

Wifcaster Information

Description

This city is not like other cities in Minaria and is separated into four sections. On the west side near Vacill is the Earth quadrant, a town that is more natural and more in tune with nature. It has buildings made of stone and wood with moss covering all sides of the town making it blend in with the natural world. This town smells of flowers and fresh-cut grass, with the pathways made of just bare dirt and mud.

The other half of the land is the Fire quadrant. This is more of the industrial side of town, the town smells of fire and brimstone with many factory-like buildings covering the grounds and high apartment-like buildings where the people live. Most buildings are made with bricks with a very clean look. For other non-Fire Genasi or Tieflings when they enter the town it'll be very humid and warm and staying on this side of town for too long could get exhausting.

In between the Earth and Fire quadrant, there is a shopping area with multiple small businesses run by all the inhabitants of Wifcaster where all the shopping is done between all sectors

Above the Earth and Fire portion of Wifcaster is the Air section, to reach this area without any sort of flight or levitation is the use of the closed system of teleportation circles. This section is not as big as the other ones but is right above the clouds and has an all-encompassing temple to Talos, but otherwise, the homes and buildings here are very simple and plain.

In the nearby lake is the Water portion only accessible underwater. People who desire to make their way under need to be able to breathe underwater or know someone who could give them the ability to become amphibious for a short while. The town underneath the surface is large and looks like the town was carved out of the rocks from under the water. Many of the people here are very gentle and helpful. Here they use their wisdom to further their magical research.

The people who live here are mostly genasi although there are some elves and tieflings who live here as well. None of the genasi are against the cultures of other genasi and support each of them having their own walks of life. This town believes big in Talos as he is the god of Elements and Weather in Minaria, the genasi believe they are chosen by Talos to be their offspring. Talos gives the city a statue of himself and it is placed right where the Earth and Fire section meet the Compound, and on the quadrant he holds is a shard of Athroria.



The Compound

The center of the town is located between the Earth and Fire quadrants. The Compound is where everything the people of Wifcaster would need. This part of town is made of a beautiful mix of the four genasi elements. Beautiful fountains from the water genasi, stable ground, soft grass from the earth genasi, and a mix of air and fire genasi for the clean quartz used for the buildings and walkways. The gift from Talos is located in the center of the Compound.

- **Tenki Smiths**

Here is a group of special genasi blacksmiths who specialize in their special type of weapons, although they can still perform basic blacksmithing services.

Tenki Weapons:

For 100gp the blacksmiths can create a Nicirn Weapon (Simple or Martial) of the buyer's choice, and after a few hours, the customer can come back for their weapon. Once they arrive they will present them with their weapon inside a silk sheet. The blade portion of the weapon appears colorless and once the purchaser touches it it begins to alter its color. All Tenki Weapons have the same properties: *Attacks made against fiends and undead using a Nichiren weapon deal an additional 2d6 radiant damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.* But they also gain a special property special to the wielder

D6	Weapon Details
1	The weapon begins to shine a golden light. Whenever you strike an Aberration with this weapon it does an additional 2d6 radiant damage.
2	The weapon begins to become void of color and forms a dark blade. Whenever you strike a Celestial with this weapon it does an additional 2d6 radiant damage.
3	The weapon becomes a dark green color. Whenever you strike an Elemental with this weapon it does an additional 2d6 radiant damage.
4	The weapon becomes a light pink color. Whenever you strike a Fey with this weapon it does an additional 2d6 radiant damage.
5	The weapon begins to become a crimson color. Whenever you strike a Humanoid with this weapon it does an additional 2d6 radiant damage.
6	The weapon begins to shine with a silver sheen. Whenever you strike a Monstrosity with this weapon it does an additional 2d6 radiant damage.

Blacksmith Inventory:

Name	Extra Details	Amount	Price
Studded Leather Armor	11 + Dex MOD	1	45gp
Adamantine Half Plate Armor	15 + Dex MOD (Max 2)	1	750gp
Adamantine Chain Mail Armor	16	1	250gp
Adamantine Splint Armor	17	1	400gp
Shield	+2 to AC	2	10gp
+1 Shield	+3 to AC	1	500gp
Greatclub	1d8 Bludgeoning	1	2gp
Light Crossbow	1d8 Piercing	1	25gp
Shortbow	1d6 Piercing	1	25gp
Longbow	1d8 Piercing	1	50gp
Net	-	1	1gp

NPCs:

- **Slab** | Earth Genasi | Co-Owner
- **Cinder** | Fire Genasi | Co-Owner
- **Drift** | Air Genasi | Co-Owner
- **Basin** | Water Genasi | Co-Owner

- **The Smooth Rock Bar**

An average-sized bar and gambling place that people come and go to for their daily dose of drink, food, and the occasional game. There are always a good amount of people here at the bar since drinks are kept here. While there are many locals who are always playing simple card games here there are other games to play.

Bartender:

- **Fiery Fizz:** A spicy and vibrant cocktail with cinnamon-infused spirits, chili peppers, and a splash of citrus. Served with a flaming garnish.
- **Earthen Elixir:** A rich and grounding drink featuring dark, aged spirits, infused with earthy herbs, and garnished with a touch of edible soil for texture.
- **Aerial Zephyr:** A light and effervescent concoction of gin, elderflower liqueur, and a hint of mint, topped with a cloud-like foam for a refreshing experience.
- **Aqua Cascade:** A visually stunning blue cocktail made with blue curaçao, coconut rum, and pineapple juice. Served over crushed ice and sparkling water.
- **Normal Drinks are also available - [Drinking and Intoxication Rules](#)**

Games:

- **Tymora's Spinner:** The players bet 1 gold (min) and they can choose to bet if the roll of a d20 is odd or even to double their earnings or quintuple their earnings to guess exactly.
- **Run of Luck:** With a maximum of four players at a table, each putting 1 gold (min) into a pot. In this game players use their power of encouragement to get a small lizard-like creature to the other side of the table, without using magic. There are three rounds in this game. With each turn the player can choose to do a Persuasion or Intimidation Check (DC 10) to move their creature forward if they pass they can move their creature up by 1d4 plus their Charisma modifier (min 1) otherwise they won't move their creature. They can also choose to not encourage and have their creature, they will move forward 1d4 spaces. After 3 rounds whoever got second place gets their money back from the pot and whoever got first gets the rest of the pot.

1 PC: 2 NPCs +2 Cha, 1 NPC +3 Cha | **2 PCs:** 1 of each | **3 PCs:** +3 Cha

- **Gun Slinger:** The players spend 1 gold (minimum) to get started and the players then need to run 100ft without being hit by a crossbowman. They roll initiative and then if the player reaches the goal without being hit they get triple their earnings if they get hit once they lose.

Stats for Crossbowman:

- Initiative Modifier: **+3**
- Crossbow Mod: **+4** (100ft - 50ft) | **+6** (49.9ft - 0ft)

NPCs:

- **Marble** | Earth Genasi | Bartender
- **River** | Water Genasi | Dealer

- **The Elemental Skeleton**

Its exterior, adorned with ethereal blue and fiery red accents, gives off an otherworldly aura that immediately captures the attention of passersby. As you step through the ornate doorway, you find yourself surrounded by a symphony of crackling flames and gentle whispers of a breeze, creating an atmosphere that resonates with the very essence of the genasi elements. The Elemental Skeleton specializes in rare and unique artifacts that harmonize with the city's elemental theme, making it a destination for both seasoned spellcasters and curious adventurers seeking a touch of elemental magic.

Inventory:

Name	Details	Amount	Price
Brazier of Commanding Fire Elementals	Link	1	2500gp
Bowl of Commanding Water Elementals	Link	1	2500gp
Censer of Controlling Air Elementals	Link	1	2500gp
Stone of Controlling Earth Elementals	Link	1	2500gp
Spell Scroll - Conjure Elemental	Link	3	1500gp
Wild Elemental Shards	Link	2	500gp
Pyroconverger	Link	1	450gp
Staff of Healing	Link	1	600gp
Winged Boots	Link	1	450gp
Riftstrider Boots	Link	1	750gp

NPCs:

- **Beacon** | Fire Genasi | Owner

- **The Zephyr Gateway**

A somewhat large building for just a teleportation circle to the Air quadrant. Although this tall tower is big, those entering can understand its size. This teleportation circle is heavily guarded with 2 genasi in the front of the building and one right as you enter. Once you enter you are automatically under a zone of truth with the one behind a desk asking who people are and why they are heading to the Air quadrant. Once they approve them they call the other side of the section and are escorted upstairs where the teleportation circle lies. Once again see a few Wizard-like guards maintaining and ensuring the safety of the travel as well as a few more guards maintaining their high-security

- **Spell Clash Stadium**

The largest building in the compound, decorated with many flags of the main colors of the genasi. A large colosseum-like arena where it's made of stone chairs with a large dip in the center to a sand-like pit, and when looking closely there is a magical shell that domes the battle arena. Tons of different food vendors are stationed right outside when the day of the event (once a week). Above the stadium are projections of some famous competitors.

If players want to participate they just need to give a gold piece and present their stage name.

Rules:

Spellclash is a 1v1 spellcaster duel. Both spellcasters get an arcane ward with 50 hitpoints that only absorb damage from spell attacks. If this ward is broken, the spellcaster who lost the ward loses the duel. Any damage to the actual spellcaster, whether it be magic through a broken ward or attacking directly with a nonmagical weapon results in a disqualification from the offending spellcaster.

During the match, "Rule of Cool" is turned up to 11, allowing the spellcasters to do things that the rules of the spell normally wouldn't allow. Additionally, each spellcaster is granted a special bonus action that allows them to turn spell slots into HP for their arcane ward equal to twice the spell slot level (liquidating a level 1 slot equals 2 HP + a d4 times the spell casting level, a level 2 spell slot 4+2d4, level 3 equaling 6+3d4 etc, and so on). Normal healing spells do not work on the ward.

Audience Favor: There's also an audience favor aspect of the event that seems to influence the competitor's strength and their ward. The magical shell that protects the audience from any magical effect from the inside, seems to use the favors of the audience to influence the magic potential inside. When the competitors enter the arena each competitor does a performance check to try and get the audience in their favor. Whoever gets the higher performance will get their next spell cast for free. Later throughout the act, they can use a performance check to try and bedazzle the crowd for some more extra effects.

Before the Event: Dancing River dances at the beginning of the competition, she is secretly casting a Glyph of Warding spell. She is casting an Explosive Rune of Cold, if the players pass a DC 10 Perception (WIS) check they just see the beautiful dance and the movement of the dancing ribbons showing Aurora Borealis. If they pass DC 16 they notice that she is casting a spell, if the creature is a Wizard, Cleric, or Bard they can tell what spell it is though not which type of rune.

NPCs:

- **Sear** | Fire Genasi | Event Coordinator (Behind the desk)

Competitors:



Expensive Flame (Glow | Fire Genasi)
Throws gold at the crowd to get him on his side and throws gold to cast his spells while wearing expensive clothing.

Slots: 4 | 3 | 2 Mod: 7 DC: 15 Perf: 5

0	Fire Bolt	Dancing Lights
1	Chromatic Orb	Shield
2	Pyrotechnics	Scorching Ray
3	Melfs Minute Meteors	Blink



Adoring Light (Shine | Fire Genasi)
Raises her magical staff and has it shoot up magical orbs that then combine to create a magical firework and spell.

Slots: 4 | 3 | 2 Mod: 7 DC: 15 Perf: 6

0	Create Bonfire	Dancing Lights
1	Magic Missile	Ice Knife
2	Acid Arrow	Dust Devil
3	Tidal Wave	Summon Fey



Divine Sparks (Dewdrop | Air Genasi)
Creates a special gate that she jumps around in and creates duplicates of herself to cast spells.

Slots: 4 | 3 | 2 Mod: 6 DC: 18 Perf: 6

0	Lightning Lure	Minor Illusion
1	Expeditious Retreat	Catapult
2	Dragon's Breath	Mirror Image
3	Lightning Bolt	Minor Dimension Door



Dancing River (Rivulet | Water Genasi)
Wields two water dancing ribbons, she spins and dances to cast spells that attract the crowd.

Slots: 4 | 3 | 2 Mod: 8 DC: 17 Perf: 7

0	Vicious Mockey	Thunderclap
1	Charm Person	Dissonant Whispers
2	Cloud of Daggers	Shatter
3	Plant Growth	Glyph of Warding

Buildings:

- **Talos Temple & Monastery of Elemental Insight (Air)**

It stands as a venerable temple dedicated to Talos, the god of elementals and weather. Nestled in the center of the small Air quadrant, this sacred sanctuary is a harmonious blend of natural elements, a testament to the faith and wisdom of all who worship here. Inside, it reveals itself as a repository of profound knowledge. The central atrium is a vast space with a high, domed ceiling depicting a breathtaking mural of an elemental tempest. Illuminated by ambient light that shifts in color, the space exudes a calming energy, evoking the tranquility found in the eye of a storm.

The main altar, dedicated to Talos, is crafted from rare gemstones that shimmer with the hues of fire, air, water, and earth. An ever-burning brazier in the center emanates a warm glow, symbolizing the eternal flame of the genesi devotion to their elemental god.

The temple's extensive library houses ancient tomes, scrolls, and manuscripts chronicling the intricate relationships between genasi and the elemental planes.

Scholars and acolytes, with skin aglow in the hues of their respective elements, are immersed in the pursuit of knowledge, studying the divine mysteries of Talos.

In secluded meditation chambers, genasi monks practice elemental disciplines, attuning themselves to the primal forces that shape their existence. The gentle sound of cascading water, the crackling of a controlled flame, and the rustle of wind through invisible currents create an ambient symphony that resonates through the Monastery. This Monastery is run by Nova, a half-water and air genasi who has a very bubbly personality and is a loving caretaker to all, especially those who are in the monastery.

- **Stones and Serums Apothecary (Earth)**

Stones and Serums Apothecary is a mesmerizing haven where the essence of stone and earth converges with the alchemical arts. The exterior is crafted from finely hewn stone, its facade adorned with intricate runes that seem to pulse with inner energy, reflecting the grounded nature of its wares.

In the center of the shop stands a massive, polished geode that serves as both a display piece and a source of mystical energy. Its surface sparkles with vibrant mineral hues, capturing the essence of the earth genasi's affinity for stone and crystal. A continuous, low-level seismic resonance pulses through the shop, adding a subtle, grounding rhythm to the atmosphere.

Inventory:

Name	Details	Amount	Price
Potion of Healing	$2d4 + 2$	4	50gp
Greater Potion of Healing	$4d4 + 4$	2	200gp
Superior Potion of Healing	$8d4 + 8$	1	750gp
Elixir of Health	Link	1	600gp
Potion of Fire/Cold Breath	Link	1 Each	250gp
Potion of Stone Giant Strength	Link	1	600gp
Potion of Speed	Link	1	1250gp

NPCs:

- **Geode** | Earth Genasi | Owner

- **The Inferno Forge (Fire)**

The Inferno Forge is a marvel of craftsmanship and elemental mastery dedicated to the production of adamantium. The exterior of the factory is a symphony of fiery hues, with molten metal cascading down the walls like liquid flame. Towering chimneys expel plumes of heated air that shimmer with the essence of fire.

As you approach, the rhythmic clanging of hammers on an anvil reverberates through the air, harmonizing with the roaring fires within. The entrance is flanked by towering statues of flame-wrought genasi artisans, their visages carved from purest obsidian, each holding a molten ingot in tribute to the craftsmanship within.

Upon entering the Inferno Forge, the intense heat envelops you, creating an atmosphere akin to the heart of a volcano. The central chamber is dominated by a colossal, magically enhanced forge that seems to burn with an internal fire, casting shadows dancing upon the walls like elemental spirits. Lava channels weave through the floor, carrying molten metal to various stages of refinement.

Genasi blacksmiths, their skin radiant with the warmth of their internal flames, move with grace and purpose. They manipulate the elemental forces with precision, shaping the raw adamantium into weapons, armor, and intricate artifacts. The air is thick with the scent of searing metal, and the glow of white-hot steel bathes the surroundings in a fiery luminescence.

- **Aquavault Arcanum (Water)**

Aquavault Arcanum, nestled beneath the surface in the water district of the genasi town, is a mesmerizing library dedicated to the pursuit of arcane knowledge beneath the waves. The entrance, an ornate archway adorned with bioluminescent coral and shimmering sea plants, marks the passage into the submerged haven of wisdom.

Upon crossing the threshold, you find yourself surrounded by the gentle glow of aquatic crystals embedded in the walls, casting a soft azure illumination on the vast collection of tomes, scrolls, and artifacts that fill the shelves. Luminescent jellyfish in large, crystalline tanks add an ethereal ambiance as they gracefully navigate their aquatic abode.

The central chamber, a grand hall with a domed ceiling depicting scenes of underwater arcane wonders, is filled with the muted echoes of flowing currents. An enchanting mosaic of a leviathan crafted from enchanted seashells adorns the chamber's floor, hinting at the vast secrets hidden within the depths of the Arcanum.

Genasi scholars, their forms gracefully undulating with the currents, move with precision among the shelves, their bioluminescent markings glowing with spectral light. Some peruse ancient texts, while others engage in scholarly discourse amidst tables adorned with coral quills and ink made from deep-sea creatures.

There are secret texts of ancient spells and knowledge known as the Exotic Tomes that no one understands, from out of the three planes. The spells are written in a language unknown to all those who were born in Minaria. This literature was from the original Genasi from outside the planes and from where all True Genasi are born, but due to the original language being lost and all the researchers get is the direct translation it doesn't mean much to them since they don't understand all the portions of the text.

● The Exotic Tomes

There are secret texts of ancient spells and knowledge known as the Exotic Tomes that no one understands, from out of the three planes. The spells are written in a language unknown to all those who were born in Minaria. This literature was from the original Genasi from outside the planes and from where all True Genasi are born, but due to the original language being lost and all the researchers get is the direct translation it doesn't mean much to them since they don't understand all the portions of the text.

If the players want to try and read the cover of the book's name they can do an Intelligence (Arcana or History) check of DC 15 to understand the direct translation of the name of the tomes. If they want to try and understand the text they can make an Intelligence (Arcana or History) check of DC 20.

Magic

Direct Translation: Spells that destroy, summon, convert, and aura.

True Contents: A list of forbidden spells. There are spells based on destroying the target mind beyond repair, summoning unholy abominations, and transforming a being into a permanent slave.

Legend

Direct Translation: Red is going to break out and conquer. Heros to stop him (Visual of Hadaar is clear though the heroes are blurry)

True Contents: The legend of Hadaar and how he is going to break free from his astral prison. Though a group of heroes will stop this endless conquer, with the help of gods and other magical beings.

Power

Direct Translation: A history of the End Times and names that stand out: Four Horsemen, sinful demons, and the arsenal. Summoning spell of some kind, one called End Times another called Sinful Arsenal, with Arch Demons nearby.

True Contents: Explains that those who truly hate all of the living will summon four horsemen of the apocalypse as well as the spirits of the seven deadly sins onto a plane to ensue chaos and darkness. Also shows what spells to summon them as well as the sin's special weapons.

Justice Bringers Manipulation

The goal of the Justice Bringers is to ensue chaos in the town to lure the Order of the Orb out and then have a small group infiltrate and steal the Exotic Tomes in the Aquavault Arcanum.

After the majority of the town goes out for drinks from the Spell Clash Stadium, the Justice Bringer guards will wait and try to throw darkness down and keep the majority of the people occupied and distracted. If the party is paying attention they will hear or see a big splash of water. If they follow in toe there will be a lot of guards and commanders trying to slow them down.

Wifcaster Distraction: <https://www.dndbeyond.com/encounters/22a9499a-f356-4116-b0d9-2a93e9f4a11f>

If the party can beat the distraction quickly they will be able to possibly get to the infiltrators before they get to the books and take them. The party can notice, if they defeat the distraction they'll notice a shining red mark on each of their foreheads. If they are too late they will be fighting outside and on the ground but if they are quick enough they will fight underwater near the Water Quadrant.

If the team fights underwater the Wyvern, Lucille, will have its Chromatic Necklace set to Emerald due to the need for amphibious.

Wifcaster Disaster: <https://www.dndbeyond.com/encounters/ee9abfdf-20a0-4c51-9045-8b62daa13620>