

Cerulean Resistance

Version 1.00 (October 2023)



Description

It was created by the Queens of Shesmont and Qrand to halt the influences of Hadaar and support the party in their adventures. Some promises were made to the group when the Resistance was formed. The party now has access to all of Shesmont and Qrand as well as the Teleportation Circles between the towns, each side is guarded for any intruders.

Beloved NPCs will be kept safe within the walls of either Kingdom, although they can be safe in any area within the resistance their safety is highest within either Shesmont or Qrand. Some NPCs when recruited can have perks that may help the party.

In an out-of-game context, this is a main hub. This can be extended to other towns if the party can convince the town to join their cause. If they do, they can become a part of their Kingdom's direct support and gain some benefits after some time. This is also part of the *Safe Haven* in the perks list below.

List of Locations & NPCs

Locations

These are the current locations that have agreed to join the Cerulean Resistance.

- Shesmont
- Qrand

NPCs

These are the current named NPCs that have agreed to join the Cerulean Resistance.

Name	Part of Group	Role	Character Info
Annette Qrand	Qrand	Royalty & Wizard++	Queen of Qrand who is a strong Sorceress. Though she has many innate magical abilities she seeks to take care of her people more than grow in her magic capabilities.
Ellis Qrand	Qrand	Engineer	Princess of Qrand is an upcoming powerful sorceress like her mother but uses her innate magic to put into tools to help others.
Kera Shereen	Shesmont	Royalty+	Queen of Shesmont who has recently been shaken from the grasp of Hadaar. Her thanks to the party for not only saving her but her kingdom and friends was to make this resistance.
Camus Krisrieth	Shesmont	Knight+	The Royal Consort, soon to be King, to the Queen and will always be by her side. He knew of Kera growing up and defended her from bullies.
Ildra Duskdancer	Shesmont	Commander +	The Vizir and Military leader of Shesmont. Kera's best friend has grown up with her since childhood.

Roles

These are the different roles within the resistance and what they can do. All roles can have a different level for example an NPC with the Wizard role will be stronger than someone with the Wizard++ role. Meaning they will have more capabilities than those of a lower rank and can help the party in more ways. After time if the NPCs use their skills enough they will increase their role status (Wizard => Wizard+).

Any character can perform a task that the party directly is not taking. However, they will get a better chance if their task is in the field of their role. For example, *Kera* can be sent to a battlefield but will not be able to help out much but if she is sent to talk with another kingdom about joining the resistance she would have a greater chance of succeeding.

Role Name	Character Info
Royalty	A political face, while there is not much that they can do on a battlefield they can hold a say in certain topics. They can help the party sway a decision in their favor by talking to them.
Engineer	Can create materials and equipment that the party can use on their adventures. This does not have to be magical for instance a blacksmith or a brewer can be an <i>Engineer</i> and an Artificer can be one as well.
Commander	<p>Has combat experience and can easily command troops. They can send off a group of <i>Knights</i> and/or <i>Wizards</i> and/or <i>Raiders</i> to go to a certain location and have them perform some sort of duty (Like safely guiding someone to another town or, heading over somewhere to help those in need). Once a group of <i>Knights</i> and/or <i>Wizards</i> has been sent the <i>Commander</i> sees over their progress so the more <i>Commanders</i> the more groups that can be sent out at a time.</p> <hr/> <p>NOTE: A party must consist of at least 1 named NPC but the more named NPCs that go the higher the chance of success.</p>
Wizard	<p>A user of magical power that can be used in a party to help protect <i>Knights</i> from other magic users. <i>Wizards</i> that are not at least <i>Wizard+</i> can not use Teleportation Circle without a spell scroll so the Resistance or Party is going to need to pay for the scrolls.</p> <p>Rough estimate for the price of Spell Scroll creation: $10 * 2.6^{Level\ of\ Spell}$</p> <hr/> <p>NOTE: The role wizard does not define the NPC as a Wizard class but as a wielder of magical strength.</p>
Knight	<p>A melee martial fighter can be used in a party to help protect <i>Wizards</i> from any other martial fighters that may hinder the <i>Wizards</i>. <i>Knights</i> are the main unit used in a party that can be sent out in place of the main party to perform tasks.</p>

Raider	<p>A specialty member of the party that is good at getting in and out quickly and being able to talk well.</p> <p>These units in a party are great for going in gaining information or stealing items and getting out without alerting anyone.</p>
Medic	<p>A standby member within the resistance that has a specialty of healing up other members of the resistance.</p>
Researcher	<p>These members of the team can be tasked to research a specific topic with all of the books and notes that have been written over the years in Minaria.</p>

Perks

Safe Haven

Resistance perk

The party can send people to a town/kingdom for them to be safe. They can also ask a town to join their forces and they gain certain special perks.

Better Trade: They will become a part of the direct trade exchanges of the gems of the town and will get better trade and funds to further the town and create a happier place for everyone.

Call on Help: Each of the smaller towns and kingdoms can call on help from the other kingdoms. This can involve sending knights so certain NPCs can go and protect towns. This creates a safe line for assistance when needed to protect all within the resistance no matter where they are.

Teleportation Circle: After consent, a Wizard from one of the towns or kingdoms, that's part of the resistance, goes there they will begin working on a teleportation circle that will be guarded by those who going in and out for the safety of not only the resistance but the connecting towns or kingdoms.

Full Access

Resistance perk

The leaders of the large kingdoms of Shesmont and Qrand have entrusted the party with the safety of their kingdoms and Minaria as a whole. With that comes with full transparency policy, there are no secrets that the leaders will hide from the party and they are given full access to their kingdoms. They have also granted the party sending stones that connect to Elizabeth, Kera, or Ellis to answer any questions the party has on the fly. The kingdom also has Teleportation Circles to each of the two kingdoms being made and will extend the channels to any other town or kingdom that wants to join the resistance and will give the party access to it whenever asked.

Magical Engineering

Ellis Qrand perk

With Ellis wanting to help her mother and the party with the fight against a strange eldritch being she wants to put her skills of Artificery to good use. She is, in basic terms an Artificer for the party and will be able to enchant their equipment. Although there are rules against an Artificer tinkering with other magical items, with her strength of innate Sorcery from her mother she can bypass that rule slightly. Each magical creation takes about a day of time to create. Each special quirk can be made 1 each but can be deconstructed and remade into something else easily.

- ☐ **Sorcerous Cannon:** Ellis creates a small cannon on a hilt, gun-like, that has different abilities depending on the type of cannon. Each ability has a discerning symbol on the gun denoting the ability type.
This is not an Infusion so needs special conditions to get access to the cannon again. If the cannon is destroyed in any way the party can spend 250 gold and 1 day of wait time to get the ability to create one back.
 1. **Flamethrower:** The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw DC 15, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
 2. **Force Ballista:** Make a ranged spell attack with a +7, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.
 3. **Protector:** The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 +3.
- ☐ **Magical Improvement:** Ellis has the ability to bend the weave of magic to her will, although still being an up-and-coming sorceress her magical abilities still need work before she has completely mastered magic.
She can take special requests from the party for certain abilities or effects to be made onto a weapon. This perk does not have a limit but will require time and gold depending on a certain perk. The DM has a complete say on what can and can not be done.
- ☐ **Artificer Infusions - Replicate Magic Item:** Using this infusion, you replicate a particular magic item. The infusions that can be created can only be from the level 2 [Replicate Magic Item Table](#). This ability can not be done for potions and scrolls. The items that can be made can be found on the Replicable Items table, some items that are not on the table can be negotiated.
- ☐ **Artificer Infusions - Enhanced Defense:** Ellis takes a non-bonus (i.e. any +1 armor) armor or shield and gifts a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.
If this armor or shield was a non-attune item prior it becomes one after the infusion is placed. This infusion can be taken off easily as long as the infuser can treat it for 10 minutes.
- ☐ **Artificer Infusions - Resistant Armor:** Ellis can take any armor and inscribe it with magical writing over armor to grant a specific resistance to a certain type of damage. While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.
- ☐ **Artificer Infusions - Enhanced Weapon:** Ellis takes a non-bonus (i.e. any +1 weapon) weapon and gifts a +1 bonus to attack and damage rolls made with the infused item. If this weapon was a non-attune item prior it becomes one after the infusion is placed. This infusion can be taken off easily as long as the infuser can treat it for 10 minutes.

- ☐ **Artificer Infusions - Enhanced Arcane Focus:** Ellis takes a non-bonus (i.e. any +1 arcane focus) arcane focus gifts a +1 bonus to spell attack and spell damage rolls made with the infused item.

If this arcane focus was a non-attune item prior it becomes one after the infusion is placed. This infusion can be taken off easily as long as the infuser can treat it for 10 minutes.

- ☐ **Artificer Infusions - Spell-Refueling Ring:** Ellis can create a small magical gold ring that has arcane writing along the side of it.

While wearing this ring, the creature can recover one expended spell slot as an action. The spell slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.