanne Corey (Working) Timid (Early) | ----- | Sonya Ruby Rose Seas Skies (Inn) |

| | | | |
|-----------|------------------------------|--|--|
| | Samuel Tridon (Early) | | |
| Workshop: | Basilik (Early) Poncho | | |

Events:

Morning 1:

The Party Arrives to town, initiating the original loop. From this point the party will consistently restart at this point when they fail.

“Hello! How are you fine young adventurers today! Please, check out my festival stand when you have the chance, business is booming with the festival in season!”

Day 1:

The arrival of Akrin Reyhorn and Tisha Reyhorn, It is a day earlier than everyone expected

Night 1:

Aleysha casts a spell on Gotiri, charming him to use him as a weapon to assassinate the queen. The Gotiri (Charmed) sneaks into the palace, and attempts to assassinate the queen. Usually successful in the assassination and the get away he goes back to sleeping outside the church.

Lorthos has massive seizures tonight

Morning 2:

The Reyhorn family discovers the body of the Queen, leading to the events of King’s Lockdown. The King orders a lock down of the entire town, not letting anyone leave or enter. He also orders the dismantling of the festival, and a reward of 100,000 Gp if anyone has information on what occurred last night.

Day 2:

King Maxus has his speech in front of the people of Jewulees, stating "My Beloved Subjects, Today was supposed to be a time of rejoicement, a time of celebration, a time of pure happiness. But once more, evil prevails to ruin those of good of heart, to taint the purity in the world. I come here to share some horrible news. My lovely wife has been executed at the hands of scum. We are searching for the one who snuck into our home, and killed our beloved queen. From this day, not a single soul is leaving this town, including myself, until the assassin has been revealed. Until that occurs, not one soul is leaving, not one soul is entering, and that is final". After that the crowd has an unsettling reaction to the feeling of lack of freedom.

Night 2:

The town will be mourning, in the tavern many went to drink and talk about their queen. The royal family went back to the palace to mourn and figure out what to do next about their loss of life. Many of the Guards will be beginning to prepare for what is going to occur, gathering rumors and evidence. They are also watching the walls of the place to make sure no one gets away.

Morning 3:

The Guards will begin to take people in:

Chronos, The Keeper: He is taken in from the Church, he goes willingly not fighting against the Guards.

Claw: Taken in as suspect while sleeping in the Inn. The guards break down her door, and rough her up unnecessarily. Scaring Ruby Rose and Seas Skies.

Samuel Tridon: Taken Suspect while eating in the Tavern. Doesn't put up a fight against the Guards

Timid: Taken suspect while drinking at the Tavern. Goes to fight the guards but is told not to by Samuel Tridon, offering mild resistance to the guards.

Gotiri: Taken suspect while sleeping outside of the Church, will attempt to run from the guards.

Basilik: Taken suspect while setting up his shop, will try to fight off the guards, and does so successfully until they hold Poncho hostage.

During the time everyone is being captured as suspect, Lorthos will be having many seizures, indicating things are about to get worse. Lorthos knows who did it because he can see through time, but cannot communicate directly due to his disability.

Day 3:

Everyone who was captured is put onto the Gallows, the Gallows are placed in front of the stage, having 7 ropes as long as no player characters are placed upon the gallows.

Gallows:

- Chronos, The Keeper
- Claw
- Samuel Tridon
- Timid
- Gotiri
- Basilik
- Fuvor

Crowd:

- Jett, The Tale Teller
- Sonya
- Ruby Rose
- Seas Skies
- Marchez Tridon
- Suzanne Corey
- Poncho
- Large Crowd

Stage:

- Maxus Reyhorn

- Akrin Reyhorn
- Tisha Reyhorm
- Aleysa, The Divine
- Diddle Dee
- Diddle Dip
- Dan
- Ethae, The Soul Speaker

King Maxus' Speech: "We as a kingdom have discovered possible suspects for the murder of my wife, [Insert List]. Before, the Kingdom would do a trial, but we cannot afford that, as a nation swift justice may occur. We are hanging every person to suspect, and anyone previously in the dungeon before the cause of the incident, as they possibly had a hand to play in the matter. But this does not free you, not until after the deaths can we confirm if we have gotten the killer"

After his speech, Marchez Tridon, Samuel Tridon's son, will lash out. Charging forward to attempt to save his father. As he is running he will pull out a sword and start fighting off the guards to attempt to save his father

Jiburn:

Jiburn is a town that is very secluded from the entire world, it revels in the ideal of its passionate gemstones. It follows 4 main gemstones, and they base a person's gemstone off of their Personality. The town is a mini kingdom with a king and queen that rule their subjects, due to their disclosed offness they do not allow their subjects to know anything about the outside world.

Quartz: A Gemstone that represents Purity, Cleanliness, and Kindness. A Sub-Stone is Rose Quartz, which represents Pure Love.

Obsidian: A Gemstone that Represents a Cruel and evil heart, many people who are given this stone at birth. A Sub-Stone is a Burnt Obsidian Gem, which represents a true evil.

Ruby: A gemstone that represents happiness, beauty, and passion. Those of Ruby Heart represent the kindest and hardest working of us, but can easily be corrupted with Greed and jealousy. A Sub-Stone is a Pink Ruby, a rare gem that shows a Pure Heart of Happiness.

Sapphire: A gemstone that represents Intelligence, Thoughts, and Artistic. Those of a Sapphire Heart are highly intelligent and are said to run the world. A Sub-Stone is a Purple Sapphire, showing those of Intelligence for their own good, nothing to give to the world with their smartness.

Villagers Of Importance:

- King Spinel: The Gemstone King, he has been in the Reign of Jiburn for 27 years, he is an older human gentleman.
- Queen Tourmaline: The Gemstone Queen, has been a wife to King Spinel for 23 years. A middle aged Blonde human woman, very beautiful
- Princess Opal: Child of Spinel and Tourmaline, was given to Fuvor has a child and now has the powers of the Gem Mutagen, a level 6 Mutagen that is said to be one of the first ones perfected. Many people praise Princess Opal for her young Beauty, she has white pearly hair that reaches down to the bottom of her back. She is the age of 19 and her Gem Mutagen ability is unknown to the people.
- Kingsguard Tanzanite: A Warrior who wields the Sword of Tanzanite, a powerful sword that shimmers blue.
- Tavern Keep Amber: A young lady with brunette hair who works at “Sifting Shots”, a high end tavern in Jiburn.

- Gemstone-Giver Peridot: A elderly man who is said to have a “Jeweled Eye”, someone who can see the Gemstone given to a person, depicting their true nature.
- Guardsman Jasper: A young man who has grown feelings for the young princess, but he has also discovered what the People have been doing to the palace, but doesn’t know how to save them.
- Chef Mykaro: Head Royal Chef, very lonely as he is the only one in the Castle cooking.
- Amber Laerel: Mother to Scroton, but now a prisoner left behind in the Palace of Amethyst
- Professor Rika: Old colleague of Fuvor who has been tortured for his information on the Mutagens, but has never broken, believes they are harmful to the world.

Places in Town:

The Palace of Amethyst:

A large palace that is placed in the center of town that stands above all the other buildings, the palace itself is heavily guarded and blocked off from public access. The people don’t have any issue with this, they find life to still be very peaceful with closed doors.

Main Room

Main room is small and simple but it is decorated with many different Gem items, including Sapphire Vases, and a large mural depicting mining underneath the town that lead to the discovery of the Gemstones that Jiburn is famous for.

Dining Hall:

The Dining Hall holds a long stone table that has dark wooden chairs, underneath a large chandelier made out of Diamonds, Gold, Steel, and all 4 of the Birthstones. Every night the royal family, along with the king's guards and the royal guards eat here.

Kitchen:

A small kitchen that is used purely for the people inside the Castle, there is a high end chef who is willingly to teach the party anything, or just have someone talk to him, he gets lonely back here as they don't allow him to leave.

Guard's Barracks:

The Housing place of the Royal Guards that patrol inside and outside the castle, eat and live inside the castle, don't leave the premise of the castle very much.

Throne Room:

A Large Corridor that leads to a large throne made out of a strange Orange Gemstone, it is called Octel, it can not be seen anywhere else in the whole town of Jiburn except for the throne. There is some seating on the side for the council, and the throne itself is big enough to seat both the King and the Queen.

KingGuard's Room:

A Small room where the Kingsguard sleep, he really doesn't sleep much though, as he is too busy worrying and guarding the royal family. He only takes one day off a year.

Princess' Room:

A smaller room that is decorated in Rose Quarts, as it was the Gemstone of the Princess. Many different trinkets can be found inside the room, if dug deep enough entries of her time with Fuvor can be found

Kings/Queens Room:

A Master Bedroom decorated in Sapphire, showing the Intelligential aspect of the King and Queen. Underneath their bed leads to the Vault of the King and Queen.

Vault Room:

Inside the Vault room sits lots of different Gemstones of high value, in total 250,000 gp worth of Gemstone. But in a large chest, that requires a key that can only be found around the neck of the King sits in the vault.

Flail of Jiburn:

Range: 15 ft.

Damage: Deals 2d8 Bludgeoning + Roll 1d6 For the Extra Damage Table (Effects can stack)

Extra Damage Table:

| Roll: | Damage: |
|-------|--|
| 1 | NONE |
| 2 | 1d4 Cold; Creature must make a DC 14 CON save, on a fail the creature's movement speed will be reduced to ZERO until the end of its next turn. |
| 3 | 1d4 Radiant; Creature must make a DC 14 WIS save, on a fail the creature cannot attack you or allies within a 10 ft radius until the end of its next turn. |
| 4 | 1d4 Fire; Creature Must make a DC 14 DEX save, on a fail save the creature will take 1d6 fire damage on the start of its next turn, for as long as they keep failing the save (or put out the fire). |
| 5 | 1d4 Necrotic; Creature Must make a DC 14 CHA save, on a failed save the creature will become blinded until the end of its next turn. |

| | |
|---|---|
| 6 | 1d4 Necrotic + 1d4 Fire + 1d4 Radiant + 1d4 Cold. (All 4 Affects Trigger) |
|---|---|

Dungeon:

Inside the Dungeon has a few cells, not many, but it contains 2 Important prisoners, A woman named Amber Laerel, who has been stuck here for 23 years after having an affair with the King, giving birth to a prophet of the Gems, a man named Garnet Laerel (Scroton), but helped him Escaped Jiburn, the only person who has. The other is Professor Rika, an old colleague of Fuvor, who studied the Mutagens. Professor Rika has been tortured for the last 7 years he has been in the Dungeon, but he has never once broken.

Gem Room:

The Gem Room is a room where the Royal Guards bring those who must be turned. Slowly the People of this nation are being turned into Gem Golems, but are being disguised using the Princess Gem Mutagen, which has the power to put someone's consciousness, life, ideals, and memories from their brain into a Gem.

Sifting Shots:

A high end tavern in town that houses many different flavored drinks that are created straight in town. The tavern itself is very bright, with green leathered booths and purple walls.

Menu:

- Sapphire Wine: 50 Gp
- Ruby Whiskey: 65 gp
- Quartz Celtzer: 35 gp
- Obsidian Vodka: 75 gp
- The Mix: Add any two of the drinks together for a price of 80 gp

The Prophet:

A palace where many go once they have a child to see what gemstone they are, visitors would come here as well, but Jiburn doesn't get many. The process is world opening, as they drop you in a bath, and you get a vision of someone or something important to you that shows you the true nature inside of you.

Issues In Town:

The Gathered Army:

Slowly over time the People of Jiburn are being turned into a Gem Golem that roams the town. Once a person is turned into a Gem Golem, their memory fades from everyone's memory, for PC they must make a DC 22 WIS saving throw, on a fail they will forget the person. This is being done through the king and the Queen, but it is something very hard to prove.

Krine:

The land of lust, Krine is a whole town that only has Woman. These women praise the goddess Istus, the Goddess of Fate and Destiny, believing that everything that occurs to them, negative or positive, is connected and destined to be part of Istus Thread.

Villager of Importance:

- The Oracle: A female Elf woman who is 986 years old who is a priestess of Istus, she is said to have the power to look ahead on the thread and see destiny.
- The Weaver: A Spider woman who moved up to Krine from the Diamonds, she is said to be an assistant to Istus, as The Weaver she cannot foresee destiny, but is said to be able to change it
- The Weavers Assistant: 4 Elderly ladies who help scan and keep the thread from growing tangled within one another.

- The Protector: A strong elf warrior who protects the city of Krine, it is said that she can change fate as she is not part of the Thread
- The Followers: Many “Unnamed” female humanoids who worship the Church of Istus, have full faith in those who are their religious leaders.
- The Messengers: Those who work politically with leaders to guide them on whatever task at hand. Messengers are dispatched all around the world, but are said to not take bias with a certain leader, but only inform them. If a messenger goes Rogue they said highly trained Assassins after them.
- The Dealer: A high classed female Cleric who deals with those questioning their fate, and deals out the cards that weave their story.
- The Prowl: A group of highly trained and highly obedient female elves that remove those who are disrupting the fate of the world.

Places Of Importance:

The Spindel:

The New and Improved Chamber of Wonders, home to The Weaver and The Weaver’s Assistance. Inside the SPindel sits many golden trinkets that are coated with the desire to take, but if you take from the Chamber of Wonders you must make a DC Cha save of 22, or else you are caught by the enchantments the Weaver has placed. The Weaver will then change your destiny for negative impact, according to how much you stole from the Chamber of Wonders. The messengers base of operation is the SPindel, as they train here as well, but also take training course at The Table and The Crystal Ball

The Table:

Home to the Dealer, a teller of fates using cards of prediction will predict parts of your future, whether it is true or not is based on the interpretation of the cards.

The Crystal Ball:

Similar to the Dealer is the Oracle, who remains in the crystal ball. The big difference between the two is that the Dealer can see vague things at any point in time, while the Oracle can see things clearly, but only short in time.

The Hunting Grounds:

Home and Training grounds of the Protector and The Prowl, this is a warriors training area. It is locked down from the normal public. However inside is a large training district, a dungeon, and torture chamber. It also include weaponry storage and magic training

The Living Quarter:

Housing for the general public of the town.

Issues in Town:

The Fate Breaker (Questboard)

The highly religious town of Krine has come across a man who has leaked through, as the town is preoccupied with their other matters, and has asked the guild for assistance in discovering why the man is here, and what his purpose is here in Krine.

When the party arrives, they will be greeted by a Messenger. This Messenger is a black skinned human about the age of 34. She will ask the party to follow her to the Training grounds, where she will lead them into the dungeon where they are keeping this man hostage. The Messenger will state that this man "Claims a Name of Dodona" and says that he came from a realm called Kusho. The Messenger will continue stating that his arrival was Unpredicted, which is strange for the people of Krine, as they usually can see what is to come. Either Way the man is continuously complaining about a piercing headache that he is having.

When the party touches him however, they will see a vision, a vision of Yoghi Bear. In this Vision Yoghi is sitting in his room, but looming over him is a Man with two faces. The vision will grow blurry, but soon The Man with two heads will stare right at "The Party", and say "The Time Of Istus Is Approaching Faster Than I Thought, It Seems As Though The Goddess Of Chance Took Quite The Gamble" The man will chuckle, and soon the party will begin to feel choking around their necks, and then they

will wake up in a white room. Inside this White room sits the entire party, Dodona, yoghi, and the Messenger.

This vast White room is a mini Dimension that Janus has set up, in this dimension it is known that gods can speak freely with one another, as the realm is open. However neither Janus or Istus will make a move. But the room is seemingly trapping them, and yoghi is just confused on how he got here. The man Dodona has no idea how he got here as well, eventually vision will occur, and the gods will begin arguing. The party has to find a way out, but in the end Dodona will be set up as the idol of Istus, called The Prophet.

Loration:

Loration was once a small fishing village on the East Coast of the Emeralds, but now something has overshadowed the whole village, placing it in total darkness. Now the entire village has been evacuated in concern, as all the fish have been scared off, the ground has grown cold, and the sun has been turned off.

Issues with the Town:

Darkness Overhead: (Quest Board)

The Small fishing village of Loration has entered total darkness, an unseen shadow has laid across the entire village, scaring off the fish, killing the plants, and blocking out the sun entirely. The whole village was evacuated a few days ago, and now the guild is a growing concern about what may be blocking out the sun.

When the party arrives, the village is cold, and in an entire darkness. No living creature seems to be in the village what-so-ever. As the party is searching the village, they find a young boy named Thomas Thane, who is about the age of 9. Thomas was left

behind by the evacuation, and hasn't even been reported missing, But he is cold, hungry, thirsty, and scared. He will tell the party he hears laughing from up above, he believes that the gods are mocking him from above.

Getting to the sky, it is revealed that there is a large cloud island above Loration. The island itself is filled with Giants and Harpies, who enjoy to party. Everynight they find a reason to celebrate, when the party arrives they are celebrating "The Loss of Valerie" Valerie is a 22 year-old harpy who accidentally told the giants she lost her virginity 3 weeks ago to some guy she doesn't even talk to anymore. Now the Giants will celebrate the "Loss of Valerie" all night.

The Cloud island itself is called "Sekkusu" and the Giants and harpies live in harmony here. The strangest thing is though, they have no idea that they have leaked into a different realm. They are too busy partying and enjoying life. The giants follow the goddess Lilira, The Goddess of Joy.

The party is going on, many harpies and giants are dancing on the dance floor, or feasting, the bar is handing out different ales, meads, wines and other alcoholic beverages. The giants and harpies will welcome the party, and festivities will continue with them there.

Soon the main aspect of the party will come through, and a giant will begin bellowing. "FAIR LADIES AND GENTLEMEN OF SEKKUSU, WE GATHER TONIGHT FOR A FESTIVAL AND CELEBRATION OF OUR FRIEND VALERIE, SHE HAS HAD SEX!" Everyone will applaud, cheer and whooo. Soon Valerie will be brought up by harpies, saying that it really isn't that big of a deal, but soon the main Giant named Roy Gilp will speak again "HUSH VALERIE, IT IS TIME TO CELEBRATE THIS VICTORY FOR YOU AND YOUR WOMANHOOD" and the crowd will cheer, and continuing partying.

Villagers in Sekkusu:

- Roy Gilp: The Party Leader of Sekkuse
- Valerie Feath: A female harpy who is celebrating
- Barkeep Tolli: A male Harpy who is parked behind the bar, enjoys the life of mixing drinks for the population
- Lorko Gilp: Brother to Roy Gilp, plays music and parties, a Giant Bard

- Torrick Yonk: The Male Harpy who has fallen in love with Valerie

As the night grows long, and the party begins to slow down just a bit, the party will need to do an arcana check, as soon the cloud they are standing on will begin to turn black, and it is beginning to crack. Soon a large bell will be sounded, and a large present will form on the feast table. The present has a tag on it that says “From: The Traveler”. The present is decorated in red and yellow, and seemingly the only thing that has color. When the present is opened, a small cabinet will be sitting inside, a cabinet that can be picked up.

The Item is called “The Cabinet of Faces” Which can store faces of the person’s memory, and once per long rest. There will be a note along side of it saying “Beware The Gifts of The Traveler”. Once the present is opened, color will continue through the party, and Valerie will scream. The corpse of Torrick Yones can be found where he once stood, it is rotten, beaten, and absolutely vile. It looks like he died months ago, once again another note on it saying “Thanks for letting me use him, it was fun Valerie ~ The Traveler’s Guide”

The party will stop, and Valerie will be heartbroken about what has occurred. Valerie will go pray to Lilira, and ask for her help. Inside the sacrificial bucket of Lilira sits an Orange Robin made out of Fire Opals. The Robin will fly into Valerie, and Valerie’s harpy wings will turn a bright orange. Valerie has turned into the Idol of Lilira.

Outlaw's Claim:

Once home to Shulker’s forces, Jeweled Eyes has officially taken over the town and now has been using it as their main base of operations. Things are run very differently now in the wake of Shulker’s Absent, and Scroton has been struggling some to pick up the control that Shulker once had. Scroton has really lost grip on the people that once worshiped him, leading to very different cultures around Crimson Sands. Now

the washed up King, with a plate full bigger than he anticipated, is trying to at least get one town under his proper control.

Villagers Of Importance:

- Scroton, The Jeweled Eye: Ruler of Crimson Sands, Captain of the Jeweled Eyed Pirates. A human Druid who is trying to bring his people together.
- Goldie: The Merfolk Monk who has grown in the ranks and become an Advisor for Scroton. Haven't Heard the news about Jay yet.
- Calico Jack: A famous sharpshooter in The Jeweled eyes, human with black hair, wears a red pirate coat
- Mary Read: A master Swordswoman in the Jeweled Eyes Forces.
- Krenko, The Mob Boss: A Mob/Gang Leader inside of Outlaw's Claim, gathers goblins and other forces inside of "The Cave"
- Patyona Ird: A Female Goblin Member of Krenko's Mob, a seductress and recruiter in the mob.
- Norman Osborn: A Green Hobgoblin that Owns "The Lagoon", a high class member of Krenko's Mob
- Harry Osborn: Son of Norman Osborn, Works for his dad and Krenko in the Mob.
- Roderick Kingsley: A dragonborn member of Krenko's Mob, Bouncer/bodyguard of the Cave.
- Glob: Goblin Worker at Salt Smithing, won't sell to members of Falcone's Gang
- Glum: Goblin Worker at Salt Smithing, won't sell to members of Falcone's Gang
- Mr. Willow: Goblin Champion that owns Salt Smithing.
- Douglass J. Falcone: A Mob/Gang Leader inside of Outlaw's Claim, Gathers humans and merfolk forces inside "The Blue Falcon"
- Antonio Guster: Owner of Jolly's Joy Shop, a high member of Falcone's Gang, a high end chemist who makes very high class drugs.
- Octoman: Owner and bar tender at The Lagoon, a member of Falcone's Gang, a Octopus-Merfolk
- Jack Levin: A Highclass Member of Falcone's Gang, a high end sharp shooter.

- Jody Summer: Right hand Woman to Douglass J. Falcone
- Dr. Stewart: A worker at Cove's Medical Center, but secretly a Member of Falcone's Gang

Places In Town:

Ship's Helm: The Castle/Ship that Scroton lives in along with many members of the Jeweled Eyes. Contains a lot of treasure they have gotten over the years, a Port Stone Portal, and pirate weaponry.

Cove's Medical Center: A hospital in the town that is brand new, set up by Scroton after taking rule and deciding it was important for the town.

Salt Smithing: A high End Blacksmith that sells Pirate themed Weapons. Including Cutlass, Flintlocks, and Cannons. They will not sell to Falcone's Gang.

Jolly's Joy Shop: A drugstore owned by Antonio Guster who is a high end chemist, won't sell to members of Krenko's mob.

Whale's Tavern: A tavern under the rule of Falcone's Mob

The Blue Falcon: A large base of operation for the Falcone family, a strong mob family in town.

The Lagoon: A bar owned in rule of the Krenko Family

The Cave: A large Base of operation for Krenko's mob family.

Issues Within Town:

A Pirate King's Struggles: (West Side Story Inspiration)

Scroton has been having issues keeping control of opposing gang territories inside Outlaw's Claim. Under the rule of Shulker these mobs had somewhat calmness between them, but now with Shulker gone, tensions have been rising between the two families. Members of Crook's family stole Gold from houses in Krenko's territory leading to rising tension between the two. (Party Enters Here) This will lead to Krenko's retaliation by raiding Whales Tavern [Glob and Glum]. Leading to Jack Levin taking Harry Osborn hostage, and after resistance killing him. Leading to a full blown war between the two. During this time however Patyona and Antonio will slowly be falling in love.

Passion Lake:

Passion Lake Village is off set to the actual lake, but has been known for its captivating beauty, and is said to be where Emperor Aegor and Empress Agane first fell in love, giving the small village it's lovely name, it has now become a large tourist place, and a place where may come to relax. But when the party arrives, They need to make a DC CHA save of 14, or be charmed by the Enchantress.

Villagers of Importance:

- The Enchantress: The Woman at the head of the Wizard tower, is a wizard who left Umago to come to the Emeralds, but has now captivated the entire town with her magic. She is a Sorceress in the name of Mystra, the Goddess of Magic.
- Rogdrick Lefs: A elf man who has been captivated by the Enchantress, lives inside her Tower, and will do anything for her. A high level archer who shoots Charmed Arrows from the top of the tower

- Annie Hilop: A female human who lives inside the village, has run away from her mans
- Johnny Phots: A male human who is looking for Annie Hilop, who has gone missing for the past couple days.
- Throlick Grundonaldson: A Half Orc who owns Lover's Domain, a fancy high level whore house, pays some money to The Enchantress
- Quinent Pillargaurd: A Halfing who runs the Quarrel Tavern, provides many drinks to the sad souls who stray many nights at the tavern.
- Duggie Perv: The creepy old grung man who lives and resides inside of Passion Pond
- Cyndy Sue: An elderly Elf lady who manages The Gardens

Places of Importance:

Lover's Domain:

The Lover's Domain is a high end establishment that prostitutes men and women for money. Many people come and go from the village in this establishment, and some people find it very lovely, the workers don't tend to complain very much about their surroundings and what is going on. It is also information central, as a lot of gossip spreads through a whore and her client. The owner Throlick Grundonaldson is a stern man who is a sweetheart to his workers, but will throw anyone out swiftly if someone does them wrong.

- Sonya Pillo: A Younger Elf Lady who recently started working here, has had a very bad situation with Duggie Perv her second week working
- Tiffany Tinga: A brown skinned human woman with brown hair and blue eyes, has worked here for a couple months, takes care of Quinent Pillarguard a lot
- Morgana Tonic: A bi-sexual brunette white human woman with emerald green eyes, will sign up for any amount of people
- Geltini Martini: A female plasmoid that works for the whorehouse. Vc

The Gardens:

The Gardens is a central spot in Passion Lake, as it grows many flowers that represent love and all the good things about it. This includes Roses, Violets, Sunflowers, and the very sought after “Rose of Hearts”

The Rose of Hearts is said to be a magical flower that is used in many different brewings of Love Potions. The woman who runs the gardens, Cyndy Sue, is enjoying her retirement, and lives off of selling these flowers for a quick buck.

- Roses: 5 gp
- Violets: 5 gp
- Sunflowers: 5 gp
- Rose Of Hearts: 75 gp
- Potion of Roses Recipe: 450 gp
 - Rose Of Hearts, Hot water (225 F), 1 cup of Sugar, a Thorn from a Thicket, a drop of users blood, and a Dove’s Feather. Brewed in pot for 1 hour and 35 minutes, then stirred until a rose pink color.
 - Makes Consumer fall in love temporarily (Makes them fall in love with who ever’s blood was in the pot) Fails if they have no knowledge of the person

Passion Pond:

The Passion Pond is a hot spot in Passion Lake, is known for its hot spring and its Cherry Blossom that has been said to live for 500 years. Many people say that it was a calming spot for Princess Tanya, and it is the same tree Empress Agane and Emperor Aegor fell in love with. Now it has become a tourist attraction, but murals of those scenes are painted on the walls.

Grave Of Tanya:

A small grave/memorial to the Legendary Warriorress Princess Tanya of the Emeralds, it reads “To The Warrior Of The Emeralds, The Daughter Of Passion Lake, and The Key To All Of Our Hearts”

Stage Of Hearts:

The Stage of Hearts is a gathering place for many in the small community, many plays, songs and other performances are put on. Most of the Performances surround the Idea of Love, songs include "The Goat and The Priestess", "Cherished Tanya", and "The Journey of Agane". The plays include "The Garden Of Elves" which talks about the first Elves in the Emeralds and the discovery of the Emeraldian Palace; "A Death of a King" A retelling of the assassination of Emperor Aegor and the rampage of Empress Agane.

Quarrel Tavern:

A smaller tavern run by Quincent Pillargaurd, a halfling man who serves and mixes drinks for the people. The tavern itself is very brightly colored, in pinks, reds and oranges, the entire bar is decorated with flowers and such.

Menu:

- Elvin Wine: 5 gp
- Frost-Fungus Tequila: 8 gp
- Sunflower Reposado: 10 gp
- Rosen Wine: 15 gp
- Cherry Rose Wine: 25 gp
- The Aged Grapes of Tanya: 400 gp
- The Passion Mix: 50 gp (A Passion Fruit Margarita using Sunflower Reposado, with a sugar rim, and garnished with an Orange slice)
- The Cold-Heart Breaker: 60 gp (A Lemon/lime margarita with Frost Fungus infused Tequila, with a salt rim, garnished with a Spicy Pepper)

Wizard Tower:

The Wizard tower is a large tower owned by the Enchantress, a powerful Sorceress who grew even more Powerful with the Charm Mutagen, has now grown to extraordinary power, and has the entire town charmed in her spell. The tower itself is a large tank of magical energy, and holds her domain. Inside many people are having a large orgy, and the Enchantress will be at her throne, with men kissing at her feet and

feeding her grapes. She is treated like pure royalty of a god-like-status. When the party arrives at the tower, they must make a DC cha save of 17 or be charmed by the Enchantress.

Floor 1: Has a small pond with a Flower Field, has many caged Doves as well. When the party first enters one or two naked people may be found here.

Floor 2: Holds a library filled with many books, and some small reading tables. On the tables sit roses. Through some investigation many of the books can teach different things, or are story books. Two are the playwrights they play at the Stage of Hearts, “The Garden of Elves”, and “The Death of a King” if their books are studied over a long rest, it will allow adv. On performance when acting out these plays. There is also a book on how to learn a Herbalism Kit, after 4 long rests that knowledge will be bestowed. The language book of Sylvan, after 8 Long Rests the language can be learned, and finally the spellbook for “Charm Person”

1. SpellBook: Charm Person
2. Playwrights
3. Book Of Sylvan
4. Book of Herbalism

Floor 3: The Floor of the Eternal Dance, the Floor will open up like a large ballroom, and in the center will be four couples dancing. On a high enough perception it can be seen that the people dancing are spirits, locked into an eternal dance, but from what the party can tell they enjoy it very much. 4 couples are of notice, 1 couple of a girl in a yellow dress with brown hair, dancing with a Large Brown hair yeti man, The next is a depiction of the gods Milil and Lilira Dancing (Can be discovered on a religion check), the next is a young brown skinned girl wearing a white dress with a red belt, and a young man who is much taller dancing together, but they seem to be away from everyone, The last couple is a young girl with extremely blonde hair wearing a pink dress, dancing with a young man who is in bandit like clothing. All the couples seem to be ignoring one another for the most part.

Floor 4: Has a large statue of Sune sitting in a field of flowers, in the field are large pillows ment for prayers, and on the statue it seems there are spots for someone to

put flowers. If the party does, they are granted CHA saving throw advantage for the next hour.

Floor 5: When the party arrives at this floor they must make a CHA saving throw of 17 or else be charmed by The Enchantress (Amora Ai). The Enchantress is sitting in her throne in the back, while many, many people are having sex around, on beds, and couches on the floor. If someone fails the throw, they will be intrigued and almost forced to be kind to the enchantress, and assist her with anything that she requests. The Enchantress herself sits in the back, she is the only person clothed besides the party, but barely, as she is wearing a white see through dress. Her blonde hair goes to the low of her back, and an orange flower sits in her hair. Her beauty is almost unmatched, as it is overwhelming.

Behind her seat sits the secret compartment to the 6th floor, the generator room

Floor 6: The last secret room has a large Ruby Gemstone that is sitting on a magic generator that has a strong magnetic pull to the ruby. It provides the range, and strength of the Enchantress' Charming capability. It must be smashed, cannot be removed as a whole large ruby. Can be sold for a total of 25,000 gp. Inside the room is also a small log of the Enchantress Journal, talks about her life in Umago, and how she explored the Diamond's and came across remains of Fuvor's lab, saying that she discovered the Capabilities of the Charm Mutagen, providing strong enchantment magic and providing a new beautiful makeover. She will say that she found another Mutagen, but she doesn't know what it does. That Mutagen can be found in a treasure chest near the generator.

- Mutagen of Mouth (Power level 4): A body altering mutagen that creates a large zipper mouth on your stomach, the pouch is highly magical, it can taste and speak through instead of your normal mouth. It also provides the same Ability of "Bag of Holding". Allows the ability to cast the spell Magic Mouth twice for free per long rest. Bite Attack: (STR + Proficient)

Deals 2d8 Magical Piercing Damage, plus creature must make a DC 15 STR check or be restrained by the Mutagen of Mouth.

- Awakened: (Activated When A Living Creature Is Devoured By the Mouth) Allows you to put an object in the Magic Mouth, and in 24 hours it will come out as a Mimic that you can control. Only one of these creatures can be controlled at a time, the other will turn back into its normal object if a second is created.
- Crown of Mental 5,000 gp: Provides Advantage on INT saving throws, and Advantage on CHA saving throws against being Charmed.

Issues In Town:

Locked-Under a Spell:

Many villagers in the town succumb to the charm of the Enchantress, and she has locked down the entire town. She goes anywhere and gets what she wants, and she has a large reign of power over the entire village. Most villagers absolutely adore her, but it is hard to tell if it is the enchantment talking, or a genuine love for The Enchantress.

Missing Person:

Annie Hilop has been missing for a few days, many people assumed that she has gone to the Wizard's Tower but hasn't returned, but her boyfriend Johnny Photos believed something terrible has happened, that she wouldn't go to the Wizards Tower for this long. He explains that she said she was going to visit the Grave of Tanya last, but she never came back.

When the party gets there it can be seen that track marks are there, and it seems like a fight occurred. Leading into the forest, it seems a Nalfashnee has leaked through and has kidnapped the young girl Annie Hilop, who by the time the party arrives, is still alive. Except the Nalfashnee is using the girl as a human shield, as she is tied to a large wooden plank. It seems the Nalfashnee was going to attempt to raid the entire village with this hostage situation plan.

Inside the Nalfashnee lair sits a large Obelisk, if the party were to break it, a Baby Nalfashnee would fall out, it seems that it was an egg, but the party broke it out early.

On a nature check it will be discovered that it will never grow up to be an adult, but instead stay a baby.

Armor Class 14 (natural armor)

Hit Points 84

Speed 20 ft., fly 20 ft.

STR 14 (+2) DEX 9 (-1) CON 14 (+2) INT 12 (+1) WIS 10 (+0) CHA 17 (+3)

Saving Throws CON +6, CHA +7

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Non Magical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Magic Resistance. The nalfeshnee has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours. This won't affect a Creature that is considered its Guardian.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 100 feet to an unoccupied space it can see. It can also Teleport a Creature that is considered its Guardian. This can be used as a bonus action.

***Phalo:**

Phalo is a small village that has been overcast and overshadowed by Incaster, inside the village lives very few, as they have become a large trash deposit for Incaster, and many are attempting to move out.

Villagers of Importance:

- Georgie Prile: A fey blacksmith that works inside the town, she uses a lot of the junk that is left over from Incaster to create what she makes.
- Lucas Prile: Adopted Human son of Georgie, he digs through the junk to help find things for his mother, recently stumbled across Warforged parts.
- Pixus Rockon: A male red tiefling who moved down south to escape the cold, he moved here due to the little money he saved up in his time in Auboon, as it was affordable, now he works in construction building houses and doing repairs

Places of Importance:

The Dump: The Dump houses a lot of metal, wood, and supplies thrown out as leftovers from Incaster.

Prile Smithing:

A fey based enchantment blacksmith that is owned by Georgie Prile and her son Lucas Prile.

Rosiar:

The once peaceful town of Rosair has been invaded from a different realm by the Lizardfolk, with the lizard King at the helm. The town has been evacuated due to rising fear of high death rates.

Villagers of Importance;

- The Lizard King: A Large Green Lizardfolk who has claimed the title of the Lizard King, says he is here to take over this realm for the name of his lizards
- The Lizard Jester: An entertained Lizardfolk for the Lizard King
- Lannanite (x6): 6 Orange Lizard folk who have given their faith to the Lizard King, will fight for the Lizard King.
- The Lizard Knight: A high end Lizard Warrior
- Grimble, The Toad: A high level mage that advises the lizard king
- Izzahuman, KnottaIzard: A lizardfolk that convinces everyone he isn't a lizard

Issues with the Town:

The Lizard Invasion: (Quest board)

The Lizard king and a small army has taken over the town of Rosair, and spout claims of claiming this realm. Truth be told, they don't seem that threatening, and the guild hasn't been entirely worried about them.

Shinos:

Shinos is a water based town, set up like Venice in a way, with water roads connecting between places, allowing water to flow, and rise through man made rivers in the city. The town itself used to be a hateful place towards merfolk, but with a new change of pace.

Villagers of Importance:

- **Detective Jace:** A human gunslinger who was friends with Jay, he was once a Bounty Hunter of merfolk but has changed his ways, and now he spends his days as a detective in town.
- **Mayor Gropple:** A fat Locathath man who has arised in power and spent a lot of his time to end Mefolk racism, but now he has grown corrupt and takes profit from illegal activities.
- **Suzie Trik:** A young blonde human girl who is rich, the first murder. When her body is found her hands are twisted completely back, both legs broken, with a large slit in her throat. Under her body seems a large gate that opened up
- **Holly Trik:** The 6 year old sister of Suzie who witnessed what happened. What she says seems unbelievable
- **Mrs. Trik:** Very rich mother of Suzie
- **Mr. Trik:** Father of Suzie, co-owns a large part of the boating warehouse
- **Willow Gest:** A young black woman who lived in an apartment in the corner of town, worked at The Wet bar. 2nd of the murders, her body is the same way.
- **Javier Poles:** A Homeless man who lives in Arlong park, 3rd of the murders, body is the same MO
- **Fiona Gropple;** Daughter to the mayor, an 18 year old Locathath. 4th attempt of the murders, her body would be found the same way.
- **Rhin Sauce:** The owner of The Wet Bar, helps out often at the bar, a very kind Merfolk man.

- Fashion Expert Villie Pons: A Merfolk lady who works at Shino's Wear and Dare, the largest fashion shop.

Places of Importance:

Police Station:

Houses the police force of Shinos, to be honest they never really get any action in Shinos, it is quite the peaceful town from the occasional drug deal or bar fight.

The Warehouse:

The Warehouse is a large storage facility that stores other people's boating equipment and boats themselves. The owners of this palace make a killing on charging rent, as people need to store their boats for the winter or else they freeze over.

Arlong Park:

A small park inside the town of Shinos, the park itself is relatively small, but it is a nice place for people to take their pets

Hobby Shop:

The Hobby Shop is a small shop that contains many different arts and crafts

- Paint Bottle: 1 gp (Any Color)
- Paint Brush: 2 gp
- Canvas: 3 gp
- Feather and Ink: 5 sp
- Book: 5 sp
- Journal: 5 sp

Shinos' Wear n' Dare:

Shinos' Wear n Dare is their main center point of clothing, jewelry and more. It contains a lot of different things ordinary people, or adventures may need.

- Summer Dress: 60 gp
- Bathing Suit (Male): 25 gp

- Bathing Suit (Female): 30 gp
- Paradise T-Shirt: 15 gp
- Summer Shorts: 10 gp
- Straw Hat: 30 gp
- Shark Tooth Necklace: 50 gp
- Pearl earrings: 150 gp
- Shell Necklace: 50 gp

The Wet Bar:

The Wet bar is a communal place in Shinos, many people gather here, a lot of Merfolk gather here as well, it grew to become a safe place for them in the community.

- Steak: 3 gp
- Chicken n Rice: 5 gp
- Veggie Dumplings: 3 gp
- Tofu Bowls: 4 gp
- Stir Fry: 6 gp
- Salty Sips: 10 gp (Mer-Vodka, Lemon juice, underwater Seaweed)
- Mer-Vodka 6 gp

Issues In Town:

The First Case (QuestBoard)

A New detective in the town of Shinos, but an old guild member Jace has requested assistance in a murder case of a young girl. Normally, he would be cocky and deal with it himself, but something feels off about this case, and wanted backup just in case.

When the party arrives in town they gotta go to the Police Station to meet with Jace. Jace will show the party the body, and talk about the weird and horrible things of notice. If the party investigates themselves, they will notice something that Jace didn't see, the corpse is missing her voice box entirely. Jace will then lead them into the location of the scene, and it can be seen that where her body was there is a large slit that is glowing a strong light blue.

Jace will continue saying the reason he called them is because he believes this potentially could be a leak of some sorts, which in his mind is a worse case scenario, but he wants help from the guild on this just in case.

Jace will go to divide the M.O and gather more information about what occurred. The party will be left to investigate the entire scene themselves. Traces of magical energy are left behind, Holly, the victim's little sister says she saw what happened. She saw that her sister just began levitating, and then she began screaming in pain as everything happened. Then the slit opened and she dropped to the floor.

Nothing really seems to make sense of what is occurring, something extremely powerful attacked and killed this young girl.

Each Night the party stays another victim will fall, each one with the same M.O, the same occurrence, just in different locations all across town. The same slit of an opening will occur, people in the town are growing scared. When the fourth person dies, a large earthquake will begin hitting the town, which will make the slits grow larger and begin connecting, converging on the police station.

Soon monsters will begin rising from the cracks, Jace will immediately go to arms, and begin attempting to evacuate as much of the town as possible. He will send someone to get assistance from more guild people, the goal is buying time for the town to evacuate.

Monsters Rising:

Zombies, Flesh Golems, Giant Skeletons, Banshees, Adult Red Dracolich

The Town Of Shinos begins to crumble into the cracks, a large realm leak that is extremely dangerous, many lives are dying and being lost. The party and Jace have to hold off whatever is there for 6 turns before the people can evacuate and more guild members arrive as back up.

After the battle, the large cracks will remain, and the guild may request for all adventurers to back away temporarily until they can get their bearings on the situation. The guild will discover that this is a leak from Andendo, the Realm of the undead. The guild will be in pure panic at this, before if a village got destroyed it was because a leak came through, not a realm attempting to merge like this. The Guild believes that the realm is forcing itself into ours on purpose, like something is doing this. The working

theory is that Andendo is falling apart, and they are trying to take over our realm in order to survive. The guild is organizing a large group to go in, invade, and destroy whatever is attempting to merge the realms.

Getting Into Andendo:

The town of Shinos has been completely overrun with zombies, flesh golems, and Banshee. It seems the Red Dracolich is building a nest. The plan is to sneak in by these guys, and get to the source in Andendo.

Inside Andendo;

The whole realm is in darkness, the smell of rotting flesh fills the air. When the group arrives they are in the woods. On the ground is this a similar slit, but it glows orange instead of red. A large beam is in the center of the slits, the beam glows a dark crimson red and it beams into the sky, a large amount of drilling can be heard.

When the party grows closer, there is a large machine with a large grouping of skeleton, skeleton giants, and a lich. All guarding the large machine that is drilling into the ground.

If the party can defeat and destroy the machine the leaks will begin closing, the party will have to hurry to be able to make it back to their realm.

The Town of Shinos will still be overrun with monsters, but they have nowhere to retreat, and your mission is done for now. The guild will request you go back, and handle the Dracolich another day.

Dracolich:

The Dracolich will have turned Shinos into its nest, and it will be discovered that the Dracolich was pregnant, and has laid 3 eggs in its nest. The zombies and flesh golems serve as caretakers and protectors of the egg, and the Dracolich mothers them.

Yokai:

This realm leakage is the realm from where Rickon Masuke is from. This realm leaked is a small island that has dead forest trees all around it, many spirits and ghosts wander freely in this realm, and there is a low fog that surrounds the island at all times, keeping it dark inside.

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Zosal:

Everyone in this town is captivated by Leira's Magical presence . Whoever enters this town will have a hard time avoiding shrooms. The townspeople used mushrooms in their food and drinks. They worship the Goddess, Leira; Goddess of Illusions

The town is filled with small gangs, each dominating a different type of hallucinogenic. There is also a notorious gang called the Doobie Brothers, that refuse to partake in hallucinogenic activity. Instead, they are firm believers in their Goddess of Eilistraee, Goddess of Dancing.

Villagers of Importance:

- Sonja Posh: A female brown skinned woman who is a professional dancer in the name of Eilistraee, puts on a performance at Doper Drinks every night.
- Rob Zombie: Performer at Doper Drinks alongside Dave. A zombie who manages and recently learned guitar.
- Dave: A deaf kenku who plays the Bongos at Doper Drinks. Can only say "Hi, I'm Dave", a true legendary Performer.

- Priestess Yen Venger: A Priestess of Leira who wears a Silver mask, she is considered a Mist Walker in the eyes of Leira. She is powerful in Illusion based magic.
- Gardened Achi Lap: The gardener and caretaker of the center city shroom
- Aunt Mary: Owner of Aunt Mary's Cafe, an elderly woman who really loves the community
- Abigail Lox: Daughter of Aunt Mary, not fond of the community as her elderly mother is.

Places of Importance:

South Zosal Mainstreet (kinda bumpin)

The Main street itself has a lot of gang activity, but even with the violence people seem to feel safe and happy here, no matter what. Every Sunday everyone gets together to enjoy meals together no matter the side, it is a safe time for them where they must put aside their differences.

Doper Drinks: Doper Drinks is a small bar that is run by three musical performers, Sonja Posh; a professional Belly Dancer, Dave, a musical Deaf Kenku, and Rob Zombie, Bar manager/guitar player. Their menu is small, but many people mainly come here for the performance:

- Worms Wine: 20 gp/ 160 gp
- Jeweled Gin: 5 gp
- Leira Whiskey: 125 gp/ 1,000 gp
- Cheese and Cracker: 2 gp
- Dave's Special: 10 gp
- Rob Zombie's Meat Mountain: 35 gp
- Sonja's Special Fries: 15 gp

Aunt Mary's Diner: A Large diner that is the Sunday meeting place for the big Sunday Dinners where everyone gets together. Aunt Mary, an Elderly woman who really works on bringing the community together owns the store with her daughter,

Abigail, who is about the age of 19 with long black hair with purple highlights. Abigail isn't as fond of the community as her elderly aunt is.

Breakfast:

- Omelet: 1 gp (Each topping inside is 5sp)
- Sunny Side Up Eggs: 1 gp
- Flapjacks: 1 gp
- Waffles: 1 gp
- Cereal: 5 sp
- Oatmeal: 5 sp
- Coffee: 5 sp

Dinner:

- Crimson Burger: 3 gp
- Zosal Sandy: 5 gp
- Longest Glizzy: 5 gp
- A Spoonful of Soup: 5 gp
- Loaded Fries: 1 gp
- Chicken Pot Pie: 8 gp

Ganja Goodies: Ganja Goodies is a small candy shop for the kids in the community, this is located in the East side street, run by Father Brach, leader of the East Side kids. Father Brach has a young boy named Musk, who has fallen in love with Abigail. Father Brach won't go to Sunday dinners.

- Lollipop: 5 sp
- Chocolate Bar: 5 sp
- Sugar Taffy: 5 sp
- Chocolate Drops: 5 sp
- Brownie Mix: 8 sp

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Mount Vicodin: The smaller mountain behind the town that runs a river down into Bong Pong. On the mountain are said to live strange creatures, but only tracks have ever been discovered in the town.

Temple of Leira: A large Temple that praises Leira, the Lady of Deception, the priestess there Yen Vengar, is an odd person, but many come to praise her and listen to her sermons still.

Issues in Town:

An Adventurer's Suspicion: (Questboard)

An old veteran adventurer who has been working for the guild named Triv Hicoles, has been one of the few solo adventurer's left in the guild. Triv enjoys, and only works alone, and he has done a great job doing it, no one knows where he came from, but he is really good at his job. For the first time ever he has posted a quest on the quest board, asking for assistance. He needs help in the town of Zosal.

When the party arrives they will be greeted in South Zosal Mainstreet by a bustling center of town. Many people are enjoying themselves, but they can notice that the people are staying separated by colors, Blue and White. Oddly enough people wearing these colors won't really communicate with one another much. It can be spotted however a man dressed in all black is tailing the party, and soon he will confront them and ask them to go to the bar with him. When the party is in the town, they need to make a DC 16 INT save, and on a fail they will become oddly happy.

The man that confronts the party is Triv Hicoles, who will reveal himself as a Fire Genasi, he is about the age of 43. He will talk to the party, and he will ask them to do him a huge favor. He wants them to stare at the dart board that is inside the bar. They must make a Perception Check of 17, on a success they will see the Dart Board Flicker out of reality and come back. He will mention that he believes something is wrong with the town, and that something is at work behind the scenes.

As the party continues, it can be discovered only a few people are real, but if they were to attack someone the person still seemingly gets wounded, and harmed. Dave and Rob Zombie are both real, along with the Priestess of Leira. The large Mushroom at the top of Center City hosts an unknown nest of A silver Dragon baby, and a Silver Dragon Mother. It will be discovered that Yen Vengar has been casting a large scale illusion to hide the Silver Dragons that leaked through, she has been using Skeletons as the illusions of fake people, it is a very rare and powerful magic that she possesses, along with

the power of the Reality Mutagen (Level 6) which has created this large scale fake reality to attempt to save the dragon. The illusion of Yen Venger is something strong as well, she is portrayed as a very attractive woman in a silver dress, but in reality she is covered in scars, burn marks, and a deformed right arm.

Pen Gin

Realm 5 consists of those who were lost during “The Traveler’s Reign” A new and only after life after the effects of “The Traveler’s Reign”. The realm has been ruled and taken over by the god known as the Keeper, bringing those brought into the realm into darkness, losing a large portion of their once heavy morals.

Characters:

- Tyrion * PETRIFIED
- Clarise *
- Scroton (Mutagen of Water Lvl: 3) C
- Shulker *
- Reggie * K
- Princess (Mutagen of Fire and Mutagen of Voice: lvl 10)
- Rickon * (Semi used)
- Sansa * C
- Marchez Tridon*
- Cole, From Lego Ninjago TM * Crystal

- Anstrum * K
- Victor
- Gnoble Gnomius, The Gnoble Gnome (Mutagen of Death: lvl 4) * Crystal
- Kai, From Lego Ninjago TM
- Samuel Tridon * C
- Pat Hatter* C
- Liligan the 17th * DEAD
- Maylin Elqen *
- Tyna Villie * DEAD
- Lorthos (Mutagen of Illusions) * (Semi Used)
- Lannite #2 *
- Lannite #6 *
- Veronica
- Luna
- King Samatrese*
- Empress Agane * C
- KING K
- Sonju * C
- Montagrue * C
- Fuvor
- Hitch Mackerel (Idol of Malar) *
- Amora Ai (Enchantress From Passion Lake)
- Jubilex *
- Grimble the Toad
- Lizard King * DEAD
- Phillip Garnier
- Rhogar
- Glob & Glum (Krenko Speed Goblins) DEAD
- Krenko DEAD
- Elisande
- Jett, The Teller of Tales

- Captain Fathnir DEAD
- Skye

Story Questlines:

A Missing Bird: (Story Quest) [Wery] {Guild: The League of Villains}

Carter has taken up the job of journalist as Ethae, The Guider of Souls, has left on a quest. Apparently she has a theory about what happened with the traveler, and is now on the search for more information.

The party starts off meeting with Carter at Wery, when they arrive, he will spend some time conversing with them before he has to go back to work. He will mention that Ethae was studying into the Traveler and what god he was, and she came up with some sort of theory, but before she could properly explain it she left. All she said was that she needed to meet with an old friend that she was on the council with.

Going back into the guild, the party needs to find Orpheus The Traveler, a knowledge outlet of the world. Orpheus currently is inside the Emeraldian Palace, as he has been using the palace as a base of operations. Orpheus will say that he has recently been visited by Ethae and she was asking him specific questions about what the world has previously. After a long conversation, Orpheus will say that she was looking into 6 gods, many of which Orpheus has heard very little and only brief tales of. And the one she was most intrigued by was the Traveler, which that name he knows. She was questioning if it would be possible for the Traveler to have a temple inside one of the four realms. He will chuckle saying that he never thought Ethae was the religious type, but of course she is searching for something more important than her work, which very little is in this world. After our discussion, we decided that if there was one, it

would be the area with the most change, as Traveler is the god of change, she decided around Castletop may be the best area. Not only has Castletop been deserted, it also went from being on top of a snowy mountain, it now hangs off a shore in the south of Bukiyo.

When the party arrives at Castletop, they will be greeted with a castle made out of gold, shining through, and the golden girl herself, Domadice. She will introduce herself, yet state that there are familiar faces in the crowd, and ask if she could do anything to assist the party. If they ask about Ethae, Guider of Souls, she will answer honestly, that she arrived a few days ago and asked if I had done much exploration around Castletop. I told her that I have done some, but not as much as I would have hoped, and I told her I didn't really get to explore the east much for what it is, so perhaps what she was looking for is in that direction. She left with a thanks after spending a night to rest, and she went on her way, a very kind soul.

Domadice will be easily persuaded to go if the party asks, and she will bring along her small but powerful gang Yahya, the Blood Genasie, Yojo, the Bulezau, and Auntie Akid, a Micro Green Dragon.

After some traveling down the mountain, the party will spot a large hole that has bellowed out in the forest, when approached it seems as it is a sinkhole, and the party will have to make a dexterity saving throw as the floor beneath them is bellowing out even more, dropping into the cavern below.

Inside the Temple of "The Traveler":

The party will drop down onto a set of stone bricks, with a set of stone stairs climbing down. There isn't much in the front room, but stepping down, there are two doors, in the center sits a pillar, and on that pillar are faces carved out. On a high perception check it can be seen that the faces are in pain, screaming and crying. There are two doors, one on the left that shows a bunch of faces smiling all happy, and another that is frowning. The one on the left is unlocked, but the one on the right is not.

Happy Door:

The hallway opens up immediately to a small bridge that you can walk over, the bridge is made out of a light pine wood, with water rushing underneath that seems to go down a large drain. If the party were to jump in the water, it would do acid damage on their feet. If they break inside the drain, they will see that the water rushing down into a large void, but across a large gap sits a treasure chest.

Drain Chest:

- Traveler's Gift (4th level transmutation Spell): Range 60 ft: You choose one creature you can see within range, that creature must make a CHA saving throw or one of these random effects occur: (Wizards, Druid, Paladins)
 - The creature has no movement until the end of their next turn and temporarily goes blind
 - The creature begins to see large snake worms coming out of the ground to attack them, the creature becomes frightened
 - The creature begins to grow a lot of fur, hair and claws, turning into a werebeast for 1 hour.
 - The creature begins to grow warmer, and eventually hot, as they feel like their skin is cooking them from the outside.
- Traveler's Mask: The mask can transform you into one humanoid creature for 10 minutes once per long rest.

The hallway will continue to open up with a circle room and a small pedestal. Inside the small pedestal is an empty crib, the blankets and pillows have been removed. On the side of the pedestal it reads "For The Young Is Born, A Quest Has Begun, A Death, and a Victor, For The One Who Reigned Supreme Was Toppled By The Dark"

There is also a chest in the room, but the chest has been opened and looted it seems like. The room continue down to a staircase going down that opens up into a large room

Idol of The Traveler:

The room opens up to depictions of a man burning a golden tree. At the very top of the tree, there can be seen a fairy man flying away carrying 3 people. The man in the depiction is watching with a large smile on his face as it burns, but his eyes and top half of his face are crossed out. On a high roll it can be seen that the man has a dagger at his side, and that he is seemingly wearing emeraldian gear.

On the back walls, sits a switch, and a large message:

A friend to many, the Man lives a life of lies in prospect of change, for the idol of the Traveler was chosen long ago.

There is nothing else in this room, but if the party rolls high on investigation it can be seen the depiction is framed with golden branches, and on an arcana check it's known that these are branches from Ashvattha. The branches themselves are made of an indestructible magical wood.

The switch will make a loud noise, but all it does is unlock the frown door.

Frown Door:

Inside the frown door, it immediately has a stone staircase that leads down into a mushy, dark and wet pathway. After some steps the party is led into a small room that sits a well. Inside the room, it has the statue of a man with a blank face and expression, beheading a man over the well. If the party goes into the well, swimming down they can find the head, which is the head of a two faced man. The side of the well in celestial reads: "For Change Must Come From The Prophet".

The path goes further down into a skinny hallway, halfway through the hallway sits a trip wire. If the trip wire goes off, a razor-sharp blade shoots out that is the length of the hallway to hit everyone's side.

The room opens up into another large staircase leading down. It reads again in celestial "For Changes Of The World Takes A Lot Of Energy, For A Source Of Power Greater Than Imagined Is Needed" The stairs continue down, as they do, any

shapeshifter/lycanthrope/shifter must make a constitution saving throw of 17, or automatically shift and go rampant. (This Includes Anjee and Oswaldo).

At the bottom of the steps sits a large oak door, inside the hallway is covered with faces of all different races, sizes and varying material. All carved out onto the wall, none of the faces seem familiar, but they are varying in emotion as the party goes down.

The room will open up and drop, as underneath is a large field of grass, water, and an apple tree. Underneath the apple tree there seems to be a small tent. Inside the small tent, is Ethae, The Guider of Souls, who has been exploring the temple and decided to take a rest here. Ethae has a baby with her, the baby has a faint purple to its skin, dark purple eyes, and seeming razor sharp fingernails. The young baby is already sitting up, and playing with toys Ethae has made for it.

She will explain that she found this temple two days ago, and very quickly she found this baby, but she had no way to escape with it from the hole that opened up underneath her, so she just continued fourth with the baby, making the most of her rations. Luckily she found this apple tree, which seems to be safe as she has been eating the apples for a day now, and she still feels fine. She knows they aren't magical at least, other than the fact that they are growing underground. She will explain she found all the writings that they found, and she thinks some pieces are being put together, as she has multiple theories. But she thinks the answer to all her questions lies high up on that cliff. She will point up, to the otherside where a large cliff about 150 ft tall sits, with a large ridge opening. Ethae will state it opens up to another room she believes, she just has been afraid to make the climb with a baby on her back, but he has been growing at rapid speeds, so the longer she waits the heavier he gets. Ethae will state that she has decided to name the baby Chance.

Dragon's End Room:

After climbing the cliff, the party will be faced with a very large stone door that seems very difficult to pull open, there is no ledge that you can step on. The door's writing states, "For the Last of The Olden Must Be Used To Create Changes In The World" in Draconic.

After getting the door open, the party will open the door, the room is dark. But after lighting a torch, the party can see the scales and head of a large white ancient dragon sitting. The room opening is vast, at least 200 feet in size, as the dragon curls up to fit. The stench in the room is terrible, as it smells like death and rotten flesh. As the party continues, the step in pools of the dragon's blood, as its guts have been carved out, leaving strands of its intestines over the place. At further inspection, it can be seen that parties of the dragon have been eating, leaving large bite marks in his face, claws, tails, etc. Its whole lines of intestines are missing however.

Ethae will say that this must be the power source the writings were alluding to. On an insight check, it can be seen that something is bothering Ethae, that things aren't adding up to what she expected in her head. After a while she will state her theory, she doesn't believe the Traveler won at all. She knows and has spoken to Prince Naresuan about the events that occurred, that he forced them to decide lives and places for the realms. But what bothers her is that the Traveler isn't the God of "The Changed" he is the god of *Change*, continuous and endless change, a cycle of it. He has shuffled the worlds, and broken them for what they are, but after time, it will heal and things will be back to normal, and they already have with the guild getting there. If he won, we should see more change, an endless change in fact. But we don't think things are stable again.

If the party doesn't notice it first, either Ethae or another NPC will point out that inside the dragon is a whole that continues downwards.

Inside the Temple of The Keeper:

Going down into the hole that was inside the dragon, the party will be led to the start of the Temple of the Keeper. The stench inside the room is terrible, the ground inside is a thick and mushy mud, and as the party continues down a hallway, the walls have bubbles of gelatinous cube sticking out.

Soon the hallway will open up into a large room that has a statue of a very fat man holding a chain, but inside the room is a horde of zombies. On a nat 20 perception

check, in the back of the room a floating chair can be seen floating away into the back. The chair is admitted to a low gray fog.

On the floor of the room are blobs of Gelatinous cube that replace the flooring. Creatures inside the room.

- 2x Beholder Zombie :
<https://www.aidedd.org/dnd/monstres.php?vo=beholder-zombie>
- 6x Greater Zombie: <https://www.dndwiki.io/monsters/greater-zombie>
- 2x Skeletal Juggernaut:
<https://www.dndwiki.io/monsters/skeletal-juggernaut>
- 15x Zombies: <https://www.dndbeyond.com/monsters/17077-zombie>

After the party clears the horde, they can get a much better look of the room. In abyssal undeath the statue reads “The reign of change was short lived, as the man of the gluten took control quickly” The statue can also be seen better, as the head of a werewolf sits pierced on the chain, and the statue is covered in blood stains and fur. On the other side the keeper is draggin the rest of the body behind him, which can be seen to be human and not covered in fur.

In the back of the room is a large oak door that is slightly cracked open. Inside the room sits a high tower, that is surrounded with a large moat of water that is moving at an insanely rapid rate, on the top of the tower sits a Lich, protecting a coffin. The lich will send out an army of zombies to attack the party. At the base of the tower protects a turned and monstrous Hitch Mackerel.

The party will recognize Hitch Mackerel as a man that met them when they went to face the dark six, in which he died there. But he is seemingly back, around him a small gray fog floating underneath him, his skin has turned an ashen gray, and his eyes are a sunken black. He won’t talk to the party, but he can understand them, and will fight with a high amount of fighting prowess.

Lich: <https://www.dndbeyond.com/monsters/16943-lich>

If the party defeats the Lich, the party will be able to reach the coffin. The coffin is a dark oak, with the symbol of the Traveler on it. Inside, the bones of the Traveler sit. The bones themselves are highly valuable, as they have a massive magical energy in the realms of Confusion and chaos.

When the party reaches the coffin, a large chain is going to shoot out and try to yank it back from them. It will be dragged down and through the very long and winding hallway. The party has a chance to get it, but if it gets all the way through they will be faced with a large zombie storm giant, who will give the coffin to a man floating with gray fog around him, who will float away and escape into the next room

Storm Giant: (<https://www.dndbeyond.com/monsters/17026-storm-giant>)

- Add Zombies Resistance, Increase AC to 18, and give Damage immunity to Necrotic

Inside the next room is a large tree, along with a pond. Behind the tree and the pond sits a very large seemingly purple widow. In Front of the tree, there is an African American man being bound by the arms of skeletons, the man seems beaten and broken. He is very out of it, and when the party goes to him, he will beg for water.

The tree will move and protect the man as the party tries to get to him, and the floating chair will flee through the purple window.

When the man is freed, he will explain his name is Jebidiyah, and that he has been held captive ever since the fall of the Traveler. He will explain that he was there to witness what happened. He will explain that he saw the heroes step in to free those held in the mansion, that once the heroes fled back home after holding the traveler back long enough, The keeper stepped in, while he was weaker. Their battle raged for days, but in the end, the Keeper won with assistance from some of the others of the dark six. But I watched and did nothing, so for that I was held captive.

Portal to Pen Gin:

The purple window shows a large world, stormy and mountainous. The window is solid if you try to go through, and on the sides written in Abyssal:

- The Faceless: (Grixen) * GLOW
- The Emerald: (Myra) * GLOW
- The Water: (Teysa) * GLOW
- The Earth: (Gaea) * GLOW
- The Fire: (Boz) * GLOW
- The Endless: (Squee, The Immortal) * GLOW
- The Tamer (Phillip Garnier) * MARKED
- The Child: (Chance) * GLOW
- The Failed: (Professor Yonki) * GLOW
- The Knight: (Mormont) * GLOW
- The Knowledge: (Ethae, The Guider of Souls) * GLOW
- The Secret: (Urdin, Keeper of Secrets) * GLOW
- The Health: (Sofus, The Healer) GLOW
- The Opener (Yoghi, The Bear) GLOW

When they get to the portal two of the words will be glowing purple, as Ethae and Chance are both their, lighting up “The Knowledge” and “The Child”

Soon the party will be faced with having to figure out who the rest are, as the portal is sealed without them here. They all must be in attendance as the lights will go away if they aren't close enough. Jebidiyah will explain that whatever is behind there, it is the Keeper's domain now, and it's only growing in power. Hearing that Ethae will shoot up, saying that she was right, her theory was right! Souls cannot be destroyed, nor created, they are just endlessly moving from one life to another, one realm to another. In a constant motion, The Traveler never destroyed any souls, not even a god can destroy a soul.

Professor's Troubles: (Story Quest) {Guild: The Baker's}

Professor Yonki believes he is being chased and attacked by a being of extremely high power that is specifically searching for him. For now he has been hiding in the guild, but he is afraid that soon the being won't even care about that. Major Sequoia and Christen Cassidy take rotations to not leave his side, while Prince Nareusan and Lucy scout for the creature hunting him.

The party will describe the beast as a taller demonic creature, with large talons and purple eyes. The creature felt human to Yonki, but it seemed so much stronger than that, both physically and magically. He will explain that he was investigating the remaining pieces of the Physical tree of Ashvattha, which he believes to be planted to the east of Bosque. But he never got to it, as the creature attacked and is seemingly protecting it. The creature protecting it is Montagrue, as Sonju gives chase to Professor Yonki. They plan on extracting the large portion of Ashvattha that has been found to be used for the Keeper. If they succeed, Keeper will be granted the power to arise at any portion of the realms at any time, and not just through portals in the realms, allowing him to rise in many different places

Professor Yonki has been getting hunted down by Sonju, who has been turned by the Keeper. Professor Yonki must find a way to save himself from a high leveled fighting demon that is hunting him. Sonju will state that the "Darkness" requires professor Yonki if attempted to reason with. Sonju will fight with a large rope dart chain with a sickle at the end.

A Signal of Distress: (Story Quest) {Guild: Emerald's Mine}

Princess Myra Charatuese, Jett The Teller of Tales, and Grixen have been getting a magical distress signal from a strange location south to the Emeraldian Palace, after

further investigation, they have sought to ask for assistance from other guild Members as they are concerned about the encounter.

Once the party gets there, Princess Myra will introduce herself and reacquaint herself properly to the party. Soon after she will explain that there has been a magical ward signal that has been occurring 4 miles South of the Emeraldian Palace. She was going to go alone, as she wasn't very concerned, but after running into Ethae and talking with her, Myra discovered the signal began right as the party went into the Temple. She will state she has gathered Jett and Griexen in a short time to also accompany them, for extra precaution, and with a party of this size and status, she feels much more confident approaching this. She believes now that it possibly is a trap that was set up to lure in either herself, her brother or her father, as it is so close to the Emeraldian Palace.

Approaching, Myra will explain the signal is nothing she has ever seen before, it is a Sylvan/Fae signal that seems to be only calling Fae creatures. Continuing towards the spot, she will say there is a small ringing that has been rattling in her brain, along with on any map she looks at there is a green glow. Jett will confirm that he also sees and feels this way, but any other creature who is not of Fae descent will not feel that.

As the party approaches the mark on the map, they can see a large tree trunk that it is pointing on. Once they get there, a teleportation spell will go off in a 50 ft radius, trapping everyone in it.

Inside the Satyr's Lair:

As the party gets thrown inside and teleported, the party will look around and see that they are in some sort of pocket dimension focused around the FeyWild. But something is aerie, as the air itself falls with ash, trees seem dead and withered. There are large iron gated walls that trap the party inside, with a large-scale magical wall of force covering the top. This whole thing is a large-scale illusion created by Lorthos, with the Illusion Mutagen. They are actually inside a large cavern system.

Beginning Room:

The starting room really lays out the area and setting, without much special about it. However if the party rolls high enough on a perception check they will discover they are not alone, but Sprites are hiding from the party. On an insight check it can be discovered that they are waiting patiently for the party to continue. If the party never finds them, the sprites will curse them by giving them disadvantage, causing levels of exhaustion and causing damage.

Flower Room:

The next room consists of the Flower room. A fresh garden of Roses and Daisy encaptivate, but as the party continues, they will discover sink holes that are sinking in trapping the players into the mud, along with vine traps that shoot up if they attempt to fly over.

Lily Pads:

The next room is a room filled with a lake of acid, on top of the small lake are lily pads that allow the player to hop from spot to spot. It can be seen there there is a creature swimming in the acidic water, as a large mutated Nereid lives here. On her defeat the party will receive a magical key.

Secret Room #1:

A small room that has a golden and dark oak treasure chest inside. It cannot be unlocked with a sleight of hand, and if it has spells cast on it, the creature who casted the spell will take 4d12 force damage.

Kingdom's End Room:

This room will have a vast pit inside of it, inside the pit is a large amount of dead elven folk, it can be seen on a high investigation check some of the dead elves are elves that once lived inside the Emeraldian Palace up until a few days ago, and some were dressed to resemble Myra, Aegor, and Axin. As the party moves past the pit, the Elven will begin to rise from the ground, and large trees will sprout magically from the ground. These zombie elves will be casting tree strides and lashing out at the party, while simultaneously attempting to grapple them and drag them into the tree.

The Courtroom:

Inside this room will show and depict King Axin sitting at the top of the Judge, and the jury sitting alongside. This 3D full reenactment is created using dead corpses that match the species. It can be seen the depiction of King Axin handing the Satyr man in the front a scroll. Reading it written in Syllan and blood states "I Sentence You To Internal Turmoil". As the party continues, a large echoing voice can be heard, "What Shall You Be Sentenced Too?"

Betrayal Room:

This room shows a large iron statue of a devilish man holding a lamp, this statue towers around 30 feet tall. On the side of the lamp hangs a Satyr man, this satyr man is a depiction of King Samatrese, and his armor. This corpse is hanging above a gelatinous cube, which is bubbling and will reach out and attack the party. The Gelatinous cube has the ability to cast misty steps.

Room of Destruction.

This room will have a large scale depiction of what happened during the fall of the Emeraldian palace, showing off the many who gave their life in order for this to succeed in varying ways, large mold of ooze is enrapturing different corpse, including those of Gnoblie Gnomius the Gnoblie Gnome, Rickon Masuke, Phillip Garnier, King Samatrese, Samuel Tridon, and Galamad. As the room continues the party will have to dodge blasts of ooze that launch out, creating Ooze Plasmoids that will run and attack the party. The party half way through the room will find the hallway that connects to the final room. But pushing further towards the center. The party will find a large treasure chest inside a large circle of the ooze creature.

Inside the chest is an Acid Ooze Whip, which deals 1d6 slashing damage + 3d6 Acid damage at a range of 10 ft. On a failed Con save of DC 16 the creature will lose half of its movement until the end of its next turn.

Hostage Room:

As the party goes through towards the hostage room, the signal can be heard by everyone, creating terrible pain for Myra and Jett. It can be seen this causes no pain towards Grixen at all. As the party continues, the long and enduring hallway, they must make a high perception check, on a success they will know that their entrance has seemingly been sealed. A magical darkness will take place inside the room, causing the players to only be able to see 10-15 feet inside. As the party approaches, they will get hit with the stench of feces, blood, rotting flesh, and piss, as chained to the wall is a man whose face is wrapped in bandages. In front of the man, is a set of sewing tools, and wood chips that are splintered along the ground. Myra will approach the man, who on close inspection can see that he is nailed to the wall, from his wrists and his biceps. The man will croak, gasping for air. Myra will lean close, and ask the man his name, for the first time terror can be heard in Myra's voice. "Gr- Grixen" The man will croak. At the moment, the Grixen the party has been traveling with will lash out and attack the party, after going invisible and flying into the air. The man attacking the party is none other than Reggie the Penguin King. As the fight ensues against Reggie, a scammering can be heard as on the ceiling Rickon Masuke is crawling around ready to attack the party. And the main fighter will emerge, showing off King Samatrese. If the enemies begin losing, Rickon Masuke will flee.

Hunted Down Knowledge (Story Quest) {Post: A Signal of Distress}

After the events about the hostage situation and Grixen, both Myra and Jett will contact the party soon after the events of what occurred, giving an update on Grixen's condition as well, and would like to have a meeting with them as a whole to discuss the events and what to do moving forward.

At this meeting, many people of high importance will gather, this includes Ethae, Guider of Souls, Carter, Orpheus the Traveler, Princess Myra Charatuese, Jett, The Tale Teller, Prince Jamie, and Prince Axin Charatuese. This meeting will be held at the Emerald's Mine Guild. After some conversations and updates about where Grixen medical help lies, Myra will reveal that Seele and her team have put Grixen at top

priority for medical assistance, but either way looking at it, his days of being a shapeshifter are over, as the enemy has carved his face off. That being said, Myra will talk about identifying their attackers, and if she is correct she believes that the three assailants were Reggie, The Penguinian King, who was able to fool us due to his prowess as a shapeshifter, Samatrese, and Rickon Masuke. The large concern is Rickon, as if he has cut off the face of Grixen, he has the abilities of a shapeshifter, and if Mutagens transfer, the power of a level 6 mutagen of the Beholder. That being said, Rickon was able to flee the scene. And when Reggie and Samatrese were defeated, a large chain came out of the ground and dragged them into it.

Ethae will not only seem stressed about the idea of Rickon attacking and lashing out, but about the chain as well. Ethae will state that if she is correct, we are dealing with another of the Dark Six, but this time it is not the Traveler who is messing with us, but instead the Sovereign of Death and Decay, The Keeper. Soon after this, Professor Yonki will walk in, and apologize for his tardiness. Professor Yonki will state he agrees with this possibility after being updated on the events. He will then explain what he saw before he left, the world he formed dropped into darkness void of nothingness, which is what perhaps The Keeper was able to gain so much power off of.

Prince Axin will speak up, asking about the explanation of the chain reaching out from the ground. In which Carter will bring a theory that maybe they were brought back to wherever they are with the chain. Axin will ask if they killed them, or they were defeated, in which Myra will respond that I believed to be dead. Jett will throw in his theory stating that maybe the chain was only to retrieve the physical body. Carter will state that their souls never came through Wery, meaning that they could be going somewhere else. Not only that, he still has no idea where the souls are going that are dying. Axin will state that it is possible for a fifth realm that holds the dead. Ethae will question that, as if that is the case, could it be possible that this Keeper realm and the realm of the dead are one in the same, or two separate entities. Orpheus will state then if they are one in the same, The Keeper will only grow more and more in power, the more we fight amongst one another. That theory causes the meeting to grow silent, initiating Myra to state that they are facing a seemingly unkillable enemy that was once our comrades that only grows in power the more they wait, in which, how do we defeat them. Ethae will state that a soul never dies and can go back to its same realm, so

perhaps, if we are able to invade and kill inside the Keeper's Realm, they will be dead for good, it will most likely create another realm to branch off of. The group will discuss ideas of who the people are that are necessary to lift and break the portal.

After the meeting, Ethae will pull Oswaldo and his group aside, and talk about Chance. Stating that Chance is growing up quite fast, and she would love for them to come visit him if possible. She has Teysa watching him right now, her and Jay have been training him to fight physically, while Oprheus and I have been training him mentality. He has made great progress, and has a good character to him. He is the equivalent of 13 years old now, in only a few weeks time.

When the party goes to Wery to visit him, It can be seen that Teysa and Jay are fighting an enemy off. As Rickon Masuke has launched his assault on Wery. When the party arrives, both Teysa and Jay are wounded heavily, but are scraping by in defending Chance, and that they have arrived at the right time.

Ethae will ask for some of the party to escort Chance away, but he cannot go through the guild, and some to help defend. Carter will volunteer as an escort.

Fighting Rickon:

The side that stays to defend off Rickon will be faced with the high level sorcerer with the abilities of a shapeshifter and the Beholder Mutagen.

| d10 | |
|-----|--|
| | Effect |
| 1 | Charm Ray: DC18 Wis, Charmed 1hour/Until harmed |
| 2 | Paralyzing Ray: DC18 Con, Paralyzed 1min/Repeat save at END of each of its turns. |
| 3 | Fear Ray: DC18 Wis, Frightened for 1min/Repeat save at END of each turn. |

- 4 **Slowing Ray:** DC18 Dex, Half Speed, no reactions, must take action OR bonus action; not both, 1min/Repeat save at END of each turn.
- 5 **Enervation Ray:** DC18 Con, 36 (8d8) necrotic/save for half damage.
- 6 **Telekinetic Ray:** DC18 Str, moved 30ft in any direction and restrained until START of BEHOLDERS next turn. Object weighing 300 pounds or less moves 30ft in any direction. Has fine control over objects.
- 7 **Sleep Ray:** DC18 Wis., fall asleep for 1min. Awakens if damaged/Creature uses action to wake target. NO EFFECT on constructs/undead.
- 8 **Petrification Ray:** DC18 Dex, creature is restrained. Repeat save at END of next turn or become Petrified. GREATER RESTORATION/other magic ends this effect.
- 9 **Disintegration Ray:** DC18 Dex, 45 (10d8) Force damage. Creature becomes dust if reduced to HP:0. Large/smaller NONMAGICAL object/magical force is disintegrated in 10ft cube.
- 10 **Death Ray:** DC18 Dex, 55 (10d10) necrotic damage. DIES if reduced to HP:

The Escort Team:

The team that begins to escort Chance will be faced with Liligan the 17th, who has been split up into her 8 different personalities and will attack the party in different forms. Liligan will attack in a way attempting to push the party back together so both her and Rickon can assault the party at once.

Lost Animal (Story Quest) {Guild: League of Villains}

Phillip Garnier has been keeping track of the animals inside the guild, when he ran out to get food. When Phillip came back, many of the animals were missing, he spotted someone fleeing the scene, but after giving chase he was unable to catch them. Now Phillip is requesting the help of his own guild, along with Patricia Hatrick, who has offered her help to Phillip.

Investigating the castle grounds, it can be seen that there have been a few vampires killed who were being used as surveillance cameras by Anjee Markov. Along with the blood splatters, they can find uneven footprints that have a very long and wide foot shape. On an arcana check it can be discovered there is a high amount of magical energy correlated to the footprints. As they follow the footprints it can be seen that they are completely gone at one point, most likely a teleportation spell.

Soon after those discoveries, David will receive a sending message from Dr. Kalzit explaining that the Hyperion Pharmacy was ransacked and attacked, and whatever came through took Kiana. Going to Hyperion Pharmacy, Dr Kalszit will explain that many of the medicines were taken, along with experimental creatures, some have stronger abilities as they were experiments that Anstrum worked on. Dr Kalzit will explain that Kevin attempted to stop the burglar, but failed to do so, and is currently in the ward, and he was able to get a good look.

Kevin will be in the ward waiting for the party, as he is feeling better after Seele is providing healing magic to him as well. As everyone walks in, he will be explaining that the burglar was an older Haregon man that was able to cast powerful magical spells. Soon after, the party will put the pieces together that it is Pat Hatter who has ransacked and attacked the party. After some tracking it can be discovered that Pat Hatter has fled to Widow's Lake, hiding inside the old crypt.

If the party arrives, Pat Hatter will threaten the unconscious Kiana. As the party approaches, Marchez Tridon will lash out and try to get the jump on the party. On a high

perception check it can be seen that Pat Hatter is wielding a very powerful and high energy magical item at his side. This magical item is the bag of friends, which he is using to collect and steal powerful creatures from the realms / guild. If Pat Hatter gets caught, he will attempt to teleport the bag away.

Hatching The Egg (Story Quest) {Guild: League of Villains}:

2 Days ago an attempt was made to steal the egg of Tiamat. Luckily Mormont was able to defend it against the attacker. He never got a great look at their face, but he believes they will attack again, and he doesn't feel the guild to be a safe spot. Both Rhaella and Mormont are now traveling the realms to keep moving with the egg, and to find the necessary ingredients to hatch it. Rhaella believes that she knows the location of powerful Acid that can be used, and has sent a message into the guild for proper assistance.

The party will be teleported to the Grotto, where Rhaella and Mormont will meet them. They will explain that the Grotto sits on a peninsula, but across the way is a very large but inhabited island. Many of the realm have no idea what lies on the island, this being said, Mormont and Rhaella both have a strong gut feeling about the island holding some sort of prowess for the possible ingredients of the Hatching of Tiamat that may lie on the island.

Onto the island a small magical fog that hangs low is spread out everywhere. As the party moves through, it feels as though things are moving around them, confusing and making it difficult to move around with any sense of direction.

The party will keep moving through, and on a high perception check it can be seen that there is a spirit following their everymove, from the distance it can be seen that it is investigating and trailing them. If the party attacks the spirit, the spirit will flee by going through the ground. On a high perception check, it can be seen that the spirit is of a young girl, and a dog spirit at her side. On a high investigation check it can be seen that the spirit resembles Clarise, The Ghost Girl. As the party continues, Rhaella will state that the fog is turning a slight green. Soon the party will be able to hear claws

scattering on the ground, clawing their way on the stone circling the party. Soon the Lizard King along with an army of Lizards will leap out and attack the party. As the party is facing them, they will have to make a DC Charisma saving throw of 18, or begin to grow disheartened in the fight, causing disadvantage on attack rolls and advantage on attack rolls against them.

As the fight brews on, a seeping goop will begin to spread through the party on the ground, if the party touches it they will take 2d6 acidic damage. Soon, as the lizards distract the party, the ground will open up into a large sink hole, in which Rhaella will cast a large wall of force for the party to land on. It can be seen a very large and monstrous ooze monster is sitting underneath, and soon the lizards will leap down and target Rhaella to attempt to break her wall of force, alongside the lizards however, Tyrion the lion will rage and attack the party. While this is happening, Juiblex will begin attempting to leak through the wall of force, digging its way around. After the fight, it will be revealed that Juiblex was on top of and digging into the Ancient Green Dragon's Dungeon, where the party can find the Acid they are searching for.

The Scythe (Story Quest) {Guild: Hyperion Pharmacy}: (Requires Seele Played)

Gurdon Guido has reached out to Seele and Valonia to talk about an artifact in the possession of the Guild, after the conversation it was learned that the Guild has been breached, and Gurdon has recruited Seele/Valonia and has now asked for the assistance of others in search for the item.

When the party arrives, it can be seen Gurdon, Seele/Valonia, Kiana, Patriot, Ludere, Elisandre, and Kevin are all awaiting them. Gurdon will bring up an image of a large scythe, the scythe is white, black and red, prominently the darker colors with the pops of white.. Gurdon will explain that the Guild has been tampered with, and with everything going on the trust in the security of the pocket realm that is the guild has been questionable. While the scythe was being moved to a more location, the carriage got attacked by a small group of highly powerful magic users. The only person who

survived this is in the med bay currently, and will be accompanying us if she feels better in time. This person is Suzzana Corey, a highly powerful Mutagen wielding adventurer.

The party will be led to the south of Chisa, where the crime scene is laid out, it can be seen that other guards that didn't survive the incident are still there, some of them being higher leveled adventurers including Diamond adventurers. The scene is gruesome, many of the adventures have guts scooped out, bite marks all over them, it can be seen that their weaponry has been looted as well, including any magical items they may have on them. Gurdon will state that they magical items recorded from this smaller guild were pretty powerful, included a sword that shot waves of flames out at its side, along with a shield made out of ice that could cast Wall of Ice once at any time, which can be seesaw as used as there is charred marks on the tree, but a large puddle of water on the ground. Not only that, but the more obvious is a large grouping of dead goblins, each with a purple eye. There are a few zombies that are turned to stone that were seemingly rising on the party. On a high investigation check it can be seen that these zombies were raised with "Raise the Dead", but unlike the zombies at the Keepers Temple they were more powerful, but less of them. Gurdon will state that the Scythe did have a magical tracking device on it, but it was dispelled and seen traveling directly south from this location.

Moving south, the party will discover footsteps seen around, but on a high perception check the party will notice that there is a grouping of fireflies that are following them, tracking their moves. Soon the party will come across footsteps that could resemble the attackers, a human sized boot, a smaller wider foot (Possibly Dwarf) and a skinnier/ smaller human sized foot (Female Human). The cavern entrance will lead down, where there is a set of zombie direwolves guarding the cavern to alert, and after seeing the party they will begin barking to alert the people inside the cavern.

Going down into the cavern lair, it can be seen that another portal is in the cavern, this portal is slightly smaller, but carries the same inscription as the previous one. In Front of the portal is a small shrine, where the scythe has been laid out, in front of it sits 3 different people, Anstrum the Necromancer, Amora Ai The Enchantress and Cole From Lego Ninjago TM . Above the shrine sits a captured squee, who is getting tormented and killed endlessly as he is sitting in a vat of acid, which is dropping his body onto the floor. As the party approaches, Anstrum will raise the army of the Squee

corps to fight against them, along with Amora Ai, and Cole lashing out at them, Anstrum will attempt to continue and finish his ritual before the party can reach him.

On a high arcana check it can be seen that they are trying to remove the curse from Squee and transfer it using the Scythe, granting Immortality to someone else instead of Squee.

If Seele is able to get into contact with the Scythe, she will immediately swapped and switch to Valonia, who will sprout large demonic wings and attack Anstrum with it. At the moment, it will grant Valonia an Extra attack, +20 movement speed, 40 temporary health, the scythe itself will deal 2d6 slashing + 4d6 necrotic, but the longer she holds and uses it to protect herself and others, she can feel Seele getting harmed.

The Emeraldian Father (Story Quest) {Emeraldian Palace} **

King Aegor has been gathering whispers and rumors of what has been happening with Ethae and the Temple, and would like to sit down with the party and talk about it, as he has been quite out of the loop.

When the party arrives at the Emeraldian Palace, King Aegor will arrange a large meeting for the party to arrive, this includes Aegor himself, Prince Axin, Orpheus the Traveler, Elios The Slayer, Peren the First Hand, and two unknown faces. One is a dark skinned woman who wears a white dress, she will simply introduce herself as A Follower of Fate, saying that she is from Krine as a follower of Istus. The other is a dwarven man named Urdin, he seems very quiet and stand off ish.

The meeting will go well, and King Aegor would like to express his appreciation for adventurer's like them, and will say that the Emeraldian Palace is always a safe place for them. He will appreciate the party reaching out and taking time, he has heard stuff from Ethae, and he just wanted to hear from an alternate perspective on things. If the party mentions Chance this will be new information to Aegor, Aegor will also ask about Samatrese in this time, and what his rule was like.

After the conversation the party will be free to roam the castle / the palace, King Aegor will move towards the back of the castle. It can be seen on a high insight check

that Urdin is watching carefully over the King's every move, he is seemingly worried about something that he is doing.

After some exploration, it can be seen that there is a large room in the back that is guarded by 4 guards at all times, all of them are in heavy armor. On a high perception check it can be seen that Urdin is watching the door from the other side, seemingly waiting for something to happen. If the party waits long enough King Aegor will leave the room.

Inside the Room:

The Emeraldian back room has a large magical enchantment around it, heavy and inducing, getting rid of all teleportation spells and reducing magical capabilities. The room is dark and heavy, there is a desk sitting to the side, with large varying notes, and magical runes. In the back however, chained to the wall, is a middle aged elven woman. Her skin seems to be glowing a light purple, and there is fog being produced from the bottom of the cage. She is wearing a light green Emeraldian Dress, with silvery jewels around her neck, her beauty is very captivating.

She will snicker when the party enters, "Someone finally delves into my husband's experiments" as the party approaches, she will smile greatly, "What? No bowing to royalty, people these days have lost their respect. I say" Inside her cage there is water, food, and a bathroom. There is a large amount of notes on the desk, detailing experiments and notes on Empress Agane. In King Aegors writing, in Elvish, is written details about how her nature has changed inheritably, her warm smiles have turned cold and harsh, she is Empress Agane, but the personality has been grabbed, twisted to a cruel and cold evil. Her memories are intact, but she cares little for them, and tends to mock them. She came here to assassinate her husband, and she still plans too. A large hook came out to retrieve her seemingly, but Peren was able to dispel it, but it took a lot out of him to do that. Then we immediately sealed her in the vault, Now only Me, Peren, and 6 guards know about her. His notes talk about how he is afraid of anyone finding out, as they may tamper or harm her, but he has been trying to discover a way to free this twisted corrupted Empress agane from her captured grasp.

On the desk there are tons of books that involve different gods, curses, and creatures.

Books:

- Doppelgangers (Dnd Monster)
- Pelios (God of Emotions)
- Klevemor (God of Souls)
- Yurtus (Orchish God of the Dead)
- Sehanine (Elven Goddess of Death and the Moon)
- The Dark six deities
- Basheba (Lady Misfortune)
- Vampirism
- Ancient Metallic Dragons
- Shapeshifters

Each book has been thoroughly read, with some note taking in the books, describing possible theories of what's going on. The most recent book is the Book of the six dark Deities, many theories are written along with questions. This includes many notes about all 6, and connections to each one. Many of his notes focus on the Idea of the Keeper and his prominence, but he also is taking a large notice on The Devourer as well, correlating him as a possible ally of the Keeper.

Soon after some investigation, the door will open again, as King Aegor will enter, while the whole party is there. He will be very angry, questioning why the party has intruded on his study. After some discussion, his conclusion will be that he is trying to save his wife, to bring her back. After that however, a large explosion can be heard from the palace, and soon Peren will run in, saying that the Emeraldian Palace is under siege, from here roll for initiative.

Outside the palace walls many of the guards are fighting against a larger rise of a zombie army that is attempting to take siege. Many will be attempting to leak through the palace walls, breaking through the line of the Emeraldian guards. As the party moves through the palace, there can be seen a man floating on a chair around the palace, raising zombies from the ground to take siege from all fronts. On a high perception

check it can be seen that someone else is flying above him, making their way to the back of the palace. King Aegor will call for some guards to chase the necromancer down, he will ask another to move towards the guild to gather assistance, and Oprheus is sending messages to both Myra and Tanya to gather more forces.

The Zombies have been placed as a large-scale destruction so that Maylin Elqen can move her way to free Empress Agane. It is up to the party to come to the realization, if they don't, after 4 rotations Maylin and Empress will assault the party from the back.

Rotation Task:

- Round 1: Combat Starts
- Round 2: Orpheus sends his messages, Gnomius could be spotted, Prince Axin enters the battle
- Round 3: Maylin Enters the Vault
- Round 4: Empress Agane is Free
- Round 5: Maylin and Agane attack the party from behind
- Round 6: Jett, The Teller of Tales enters the battlefield, warns the party of two attacks assaulting the zombies.
- Round 7: Battles begin getting pushed together, it can be seen that Myra Charatuse, Tanya Chartreuse, and Poncho & Bongo are fighting against a wave of zombies and Captain Shulker.
- Round 8: Battle Ensues
- Round 9: If Gnomius is still alive, he will raise a zombie giant in the middle of the battlefield.

After the battle, Tanya, Myra and Axin will all confront Aegor on the matter of what occurred with Empress Agane, and at the end of the day, if Agane was set free, they lost a valuable asset of learning more information about the enemy due to his blinded emotion. Myra will state that no leader, even her father, should risk the fate of the world for self emotion, even if it is for their mother. Axin will seemingly be shocked by this, stating that at the end of the day it is still their mother, it is reasonable for anyone to act like this to protect the ones they care for. Myra will again state that the realms and the

Emeralds are more important than the life of one. Tanya will be sitting in confusion and perplexion at this. And Aegor will apologize for his clouded judgment, and he will do what he can to help and back the cause against this enemy.

Increased Forces:

- Maylin Elqin
- Lizard King
- Anstrum (Sub Gnomius)
- Scroton
- Priestess Sansa
- Lorthos
- Tyna Villie
- Samatrese
- Lanninites
- Tyrion

***The Spark of Fire (Story Quest) {Guild Among Us Squad 71}
(Requires Craig, The Battle Bard}**

Boz has been training many inside the guild in hand to hand combat, and has been able to compete with some of the best in that art, including Teysa, Jay, and Montius. As a trained and vigilant fighter, he went missing 2 days ago, now Aleysa Craig, and the rest of Among Us Squad 71 have been searching the realms for him. Craig, bitter at the thought, has requested help from Oswaldo Lucciano and his guild, as he possesses the Ledger of Souls which could narrow down their search.

The League of Villains will be invited to Among Us Squad 71 in order to help. Gaea, who has also grown an interest in helping Boz, as he was helping in Gaea's training process. As the party arrives, they will be discussing what may have happened, and the seemingly last person to see him was Jaxon, who will state that they ate dinner at Hika Tavern, a Tavern in the town Sheka, which was once an Auboonian town but it is now Bukiyo. They were simply grabbing a drink, when they went to leave however, Boz

said he had something to take care of, and they went their separate ways as Jaxon went back into the guild.

Going to Sheka, it can be seen that Boz is in this realm, along with a name that is scribbled out. At the bar, it can be learned from the bartender that Boz actually came back into the bar right after him and Jaxon left, and bought some rations to go, stating that he is going to travel north as he has something to take care of.

Traveling north the party will run into a lake, going around the lake on the other side is Courtis, a gem mining town. Going around the lake the shortest way to the right, halfway through on a high investigation check it can be seen that there are a lot of charred marks on the side of the trees. Some of the trees are burnt completely, it tends to be focused around the side of the lake. It can be seen the fight lasted a while and stretched on the side of the lake, but running through there are no bodies that can be found, and it seems the fire stops at a certain point, and then there are two sets of footsteps, one of a larger man and another of a small humanoid.

Following the footsteps, the party will come across a small temple. This temple can be seen in the name of The Keeper, it is much smaller however than the previous one, most likely a newer temple. As the party approaches, lashes of fire attacks can be seen being thrown at one another, clashing in the temple, running inside it can be seen that Boz and Princess are fighting, but on a high insight check it can be seen that they are sparring. If the party is spotted, princess will order Boz to attack the party, in which he will gladly do. Princess will continue, using both her Voice Mutagen and her Fire Mutagen to attack the party.

The Sound Of The Drums (Story Quest) {Requires: Craig The Battle Bard, Howard Monster of the Maze, Jay from Lego Ninjago™, and Seele/Valonia}

The world has been attacked and placed in distraught over a large scale of events as many of their comrades have been attacked, and The Keeper has been making his moves and using their dead friends as chess pieces in their game. Now Craig has grown

more than impatient after being left out of the loop entirely by some of the major guilds including Myra. Now Craig has sought to recruit his own group to go and investigate the temple of the Keeper, and learn what is happening.

Characters going on quest:

- Craig [PORTAL]
- Howard
- Jay [PORTAL]
- Lanninite
- Seele
- Domadice
- Jebidyah [PORTAL]
- Teysa [PORTAL]
- Sally M. Ander
- Kevin [PORTAL]
- Alyonna Frappelle [PORTAL]
- Boz [PORTAL]
- Skye [DEAD]
- Aleysha [PORTAL]
- Jaxon [PORTAL]

Inside the Temple of “The Traveler”:

The party will drop down onto a set of stone bricks, with a set of stone stairs climbing down. There isn't much in the front room, but stepping down, there are two doors, in the center sits a pillar, and on that pillar are faces carved out. On a high perception check it can be seen that the faces are in pain, screaming and crying. There are two doors, one on the left that shows a bunch of faces smiling all happy, and another that is frowning. Both doors this time are unlocked, as Craig has sent down many of his guild to clean and clear out most of what the base level of the Temple had to offer.

Going inside it can be seen that Craig has sent many individuals to move around in pairs around the temple. These pairs include “Skye and Boz” and “Aleysha and Jaxon”.

Happy Door:

The hallway opens up immediately to a small bridge that you can walk over, the bridge is made out of a light pine wood, with water rushing underneath that seems to go down a large drain. If the party were to jump in the water, it would do acid damage on their feet. If they break inside the drain, they will see that the water rushing down into a large void, but across a large gap sits a treasure chest which has been looted

The hallway will continue to open up with a circle room and a small pedestal. Inside the small pedestal is an empty crib, the blankets and pillows have been removed. On the side of the pedestal it reads “For The Young Is Born, A Quest Has Begun, A Death, and a Victor, For The One Who Reigned Supreme Was Toppled By The Dark” It can be seen this room is covered in lots of moss and vines, the humidity in this room is very dense.

There is also a chest in the room, but the chest has been opened and looted it seems like. The room continues down to a staircase going down that opens up into a large room.

Idol of The Traveler:

The room opens up to depictions of a man burning a golden tree. At the very top of the tree, there can be seen a fairy man flying away carrying 3 people. The man in the depiction is watching with a large smile on his face as it burns, but his eyes and top half of his face are crossed out. On a high roll it can be seen that the man has a dagger at his side, and that he is seemingly wearing emeraldian gear.

On the back walls, sits a switch, and a large message:

“A friend to many, the Man lives a life of lies in prospect of change, for the idol of the Traveler was chosen long ago.”

Underneath that reads:

“For now a change has occurred, one who fought must side with one another to help, as the idol of the Traveler, chosen long ago, is lost and beaten, but only together may the forces win against the dark”

There is nothing else in this room, but if the party rolls high on investigation it can be seen the depiction is framed with golden branches, and on an arcana check it's known that these are branches from Ashvattha. The branches themselves are made of an indestructible magical wood.

Frown Door:

Inside the frown door, it immediately has a stone staircase that leads down into a mushy, dark and wet pathway. After some steps the party is led into a small room that sits a well. Inside the room, it has the statue of a man with a blank face and expression, beheading a man over the well. If the party goes into the well, swimming down they can find the head, which is the head of a two faced man. The side of the well in celestial reads: “For Change Must Come From The Prophet”.

The room opens up into another large staircase leading down. It reads again in celestial “For Changes Of The World Takes A Lot Of Energy, For A Source Of Power Greater Than Imagined Is Needed” The stairs continue down, as they do, any shapeshifter/lycanthrope/shifter must make a constitution saving throw of 17, or automatically shift and go rampant. (This Includes Anjee and Oswaldo).

At the bottom of the steps sits a large oak door, inside the hallway is covered with faces of all different races, sizes and varying material. All carved out onto the wall, none of the faces seem familiar, but they are varying in emotion as the party goes down.

The room will open up and drop, as underneath is a large field of grass, water, and an apple tree. Underneath the apple tree there seems to be a small tent. The small tent has fallen apart, and the apple tree is now dying along with the grass around it.

Dragon's End Room:

After climbing the cliff, the party will be faced with a very large stone door that seems very difficult to pull open, there is no ledge that you can step on. The door's writing states, "For the Last of The Olden Must Be Used To Create Changes In The World" in Draconic.

After getting the door open, the party will open the door, the room is dark. But after lighting a torch, the party can see the scales and head of a large white ancient dragon sitting. The room opening is vast, at least 200 feet in size, as the dragon curls up to fit. The stench in the room is terrible, as it smells like death and rotten flesh. As the party continues, the step in pools of the dragon's blood, as its guts have been carved out, leaving strands of its intestines over the place. At further inspection, it can be seen that parties of the dragon have been eating, leaving large bite marks in his face, claws, tails, etc. Its whole lines of intestines are missing however.

If the party doesn't notice it first, either Ethae or another NPC will point out that inside the dragon is a whole that continues downwards.

Inside the Temple of The Keeper:

Going down into the hole that was inside the dragon, the party will be led to the start of the Temple of the Keeper. The stench inside the room is terrible, the ground inside is a thick and mushy mud, and as the party continues down a hallway, the walls have bubbles of gelatinous cube sticking out.

Soon the hallway will open up into a large room that has a statue of a very fat man holding a chain, but inside the room is a horde of zombies. On a nat 20 perception check, in the back of the room a floating chair can be seen floating away into the back. The chair is admitted to a low gray fog.

On the floor of the room are blobs of Gelatinous cube that replace the flooring.

It can be seen that in the corner of the room a very large and monstrous beast is tied to the wall. He towers over 15 feet in height, with mangled animal parts meeting

and mixing with each part of him. It can see that there are heavy magical chains keeping the creature from being able to escape, along with large bars.

As the party walks into the room, there will be many traps that can be activated, that will separate the party from one another, shooting out extremely large pillars in between the party members, Anyone who is left completely on their own as the floors raise and shift will be attack by members of the Pen Gin, including Veronica, Cole and Kai from Lego Ninjago TM, Tyna Villie, Phillip Garnier, Rhogar and Krenko

In the back of the room is a large oak door that is slightly cracked open. Inside the room sits a high tower, that is surrounded with a large moat of water that is moving at an insanely rapid rate, on the top of the tower sits a Lich, protecting a coffin. The lich will send out an army of zombies to attack the party. Gnomble Gnomius will also be there, attempting, with a similar coffin seen before only by those who raided last, except this time it has been fully summoned underneath Gnomius Control as the Dread Lord of The Traveler, and shapeshifter undead creature.

Lich: <https://www.dndbeyond.com/monsters/16943-lich>

If the party defeats the Lich, the party will be able to reach the coffin. The coffin is a dark oak, with the symbol of the Traveler on it. Inside, the bones of the Traveler sit. The bones themselves are highly valuable, as they have a massive magical energy in the realms of Confusion and chaos.

****Lich has sent away most of the party to the realm of Pen Gin, leaving only a few behind. ****

Inside the next room is a large tree, along with a pond. Behind the tree and the pond sits a very large seemingly purple widow. The tree at the pond is a treant that was placed here as a final line of protection, the treant will explain his name Sylvsteen. Sylvsteen is a wise old tree who has been rooted here for thousands of years. It can be seen that he is made out of the same wood that Ashvattha was created of. He is a child of Ashvattha, and child of the Realm Tree.

He will explain that through the window is another realm, Pen Gin, inside the realm is something that he has never seen before, something powerful. A god has claimed the land, unlike most idols who fail to succeed in a realm to take over, the Keeper has successfully claimed the realm that it is.

Inside Job:

Much of the original group that invaded the Temple of the Keeper has been teleported and placed in different areas all around the map of Pen Gin.

Group 1:

- Jay, From Lego Ninjago
- Lara Hippocroft
- Slogurk and Shibraz

Group 2:

- Craig, The Battle Bard
- Boz

Group 3:

- Aleysa the Divine
- Jaxon, The Samurai
- Teysa
- Alyonna Frappelle

Group 4:

- Kevin
- Jebidiah

- Grixen
- Myra

Group 1:

Group 1 is going to be located near the Oasis, this is where Jay from lego ninjago is spat out alongside Shabraz and Slogurk and Lara Hippocroft. Jay will be caught up about what has happened around in Pen Gin and S&S's tale of what has occurred in his life, and how Lara got free from Shulker.

Jay will most likely talk about how he believes some of his other comrades have been lost inside this place as well after the witches spell.

Soon after some conversation, a lightning bolt will shoot out of the castle and upwards into the sky, many chains can be seen giving chase to the chains.

Jay will possibly believe it is caused by Kevin, a member of his party.

Group 2:

Craig the Battle and Boz will land much closer to the castle than Group 1. Landing in the midst of the danger zone that Shabraz and Slogurk know. Walking around they really only see the dunes and the large castle. And similarly to what Group 1 sees, a lightning bolt will shoot out from the castle reaching to the top of the sky.

As Craig and Boz begin to move, they will begin to feel the earth shake, and soon a large mechanical worm will begin to attack them, trying to eat them.

Group 3:

Aleysha will be teleported with Teysa Jaxon and Alyonna, the largest sized group. They will be face to face with a large slime creature, and a large pirate ship with Captain Shulker leading. On his crew is characters:

- Captain Shulker
- Fathnir
- Luna Lovegoods
- Tyna Villie

Much of the crew will begin raining down bullets and other attacks. Trying to capture the group of them.

Group 4:

Kevin and Jebidyah will be teleported inside the castle itself. On a perception check, they can hear guards begin to talk about the prisoners inside the castle dungeon; they seemingly don't understand why The King wants to keep them alive. Apparently the King believes the one could be a good pawn of trade perhaps, or a way to get his enemies to make rash actions.

As Kevin makes his way through the castle he will see that many of the people living inside the castle vary in a few different races, but are prominently human, elf, and penguin.

Exploring the castle Kevin has a few options of where he may want to go, but the more he traverses the castle the more dangerous it becomes.

As they approach the dungeon he will see it is guarded by a woman with blonde hair and a horse. This woman is Liligan the 17th who if she spots the party will attack and send her animal for backup.

Updated:

groups have merged leaving Group 3 separated from the rest

Recap:

Information Learned:

The rankings of the enemy of Pen Gin have been discovered:

With God: Unknown

Kings:

Reggie

Anstrum

KING

Council:

Scroton

Sansa

Samuel Tridon

Pat Hatter

Empress Agane

Sonju

Montagrue

Saw Cole, From Lego Ninjago being turned into a crystal, characters don't know the reason, but players know it is because of the crystal sword of The Real Lannanite.

Escaped with Myra and Grixen from the castle, been dealing with the worms

Group 3 is still battle against Captain Shulker and his crew

The Castle group is going to get hunted by Krenko, riding on a sled with Glob and Glum pulling it. Krenko's goal is to hold them off for a few minutes until more forces arrive.

The force that arrives there first will be Tyrion and a group of guards, once he arrives combat will initiate.

The Ship group is currently on the deck of Shulkers ship trying to defend themselves against the large waves of crew members and higher members of the crew.

Portal Defense:

Steel Worms:

- Princess:

- Victor:
 - Reggie:
 - Phillip:
 - KING:
 - Jett, The Tale Teller:
 - Elisande
 - King Samatrese:
 - Foot Soldiers
-

Main Story:

The main party left outside of the gate, time skip 2 weeks and see aftermath of actions placed during the inside job.

Draft Grab:

- Urdin
- Mormont
- Sofus
- Tanya
- Rhegir
- Montius
- King Aegor
- Orpheus
- Aleysha
- Jaxon
- Sally M. Ander
- Boz
- Craig, The Combat Composer

- Faevi
- Elios
- Axin
- Gaea
- Teysa
- Goldie
- Douglass J. Falcone
- Jebidyah
- Yoghi
- Carter
- Nokk, The Madrid
- Khopesh, The Rolling Blade
- Ethae
- Chance
- Suzanne Corey
- Patricia Hatrick
- Grixen
- Alyonna
- IzzahumanKnottaIzard
- Gordon Guidon

- Prince Jami U
- Reid
- General Taylor U
- Cumulus U
- Timid U
- Domadice U

Final Combat:

Peter:

- Craig, The Battle Bard
- Anje Markov
- Ludere
- Reiya
- Slogurk & Shabraz
- Kaepara Gaepora
- Sequoia
- Aleysa
- General Taylor *
- Chance *
- Sally M. Ander
- Urdin, Keeper of Secrets *
- Rob Zombie & Dave *

Timmy:

- Naresuan
- David
- Muramasa
- Kiara
- Ethae
- King Aegor *
- Domadice *
- Tanya *
- Nokk *
- Kevin
- Faevi *
- Douglass J. Falcone *
- Dan *

Kristian:

- Lara Hippocroft
- Jay, From Lego Ninjago TM
- Johnny “Two-Swings”
- Christen Cassidy
- Montius *
- Goldie
- Teysa
- Khopesh
- Calico Jack *
- Gordon *
- Prince Jamie *
- Grixen
- Reid *

Miller:

- Oswaldo Luchiano
- The Real Lannenite
- Professor Yonki
- Yoghi *
- Patricia Hatrick *
- Craig, The Combat Composer *
- Suzzane Corey *
- Cumulus, The Cum Shark Paladin *
- Carter *
- Prince Axin *
- Princess Myra
- Orpheus *
- Jaxon

Tyler:

- George Forgeman
- Howard
- Lucy Loxwood
- Mormont
- Gaea *
- Sofus, The Healer *
- Boz
- Elios, The Slayer *
- Rhegir, The Loyal *
- Timid *
- Jebidyah
- Izzahuman KnottaIzard
- Alyonna Frapelle

Jayden's Character:

- Vollerei
- Rhaella
- Kiana

Seele Stuff:

- mash up between the two, Vollerei
- Timer Heart

Orc God Contract Proposal:

If either party breaks, the soul will be destroyed unless otherwise specified.

In the event of difficulty of vault break in, forced assistance, cannot betrayed

In return can keep the body

Raven Queen Alliance

Give the body of Gordon Guidon (Gruumsh the Orc God of Evil)

Kiara Stuff:

Battle plan change** Modify memory spell