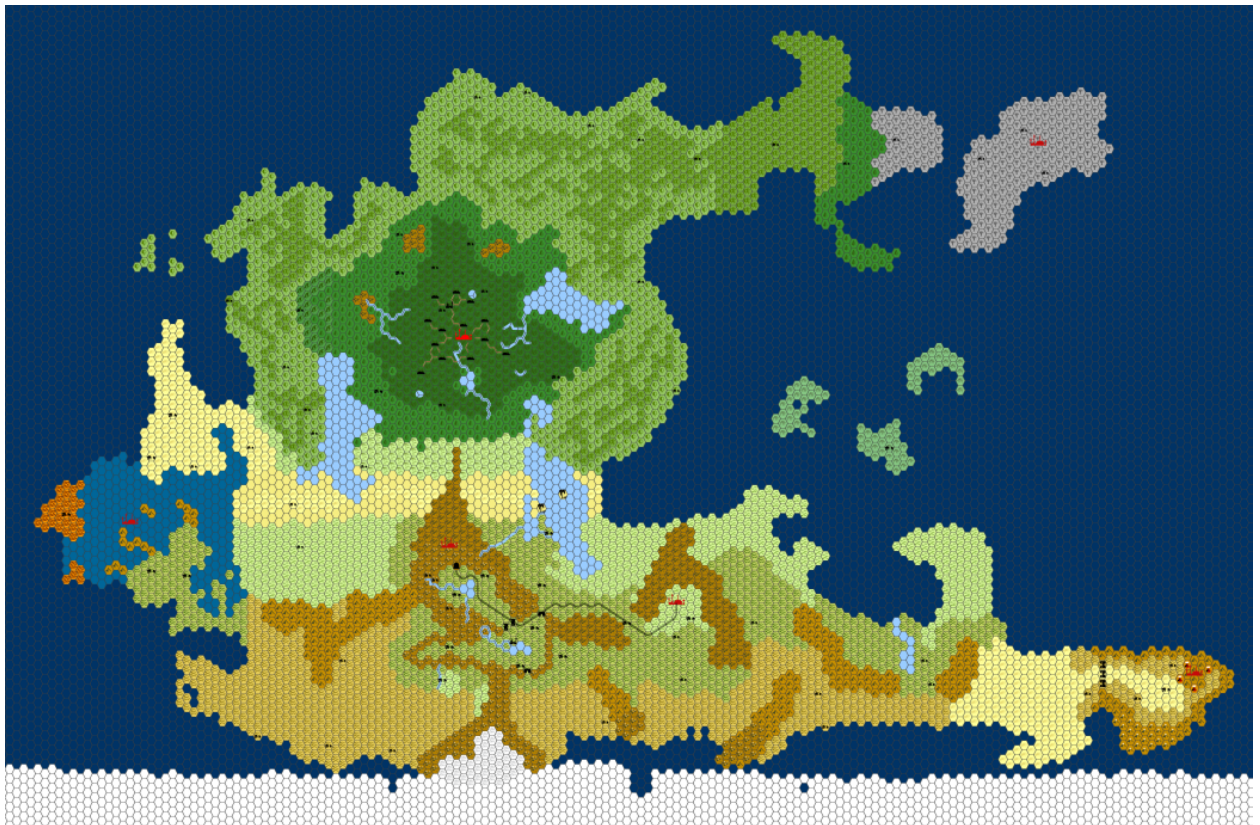
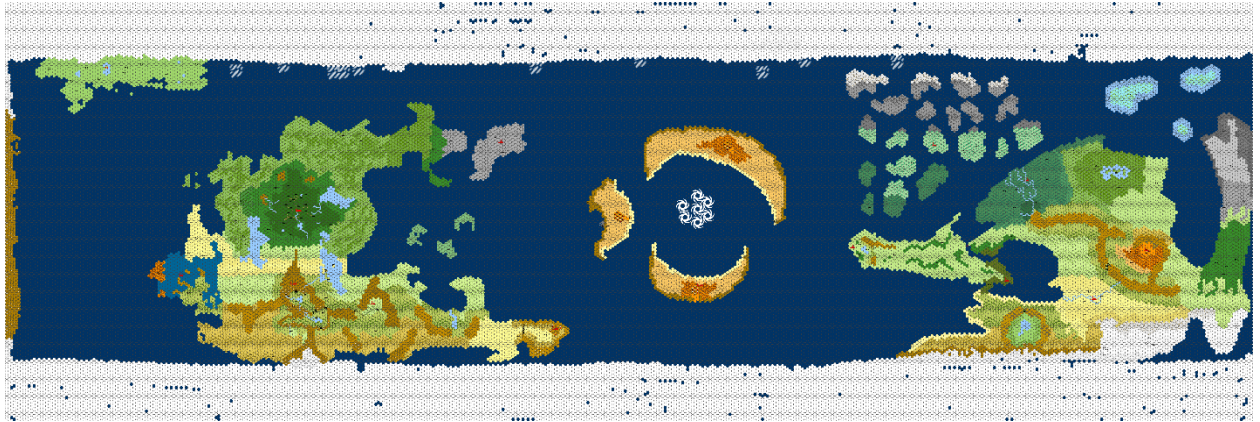


# Kargaroth

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DM: Brian



## Preface

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Not everything in this document needs to be read, in fact some of it shouldn't be read unless you plan to use it to connect your character to the campaign. Pick and choose the things that seem interesting or important to you and you can probably skip the rest. If there's something important you need to know I'll probably just tell you during the game.

The important thing is finding a way to incorporate your characters into the pre-existing campaign. Ordinarily a campaign is created around the players, but in this instance the campaign already is for the most part plotted out. Everyone is level 7 approaching 8, they have their personal stories and a group common enemy that keeps the group together. You are of course encouraged to create the character you want with a backstory that's fun for you, but what will be uniquely important is you will need to create a reason to join the party, AND a reason for the party to accept you. They have a good thing going, why do they need you? What information, skills, resources, or common goals do you bring to the table.

Throughout this document I'll explain the general character arcs from the point of view of the world. What does the world know about what the party has done? Good, bad, the world doesn't always have the correct idea of the events that actually transpired so much as the results or how it effects them. Additionally, I'll have meta information, if the arc sounds fun or interesting to tie your character to this section will give you an insider look to what the party knows, what individual players know, and even things only I know as options for you to tie yourself to. At the end there will also be some general ties to hook you into the overall story featuring major campaign villains and not so much the local villains the party has been dealing with up until this point.

You still have the liberties to create your own enemies and tragedies that have befallen your character. We'll just have to come up with some connection to your personal demons and the preexisting villains the story already revolves around.

You are also in a unique position, and a certain amount of trust is given with this document. Contained in here is more information than anyone in the party has. So if you read more than you need, at least don't share the extra information with the party, please. A lot of this campaign is around solving mysteries, problems, gathering the right information to overcome obstacles and dealing with oversights.

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# World

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Kargaroht is my “original” fantasy world. Of course elements from other fantasy book, movies, tv series, and other D&D campaigns have been stolen or adapted.

Gods operate in the world, albeit indirectly. Roughly a thousand years ago the gods were yanked the material planes and locked behind a great divide. This marked the new age for the world, the event referred to as the cataclysm. The gods now operate through various Cleric and Paladins or through a special chosen 2. A Voice the only one capable of hearing the true word of their god, everyone else uses scripture from before the cataclysm or follows the vague feelings and images the god sends across the great divide. A Champion directly empowered with divine strength and direction. Typically, a champion is the highest paladin of an order, and the voice the highest cleric. Typically, there is a new one chosen soon after the death of the last. These aren't always the case, what is always the case is that all gods can only ever have one champion and one voice at a time.

Before the cataclysm was an age of the god wars. In these wars Each god created one weapon, these weapons are the only weapons in existence created by gods and as such are the only weapons capable of doing damage to gods. The weapons now are either shattered into fragments or lost to time and space all together. All of them a fabled rumor, after all this time many of the shorter lived races believe they were never real in the first place. That even if created by the god's artifacts capable to harming a god are impossible, or if they were they would have gone with the gods locked behind the great divide.

## Races

While I'm not necessarily against you playing any race within reason, they may not be a major civilization or well known about. You can also play any half breed but they are all infertile, that's why there's not very many and why they make for good adventurers. The major races are:

- **Humans** – Despite have a zone of supremacy humans find themselves everywhere, in every plane. They favor races like Aasimar, Goliath and Elves, but despise races like Teifling and Orc. Humans are the most adaptable race, and with their short life spans evolutionary changes happen with them at lightning speeds compared to other races. Humans adapt so much that in other planes their bodies change so much they are almost no longer look like the humans that first settled. Strangely enough after enough time passes these human races with completely change morphologies get renamed by other races, even humans as their history of settling there is wiped by the sands of time. They often are then called \_\_\_\_\_ Elves. Sea elves, night elves, flame elves, the shadarkai there are so many “elven races” which makes no sense to the slow to change forest dwellers. Don't ask them how they went from being called humans to various elves, it's been so long even they've forgotten, but biologically they can still mate with humans and not elves and produce viable offspring though this happens so rarely. Being called something for long enough they often believe themselves elves, and elves even if they could rarely mate outside their type.
- **Dwarves** – Dwarves are definitely the dominant super power of their region but they cohabitate with Halflings and gnomes. Dwarves live almost exclusively underground in giant cave



or carved themselves into mountains. Protected and isolating themselves from most threats the rest of the races encounter, dwarves fend themselves against one of the world's most savage and horrifying evils – the Illithid. Few know of the burden the dwarves placed upon themselves protecting the world above from the world below. The only reason (as dwarf would say) that the war between dwarves and elves hasn't ending with every last one of those pointy eared weaklings being eradicated is the army of dwarves it takes to keep the underdark at bay.

- **Elves** – Aside from the human “elves” there are only 3 sub races of Elves. Eladrin, the elves of the fey wilds. Sun elves, which are now known as High Elves, and Moon elves, though they've been twisted and are now called the Drow. There are even more perverse versions of drow known as the drider curse by the goddess they serve. Most elves you meet on the prime material plane are wood elves, they are what happens when the original sun elves and Eladrin mix they are explorers and wanderers. Wood elves call themselves sun elves, and high elves accept that not wanting a fourth classification of elves. There are already too many fake elves. The Eladrin wouldn't take them anyway. High elves spend almost all their lives hidden in their deep forests to practice their magic in secret. Eladrin almost never leave the fey wild, and they are uniquely different from the Sun elven sub races on the material plane. While the Sun and Moon elves live to be around a thousand years of age and mature into their adult bodies around the same time a human would but basically stop aging until they die, Eladrin are special. Eladrin live to be ten thousand years old and they age evenly throughout their lives. It's said the first elf, the first Eladrin is still alive to this day.
- **Aarakocra** – A wide term used for all bird people but sub races like the Kenku exist, legends talk about other bird races high in the mountain tops or even in the elemental plane of Air but the Eagle people and Kenku are the most well-known. They are fiercely at war with the Tabaxi.
- **Tabaxi** – Another reclusive race much like the bird folk, the cat folk come in many forms but the leopard and panther varieties are the most common. It is believed the Rakshasa are related to the Tabaxi somewhere down their evolutionary path. Ever since the cataclysm they've rarely been seen though, of all the major races Tabaxi were the most connected to the gods. Rakshasa took this to heart with the gods of magic, it's believed that they crossed over the great divide as it was being formed unable to be separated from the gods they loved so.
- **Genasi** – In tune with the elements these people sing. Every Genasi embodies an element, but learns, worships and values all of the elements. They are all necessary in the cycle of creation. Genasi also have the innate ability to detect and locate a nearby elemental gate, and many are tasked with sealing or protecting these gates. Genasi are also in tune with all of nature on the prime material plane as it draws essence from the various elemental planes. They are as diverse as the elements they embody, but all Genasi are wise despite their personality and inherently connected with the world itself. If you ever wish to journey to an elemental plane, it's probably best you seek the blessing of a Genasi as well as their knowledge of the plane and its hazards. The elemental planes are not exaggerated reflections of the material plane like the fey wild and shadowfell, they are their own worlds. All elemental planes are dangerous and would by many be considered inhospitable places, journeying there is no small task but there is certainly rewards beyond measure for survival.
- **Dragonborn** – Dragonborn and Lizard folk have common ancestries that dates back. Each will argue the other is diverged from them though. Dragonborn live in caves and mountain tops

places of isolation and easily fortified similar to dwarves though they'd never admit it and rarely travel to the depth the dwarves do. Lizardfolk on the other hand love the open deserts and swamplands a strange dichotomy. Lizardfolk are generally thought of as stronger, faster, but less intelligent and Dragonborn typically as the intelligent with greater gifts of magic of the reptile-humanoids.

- **Yuan ti** – Almost all of them are the Abomination variety, no one has ever landed on their island and come back alive to tell about the purebloods, but they're rumored to exist. These are sea-people, sailors, pirates, merchants. They've completely conquered their native island and rid it of all other races and predators they are truly masters of their domains. They are also the only race in the world with the shipping knowledge and constructions to travel across the ocean one continent to the other. Their navy is the only real navy, and any race dumb enough to challenge that fact is generally short lived. While they may hold Naval super supremacy they seem to be unwilling to claim more land for themselves and sustain their empire via trade. Nothing goes in or out of a sea port without Yuan ti approval. They enforce absolute neutrality with all races that respect that they are the masters of the sea, and handle nearly all trade by sea. Small taxes keep the empire afloat and first dibs on any technology going overseas keeps them technologically relevant throughout the eras. Being in every port in the world they also have some of the best historians and world knowledge.
- **Orc** – A ruthless bunch, but together with bugbears, hobgoblins and goblins they have secured a mighty foothold on the world making them 1 of the 10 major races. They often look and act like a violent and rage filled people, and they are, but they are a species constantly at war either with others or just themselves. Because of this, despite not being well read they are excellent tacticians. Thinking that you will beat an army of orcs because they are brainless savages is often the last thing you'll think before they slurp out your eye balls with a bone straw crafted from your mother.
- **Turtle** – They are to the material and it's 2 reflective planes what Genasi are to the elemental planes. Wise, strong, proud, and long lived these ancient people protect the world from the metaphysical threats of the Fey wild, Shadow fell, and Material plane. Its written in many myths and legends that when your time has finally come a Turtle will guide your way out of the material sphere to your afterlife gate. Turtles know all about the evils of the world, ghosts, zombies, mummies and lycanthropes if you seek knowledge about undead then there is no better teacher than a Turtle. Fairies pixies and hags whether malicious or just mysterious Turtle know the secrets of fey games and traditions, curses and charms.



## Gods

There are 20 gods divided in 4 categories. At the top of the hierarchy Chaos from the void he created Phorsphoran, Vandian and Seraphina the three Major Gods. From the major gods the minor gods; Onryx, Itris, Aterna, Uxagi, Acaria, Kexdohr, Fanera, Solari, Nutari and Kehdea were born. The lesser gods were a product of two minor gods coming together to form a new being. Byvitar, Zicarae, Ochena, Tykemis, Kyrena and Cijun round out the list with Lesser Gods. There is a 5<sup>th</sup> category that contains Genasi, Dragons, Demi gods and Titans though worshipping such entities is rare and generally cult behavior. They have varying degrees of power and influence based on each entity personally.

Lesser gods have a certain amount of power, though they gain and lose power based on the number of followers they have.

Minor gods are generally more powerful than Lesser gods, though a fraction of their power is dependent on their Champion and Voice.

Major gods power does not ebb or flow based on mortals under their sphere of influence.

Chaos the only superior god is a being of near infinite power, beholden to nothing and no one. The existence of this god is the only actually debated. Chaos in some stories permeates all of existence and acts as a force of Entropy and disorder. In other stories chaos was sealed away by the combined efforts of all the other gods and mortality as a whole.

Just because a god has mostly empty information blocks doesn't mean they aren't important, it mostly just means I have room for Player feedback and design. Somethings have to be set in particular ways, and others are free to be built with the players that use them

### Chaos The Infinite – Chaotic Neutral

Origin:

Domain: Chaos, Change, Entropy

Creations: Dragons, and all variety of monstrous creatures.

Followers:

Relationships:

Personality:

## Phorsphoran The Just – Lawful Good

The first born of the three High gods, Phorsphoran has a vast distance between himself and the mortal realm. As the father of angels, any follower wishing to communicate with him goes through his hierarchy of angles. His chosen race the Aasimar are no exception, but they are born with the true language he speaks. His word of god is always written in celestial, any other tablet or prophecy written in anything else is a fake and a mockery to his name. Such blasphemy will be met with his divine fury. Though the pinnacle of the good, mercy and compassion are not things the god holds in spades. His divinity has lifted him beyond the understanding of the mortals whom worship him. As too is his understanding of them. Phorsphoran has no enemies, all who consider themselves such meet a swift and painless end. Even amongst the gods none stand against him, not openly at least. His brother and sister the exception. His brother Vandian and his mirror opposite, and his sister Seraphina are the only ones of equal power.

Origin: Phorsphoran was the first born by Chaos and the pinnacle of Holy power

Domain: Justice, Law, Light

Creations: In the beginning before the prime material plane was created by Onryx, he created the angels. Among the ranks of various angels, he created his favorites where the Valkyrie, his Champion Valkuria. After Seraphina seeded the material plane with humans, Phorsphoran created the Aasimar, a fusion between man and angel.

Followers: Communicate with him via his angelic hierarchy, his word is written in celestial

He has hundreds of thousands of followers, throughout the known realm

Relationships: His only rival his brother Vandian, His mediator Seraphina.

His children: Onryx, Itris, and Aterna

Personality: Righteous beyond compare. Mentality worlds apart from humanity.

## Vandian The Ambitious – Lawful Evil

Origin: Vandian was the second born by chaos and the ultimate force of evil. Born by chaos with the purpose of matching Phorsphoran in a perpetual war.

Domain: Greed, Evil, Darkness

**Creations:** In the beginning before the prime material plane was created by Onryx, he created the demons and devils. After his sister seeded the material plane with her race of humans, Vandiaand created the Teiflings, a melding of demon and man.

**Followers:** His followers are ambitions and power hunger, they follow Vandiaand in order to gain more power and sway over the world. There general philosophy is that might make right, and only the strong should inhabit the world. Evil in nature they will use and sacrifice others to further their own goals.

**Relationships:** His only rival is his brother Phorsphoran. He regards Seraphina are more of a nuisance, but also an opportunity for true victory.

His children: Uxagi, Acaria, and Kexdohr

**Personality:** Sinister and cunning, Vandiaand seeks anyway to manipulate the situation to his favor. Ambition and greed guide him to an accumulation of power in order to final overthrow his brother and plunge the cosmos into darkness.

## Seraphina The Balanced – True Neutral

Seraphina prefers a more personal touch though many do not know it is her they are talking to. She doesn't speak to prays or callings but shows up to aid them unexpectedly. Generally, she appears as an elderly woman granting advice or direction, though occasionally she appears as a wizard or a dragon to offer more advanced aid. Her help always favors the underdogs always adjusting to equilibrium.

**Origin:**

The third born, sister to Phorsphoran and Vandiaand. The embodiment of neutrality. Balance, moderation, abstaining for excess, but striving for excellence. She of the three is the most like her father and yet his only real rival. She stands against chaos and brings balance not order. While her brothers fight amongst themselves, she sides with her weaker brother which ever that may be. While no one but her and chaos know it she is far and away stronger than both her brothers. Ready and able should her brothers ever put aside their differences, she alone would stand to oppose them. The mother of humans she spent time with her creation she forged a deep bond with them, learned from them and grew as a god. Her humanity and compassion separate her from the other gods aside from Ochena her grand-daughter. Seraphina claimed hold of the chromatic dragons. While Dragon's were created by chaos and show no allegiance to anyone of anything but themselves, and the Omni-god chaos. While her brothers account this accomplishment to father's power of chaos figuring there would be some defected for good or they would have been order in chaos's creation. She knows the power and conviction it took to lead some of the dragons down humanities path. Her champion dragons are the rare silver dragon breed The Legendary Platinum dragons. Silver dragons take after her the most and they too are obsessed with humanity.

**Domain:** Balance, Time, Freedom

**Creations:** Before the prime material plane she didn't have a need for a creation. She guided and aided which ever brother needed her help. Which at the time didn't happen often for either side. When there were only the upper and the lower planes balanced was reached. It was chaotic and ever changing but no one side could actually tip the scale. Chaos was annoyed for centuries he stoked the flame between brothers. While chaos was permanent, there was also balance and true perfect chaos could never be reached. Chaos instilled the idea of a perfectly ordered world filled with righteous law in phorsphorans head. Then he told Vandiant of phorsphorans plan. The world was forged and with it a new breath of chaos would come. While her brothers fought she seized her opportunity to seed the world with balance. She looked up at chaos who tried to hide his excitement of the world, and gave him a wink knowing that with her start the other gods would follow. The mold had been cast, the baseline set, the template drawn. She created the Humans, short lived, wild and free. Her first and only true creation. Later she would convert the metallic dragons to her side.

**Followers:** Many choose the path of balance or neutrality. Some groups choose to maintain neutrality is different ways. There are groups that maintain balance choosing to aid which ever said is in need of assistance. Other groups seek to create balance by destroying the extreme ends of both sides of the scale. Others take the idea to extreme and seek on return the world to pure nature devoid of all sentient life. There are many different and diverse ways to follow the path of neutrality.

**Relationships:** Sister to Phorsphoran and Vandiant, last born of Chaos. Mother to Fanera, Solari, Nutari and Kehdea. She is in good standing with all the gods despite never truly being on any of their side, yet always being. When she is not among the mortals in their realm she is often sharing knowledge with her children or her granddaughter Ochena.

**Personality:** Calm, fair, and kind.

## Onryx The World Forger – Lawful Good

**Origin:**

**Domain:** Creation, Forge, Mental

**Creations:** Dwarves, as well as all the god artifact weapons of creation, and the world of Kargaroth itself.

**Followers:** Typically, dwarves, but all manner of metal, stone, or jewel workers.

**Relationships:**

**Personality:**

## Itris The Tinkerer – Neutral Good

**Origin:**

Domain: Creativity, Craft, Design

Creations: Gnomes

Followers: Typically, Gnomes, Goblins and all manner of artificer.

Relationships:

Personality:

Aterna The Wonderstruck – Chaotic Good

Origin:

Domain: Wonder, Music, Art

Creations: Aarakocra

Followers:

Relationships:

Personality:

Uxagi The Controller – Lawful Evil

Origin:

Domain: Tempest, Luck, Hatred

Creations: Goliaths

Followers:

Relationships:

Personality:

Acaria The Jealous – Chaotic Evil

Origin:

Domain: Beauty, Vengeance, Charm

Creations: Bugbears

Followers:

Relationships:

Personality:

Kexdohr The Warlord – Lawful Neutral

Origin:

Domain: War, Strength, Glory

Creations: Orcs

Followers:

Relationships:

Personality: Hot headed and bloodthirsty, but also cunning and strategic. He is the embodiment of war.

Fanera The Book – True Neutral

Origin:

Domain: Knowledge, Illusion, Arcane

Creations: Lizardfolk

Followers:

Relationships:

Personality:



## Solari The White Moon – Neutral Good

Origin:

Domain: Stars, Holy, Arcane

Creations: Elves

Followers:

Relationships:

Personality:

## Nutari The Hidden Moon – Neutral Evil

Origin:

Domain: Moon, Unholy, Arcane

Creations: Tabaxi

Followers:

Relationships:

Personality:

## Kehdea The Red Moon – Lawful Neutral

Origin:

Domain: Skill, History, Mind

Creations: Dragonborn

Followers:

Relationships:

Personality:

## Byvitar The Trickster – Chaotic Neutral

Origin:

Domain: Trickery, Trade, Madness

Creations: Yuan-ti

Followers:

Relationships:

Personality:

## Zicaræ The Torturer – Lawful Evil

Origin:

Domain: Torture, Torment, Pain

Creations: Drider

Followers:

Relationships:

Personality:

## Ochena The Gentle – Neutral Good

Origin:

Domain: Life, Healing, Hope

Creations: Halflings

Followers:

Relationships:

Personality:

## Tykemis The Scientist – Lawful Neutral

Origin:

Domain: Planning, Civilization, Science

Creations: Goblins

Followers:

Relationships:

Personality:

## Kyrena The Naturalist – Chaotic Neutral

Origin:

Domain: Nature, Fey, The Elements

Creations: Turtle

Followers:

Relationships:

Personality:

## Cijun The Defiler – Chaotic Evil

Origin:

Domain: Corruption, Disease, Poison

Creations: Hobgoblins

Followers:

Relationships:

Personality:

## Boaos The Unknown Reaper – True Neutral

Those choosing to serve the widely unknown god tend to be evil in nature, some however see death as a neutral event that befalls us all.

Summary:

Origin:

The only full god not a descendant of chaos. Boaos was born a mortal one of Nutari's first Tabaxi created. He studied endlessly, and became the most knowledgeable mortal on the plane. With so much knowledge he pushed the world forward with it. He came to know the triplets of magic quite well. Together the four of them pushed magic to new heights, and depths. Tabaxi aren't considerably long lived. Boaos knew his day were growing short, but could not let go of the world. His thirst for more knowledge lead him down dark paths. Boaos became the first necromancer. He found a way to preserve his life, denying death. Ochena the goddess of life, and at the time death was slighted. Creation had only just begun and already a mortal had denied his return to her. Ochena cursed Boaos with immortality. He would never find rest, there would never be peace. He would live on forever, as the collector of the dead. Many mortals are unaware of the story of Boaos. Though many still have temples to death. Generally considered nondenominational as all beings die regardless of race alignments or religion. Some still attribute the domain of Death to Ochena, though she forced it upon Boaos.

Domain: Death, Destiny, and Winter.

Creations: Necromancy the entire class of magic. Several hundred books on magic as well as the 8 legendary codices. Zombies, Shadows, Ghouls, Mummies, Wights, Banshees, Revenant, Wraiths.

Followers: Typically, necromantic cults, though the occasional sect of death wards guard the line between life and death. Followers communicate with Boaos through rituals and sacrifices typically. The strongest of followers may seek out his physical form in the shadow fell.

Relationships: He holds despite his curse a positive relationship with the twins and their older sister. However, Ochena will always hold resentment towards him. The other gods deny Boaos' ascendance, and avoid engagement with him whenever possible.

Personality: Boaos is a calm and quiet type, preferring to sit and listen than stand and talk. When he does choose to disclose information he generally writes out ideas in their complete entirety in tomes. These tomes are thick and repetitive but thorough and detailed.

## Leviathan The Dragon God – Neutral Evil

Origin:

Domain: Wrath, Hunger, Destruction

Creations:

Followers:

Relationships:

Personality:

### Meta

The artifacts weren't the only god created objects. Seraphina's four children love magic and knowledge more than anything else. Together the four of them created a spell book, THE spell book. Called the Atlas of Creation, in it is every spell past, present or future. One such spell is the only 12<sup>th</sup> level spell in existence. However, when the wall came up and the gods forced behind it, Seraphina's four children all worried what this book could do if outside their control. So they dismembered the book into 8 Codices of the schools of magic, and broken again into 2 tomes of spells per school with the exception of evocation that was broken into 6 tomes. These tomes were then scattered over the planes.

## The Campaign Thus Far

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This section will be divided up into the major arcs, each will have a section for general information anyone in the outside world could know about the party and their accomplishments and a section of meta-game material that goes in more detail about the things they have and haven't completed. If a particular arc interests you, and that's the arc you want to tie your character into the party with feel free to give it a read. If you're just the type of person who wants to get a better sense of what's going on and how everything has been working out so far, that's also fine, but the meta material is optional.

### The Spider Den Arc

This is the arc the party formed, everyone for whatever reason found themselves in Silathgroth there a scouting operation was being conducted, but the elven army hadn't officially moved in yet so they recruited adventures and mercenaries. Every team heads out with an army official. The party goes out with their Blood Guard (the rank below the lowest officer) Raelrinn. Of course it turned out Raelrinn had been murder and in his place a drow operative was stand in. The first arc was mostly a dungeon crawl, they fought an arachnomaner who is basically an officer of the Zicaræ forces.

## Meta

Raelrinn has been reincarnated twice now, and it seems he's been promoted, but he's definitely after the party. It's more than just revenge though, he's after something the party has.

Possible Plot Hook:

- You used to work under Hadulus
- You used to be one of Hadulus' experiments
- You used to be one of Zicarae's soldiers
- You're a historian of sorts, and after investigating the cave after the party cleared it out you uncovered something

## The Dalamar Arc

This arc was primarily a mystery which led into a puzzle dungeon. Young elven women have been going missing around the town. These women just disappeared, alone or in the company of others. One moment they're there the next they're gone. All the elven women are between the ages of 150 to 320 years old. The entire town is scared and on edge as the adventurers return from their extended mission. At first only a few women went missing but over time more and more women go missing each day. The party discover that at each abduction site there is a temporary cold spot. They concluded that the women are being teleported away, but that the space she went to was being swapped. The party talks to Elwin who warns them not to go and save the women, that there is no hope, they are already lost. Dalamar was kidnapping the women. Dalamar is an exceptionally powerful wizard, the strongest mortal of this age that the council is aware of. Cecilia the current High Sorceress of the city explained that Dalamar would be away from his tower during the grand magic conference. The grand magic conference is a neutral zone, Good, Neutral, and Evil casters alike join together to celebrate, learn and trade magics. Many casters particularly the arcane value magic above all else and the pursuit of magic goes above moral divides. It isn't impossible for an evil master to teach a good student or vice versa. So despite Dalamar being exceptionally evil his contribution to magic is highly valued at these events. Cecilia helps the party reach his tower before he gets back in an effort to try and free the women held. Meanwhile Cecilia, Cinder, and Lava prepare the village for defense knowing that surely Dalamar will discover what happened and come after them. Dalamar did find out about the party and their plan and came to attack Silathgroth. The city somewhat prepared raised a shield with arch wizard Draharak's help. The shield fell however, which would have killed everyone had lava not had a contingency spell to teleport the city's people away. Unfortunately, Dalamar watched as the city fell, so the spell had to be activated as the city was being destroyed or Dalamar would know and hunt the survivors down.

## Meta

The more arcane inclined could have realized someone or something sabotaged the shield, that's why it fell under the weight of the Meteor Swarm. Additionally, the locations of the abducted women created the outline of a large necromantic spell. Essentially Dalamar was strategically abducting women in locations to draw a spell circle to sacrifice the entire village in order to create a phylactery. Additionally, as this is pretty gruesome so you may want to stop reading this part, he was abducting young women to impregnate and then sacrifice both mother and fetus in order to collect 2 souls instead of just one.



Possible Plot Hook:

- Who know who sabotaged the shield
- You used to work for Dalamar
- You are related to his current assistant
- You were one of the women capture

## The Ruined War Arc

After Dalamar dropped the Meteor Swarm on the city of Silathgroth, 60% of the inhabitants were safely teleported to Y'Ithyr the other 40% died. Silathgroth was left a ruined crater. Currently Legionnaire Cinder is leading an army to reclaim Silathgroth, with acting knowledge that Zicareia's forces also have their eye on Silathgroth. Silathgroth was the last bastion that stood against the Drider forces, with it fallen the Elves stand in an extremely vulnerable place. Reclaiming the city is of the utmost importance. Not only that but the late Magic Dealer Lava and her emporium was one of the greatest collections of magic items, losing that could spell the end for all of Kargarth.

### Meta

Clay forged a deal with Cinder to first march her army into the lost city of Ishmanore, using it as a safe resting point for her army, knowing that the drow forces were likely only to engage at night this gave the elves the additional time to rest and prepare before they reach Silathgroth. The lost city of Ishmanore was a beacon of healing before the cataclysm. The city fell as Ochena was retracted from the world behind the great divide. Swiftly after demons swooped in a perverted the city, and without the divine protection from the High Cleric and without the divine intervention from Ochena. Other major cities fell around the world as well, but few stood as high as Ishmanore. Reclaiming Ishmanore Clay inherited it as the leader of the village, legally the Emerald Dragon Lissandra communed with the Elven Noble to allow ownership of the city to Pyre. Though Pyre fell with Silathgroth, Lissandra managed to shift ownership to clay so long as the drow may live, with the condition the city would return to elven leadership once Clay passed.

Possible Plot Hook:

- You work for Lissandra the Emerald Dragon and she sent you to help
- You're a survivor from the fall of Silathgroth and its time to reclaim your home and more
- You're an Arcanist working in Cinder's army, but you know what the unusual rock the party is holding is really for.
- The Aracnomancer captured someone you care about; this war is the first time you've been able to get close to him you won't let this opportunity go missed.

## Central Antagonists

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Each of the following bad guys is a great way to tie your character into the ongoing story. All of them either on their own or as part of an organization has done horrible things throughout their lives.

## Dalamar

An exceptionally powerful Wizard rivaled only by a handful throughout history, but currently stands decidedly on top. At least of those officially recognized by the Mage's Society. He has only ever had the one assistant, a half elven female name Viola also extremely accomplished. It is rumored that Dalamar is one of Xinzounux's subordinates but nothing can be proven. What is proven is that Dalamar is wanted by every government on this side of the world for anything ranging from magical espionage to magical larceny to perverse practicing of forbidden magics. Though government officials would love to get their hands on him he is considered too dangerous to go after, and often is holed up in an impenetrable tower shielded by perverted version of the realm of life and darkness.

Dalamar works of various experiments and undead conjuration, he is believed to be in possession of the Tome of Undeath half of the Codex Necronomicon. His latest experiment involved strategically stealing women around Silathgroth to create a teleportation sigil for the entire city. Not only was he planning on sacrificing the thousands of souls in the city but each of the women he kidnapped was first impregnated as to claim two souls for the price of one. The logical leap was that all these souls were needed for the creation of a phylactery or perhaps to refill one. For this reason, it is believed he is or was working with Xinzounux.

Dalamar has had contact and dealings with Hadulus and Lilith as well as the leader of the Cobalt Cascade.

## The Blue Crusade

The Blue Crusade is currently undergoing the civil war splitting the organization in three parts.

The Cobalt Cascade lead by Rimadalf

They're the organization of war and suffering, they are the ones who do dealing with the Zicaraen Drow as well as the ones who claims Silathgroth's neighboring town. Their mission is to remove all the obstacles in this world to rebuild a paradise on the corpses of the evil.

The Sapphire Skies lead by Pierre

They're the organization that kidnapped Pyre, and will on rare occasion work for Zicarae for money, tools, or food. Their mission is to create a new world beyond the influence of the gods and build paradise there.

The Lapis Legion lead by Lucarian

A much smaller group mostly splintered off from the Cobalt Cascade but still very militant. They primarily occupy and area, keep the officials in place but restructure the government of the town they've just claimed. IN order to "peacefully" create a paradise here alongside the current world.

## Zicarae

Despite being a 3<sup>rd</sup> tier god her ambitions and goals far surpass that of her fellow gods. She has a particular hatred for Seraphina the goddess who locked all the gods behind the great divide and brought about the cataclysm. Evil and Good aligned gods rarely if ever agree on anything but this time they both agree this divide was a mistake. The neutral aligned gods agree with Seraphina, except for her children of magic. While the other gods stew in their contempt for their circumstance Zicarae knows what is done must also be capable of being undone. For Centuries she plotted and schemed and now finally all the pieces are in motion to bring about her rival in the world. There she will stand the sole God of the world and will rule over it with absolute power, all will fall before the power and awe that is she. All the while the other gods helplessly watch from behind the divide.

## Party

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Party information aside from their class and race is all pretty meta, but It'll allow you to tie yourself directly to a character if you wanted. You may want to ask the player if they're cool with it though.

The party has a newly formed stronghold.

Although every character has their own short, mid and long term goals everyone is basically united (for various reasons) against Zicarae, an organization called The Blue Crusade, and now Dalamar.

## Andrew – Path of Ancestral Guardian Barbarian – Drow

Drow are a matriarchal society being a male he could never hold any real position of power. He couldn't even join the official ranks of the military if it weren't for his Legendary War Hero Grandfather, Valian. In a time before the Cataclysm when Zicarae had absolute control over for drow empires Valian lead a revolt against the status quo. With the help of High and Wood elves they pushed the Zicaraen drow out of the mountains in the elven heart land once and for all.

Clay (Andrew, yes it got confusing once Clay the person joined the game haha) was a member of the Liberated Drow Forces, one of the only men in the entire force. His division lead by Amora was doing a "routine" sweep of the caverns in the mountains was ambushed by Arachnor a member of the Blue Crusade at the time. In the skirmish his entire unit was wiped out with only a handful of survivors being captured, among them Amora. Clay was thought dead, but Amora sought to it he survived.

No one really know what happened to Clay's Grandfather Valian, many believed he left the nation realizing he had already gone well beyond the status of a male in their society and went to train in isolation. He was known for his blade, many drow would consider it a relic. Clay saw Valian's blade in the hands of a random bandit that attacked his division. Clay reclaimed his grandfather's weapon and vows to return it to Valian, or his grave.

Now for a while Clay didn't know who Arachnor was, or know for sure he had Amora. Now just before the war officially started Clay is informed by a Liberated Drow Scout, that Arachnor had captured and is still holding Amora. Additionally, he learned that Arachnor is now a drow, a general in Zicarae's army when he was a Human working for blue crusade mere months ago.

## Alex – Oath of the Dragon Paladin – Red Dragonborn

Alex's new character Valyrian serves a Dragon patron. His character is largely shrouded in mystery, some of that because he's a new character, some of that because that's Alex's personality and some of that inherent to the deal he made with his dragon patron.

Valyrian is a young Dragonborn he left his homeland after a massacre to which he was the sole survivor. Now granted with power and a mission by his dragon master he roams the world to enact his master's wishes, and find a place of his own.

If you wanted to tie yourself to Alex than you'll need to learn some things about Dragon, The Dragon God Leviathan and Kuriboh.

## Jose – Gloom Stalker Rogue – Bone Teifling

Now if you're looking to completely hide away your character in shadows and mystery than look no further than Jose's Solumn. While his backstory is on the campaign road map, his background will unfold probably between level 12 and 15. Sure bits and pieces will slowly come about to keep him relevant, but it looks like once again Jose's characters are the secret to uncovering the mysteries of the problems this campaign faces.

Solumn was collected as a small child by the blue crusade and sold to the Zicaraan Drow. There Hadulus experimented on him for years, turned him into a monster and stripped away as much of his mind as possible. One day Hadulus left, probably on his next pet project and the Drow used Solumn as a watch dog.

He joined up with the party when they invaded the spider den he was left in. Journeyed with them for a taste of freedom. As he journeyed he went with the party he encounters the Arch mage Dalamar. When Dalamar laid waste to Silathgroth Solumn was not one of the ones teleported away. Yet somehow he survived.

## Caleb – Maybe – Life Cleric - High Elf

Rhys comes from a noble family, and had an aptitude for magic, particularly of the necromantic variety. Though it was forbidden, he couldn't curb his curiosities and continued to study its ancient secrets. In his quest for knowledge he found a master to teach him, but was too young and naive to see his impending doom. The master gave him a book and told him the next steps in necromancy must be uncovered on his own but this book would help guide his way. The book was the Tome of Souls half of the Codex Necronomicon. Without wielding the powers and knowledge to control in Rhys inadvertently absorbed the souls of half his city and plunged them into a phylactery. Rhys' master Xinzounux took the phylactery to prepare the next Lich Lord, but was unable to reclaim the tome or Rhys. It was presumed Rhys was sucked into the phylactery as well and the book disappeared into the weave, until Rhys entered Dalamar's tower and attempted to reclaim the phylactery and free his city. This is the event that summoned the Arch mage and brought about the destruction of Silathgroth and 60% of its citizens. Once again Rhys was responsible for the deaths of

thousands, unable to deal with this grief he prayed, prayed to any god who would listen and aid him. Somehow he was brought to Ochena and became he Cleric in an attempt to atone for his sins and bring back the lives of those he had destroyed.

## Jennifer – Very Rarely – Assassin Rogue – Aasimar

Celestial born humans, the Aasimar, are extremely rare as too are their infernal cousins. However, while Rayne walks as the rare offspring of a distant celestial, she is in fact even more rare and unique. She is a fallen angel, once a powerful Valkyrie now an outcast to the Celestial plane of life. Those who aren't familiar with Aasimar would never be able to pick her out, and as they are so rare few have enough knowledge to notice the subtle differences. She met the party in the Temple of Ochena in the city of Ishmanore, the parties now stronghold. She being what she is has a deep wealth of knowledge of all things undead and sinister.

The reason she was cast away from the Realm of Light was because she fell in love with a mortal, a mortal Wizard. In hell the Valkyrie fight an endless war against the forces of evil and prevent them from flowing out of the portals that connect all planes together. The Valkyrie are the most elite warrior angels, and on the front lines with her commanding officer Valkuria, Rayne fought. She fought and fought and fought, for eons at this endless force of demons and devils, shadows and shade, ghouls and fiends. Her body ached her spirit tied, and then along came him. Nearly six thousand years before the Cataclysm in the middle of the God Wars a mage arose. A mage chosen by Nutari, Solari, Fanera, and Kehdea, the ultimate champion of Magic. Equipped with the Atlas of Creation, the cherished relic of the 4 gods of magic. He came to Hell to end the war between the angles and fiends, and he was magnificent. Chosen by all four gods of magic, nearly infinitely powerful even before he collected the Atlas from the realm of the gods. He stood above all mortals of men, and was well on his way to godhood himself. Rayne fell for him, and he for her, they fought alongside one another against the savage forces of darkness and evil. Together they sealed all of portals to the underworld and completely separated those planes from the others. The weave rarely cooperates, and a passage must remain, the mage knew and so he created one single passage between this plane and all the others. To it he bound that no evils could travel through on their own and must be invited by the denizens of other planes. Hoping that this would keep them at bay, unfortunately with that came the cost that fiends could not be killed in any external plane and could only be vanquished in their plan of origin.

The barrier formed this war seemingly at its end, they left together to start a life together. This is when Rayne fell from grace, choosing to live out his days with him than stay in the Realm of Light. Xinzounux couldn't stand his own mortality, couldn't stand knowing that she gave up everything for the handful of human years he had left. They could never have children, when he died so to would everything Rayne sacrificed for and she would be all alone. Furious and misguided by grief he sought out the only mortal to overcome this most concrete law – that which lives, must die. He ventured far and long, and most importantly alone to Boaos the Reaper, the first necromancer, Nutari's first champion, the first Mortal Ascended God. He pleaded with him to overcome his mortality. Boaos obliged and told him the risks of that which he sought, told him of the dangers and the changes that comes with Lichdom. So the first Lich was born, Xinzounux followed all the steps collected his ten thousand souls, built his phylactery and bound himself to it.

For a few years he managed to keep it a secret from Rayne, but soon she began to question why he human lover seemed to stop aging, at first he proclaimed it was illusion magic. That he wanted to protect her from seeing him wither and age before he so that she may be spared the worry of the inevitable. The years turned to decades and she discovered what he had done. Slowly he too realized that eternity comes at a cost, that the thousands of lives he has had to devour have tainted and corrupted him. Slowly he began to change, to lose his humanity and truly become undead.

At first Rayne let him live and lets to find some way to bring back his mind to fix him somehow, but after the thousands of years she searched she realized the only way to bring back the man she loved, was to destroy the monster he became. Now she journeys with the party to find clues and discover where Xinzounux is located. She figured if they could lead her to Dalamar, Dalamar could lead her to Xin.

## Clay – Maybe – Illusion Wizard- Half Elf

The newest member, he was brand new to the game and we didn't really get around to making a completed backstory for him.

He used to work for the Elven nation as a warrior mage under Legionaries Cinder's command. Then he left with the group when they could lead him to his father's murderer in the blue crusade.

## Playstyle

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Looking at the party you may get the sense that rules are mostly guidelines for me. Gloom's Stalker Rogue being the best example of that. Gloom's stalker is a ranger subclass, normally. I do accept homebrew (I just need to go over it first) Like the Oath of the Dragon Paladin. Though it's not immediately obvious Caleb began the game as a Wizard and after the fall of Silathgroth decided he wanted to be a cleric, not start multicasting cleric be a cleric. So Caleb jumped from 5<sup>th</sup> or 6<sup>th</sup> level evocation wizard to 5<sup>th</sup> or 6<sup>th</sup> level life cleric. I'm not a huge fan of this but I'm willing to make exceptions.

In general, I'd say I run a much higher level world than Andrew. At least at the time of writing this I'd say the average person in his world is unleveled and knights and other figures of power are 1<sup>st</sup> through 3<sup>rd</sup> only the major and probably single individuals the nexus of powers reach above 10<sup>th</sup> level. In my world almost everyone is at least level 1 in something, only really children are unleveled, and even then that's not always the case. Knights and other general people of power are levels 3<sup>rd</sup> through 5<sup>th</sup>. Generals, Head Mages, High Clerics and the like are probably level 10 ish and every village probably has at least one person at that level. I do have characters that are beyond level 20.

I have additional rulesets where and when needed, things like running an army, maintaining a stronghold, airship, and even ship mechanics aren't really in the core books. Though books like Ebberon and Ghost of Saltwater Marsh address the last two points. I look through a lot of homebrew and have mixed and combined the things I liked from them. Even though I have them they're still very much a work in progress and I probably won't be sharing them until it becomes relevant in the campaign. No sense in you worrying about how to hatch dragons and train them, if you haven't found any dragon eggs.

I run a pretty high magic world, most people have access to some level of magic item, and you all as players may feel 'decked out' but so too are the enemies you're facing. The gods are also pretty involved in the world despite their current situation, this causes a lot of divine magic across the world.

I like homebrew, maybe because it tends to be a bit over the top or maybe it's because it's new and exciting. I don't know why, but as long as it's not ridiculous I'll probably work with you to make it a thing. I think all of the players are at this point "broken" but if we're all equally broken there shouldn't be too much of an issue. I want to make sure everyone feels cool and can do and have the kinds of abilities and powers they think are



cool, rules be damned if need be. This does however trickle into my monster design; most monsters I use I've tweaked in some way typically making them more deadly or changing how some spells work. Combats should be, in my opinion, really dramatic even at lower levels. I don't like the idea of someone's turn being I swing my axe twice; I do 45 slashing damage. I'd rather I throw my axe at a creature, then I teleport to my axe and activate its nova effect with my second attack. I deal 20 slashing damage and 25 fire damage, and the creature has to make a save or it drops its main hand item. Not that anyone has a teleportation axe though haha, but hopefully that illustrates the point.

## Homebrew Rules

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At 1<sup>st</sup> level everyone gets a free feat, because of this variant Humans have been removed. Additionally, at 4<sup>th</sup> level when everyone gains their first ASI, instead of picking between a stat bonus or a feat you get both, however the feat you choose does not grant a stat boost if it originally did.

You can play any half breeds, though we may have to make their stats, the thing is all half breeds are mules. Even half elves and half orcs. You could be a half Elf Half Orc, but you can't have kids, biological kids, anyway.

"Dying" and Dying. When in combat if a monster drops you to 0 hp you "die" you start making death saving throws and all that good normal stuff. Your first drop is free, every drop after that in a given day causes 1 level of exhaustion. While negative health doesn't exist in d&d it kind of does here. Let's say you have 30 max hp and you're currently at full health. If a monster does 40 damage to you, you drop and have to make death saves and all that, but you're technically at -10hp. Now if someone heals you for say 6 hp. Your health then becomes 6 just like it would normally. Difference is if the healing is less than your negative, you gain the health and stabilize but you're still unconscious. So in this case, I'm fully stabilized I wipe all my death saves and start fresh, but I'm still unconscious it'll cost someone's action to wake you. If you were healed 15 however, you'd be at 15 hp and conscious. The reason for this is to avoid ping ponging and to make death a bit more of a real consequence even when everything is a little overpowered.

Anyone with a god can call upon their god for favors, insight, or aid. Clerics are just better at it. You can also worship multiple gods, sometimes this will help you and other times it will hinder you. Worship many gods, means no individual god will feel special enough that they'll want to help you, worship only one and they may grow irritated at your constant call. Also some gods do not play well with others, sometimes in general sometimes with other gods specifically.

Spell scrolls. There are multiple types of scrolls.

Scrolls of Learning allow you to learn new spells, typically only useful for wizards, ritual spells, or cantrips though some more advanced scrolls of learning can expand your spells known. There are checks based on if

the spell is on your spell list, and if you're high enough level this can be mitigated by spending more time with the scroll.

Scrolls of Casting, these are more typical scrolls that allow someone to 1 time cast a spell. You have a better chance casting the spell if you're the right class and/or the right level. Using the scroll doesn't cost a spell slot or cost non valued material components, but does cost the casting time.

Lastly, Scrolls of Glyphs these scrolls have been pre cast by individuals, activating scrolls of glyphs costs a bonus action, and there is no roll required and the spell is unleashed. These scrolls can't be counter spells as the effect has already been cast activating the spell simply releases the effect, the scrolls can however be dispelled before being used.

## Setting up your character

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We are currently 7<sup>th</sup> level, though I would have a good idea of your level 8 decisions because we'll probably be leveling up quickly. I'm fine with custom or even mixed classes and multicasting we just need to talk about what you're hoping to accomplish.

I do use point buy just to keep everyone equal. To me it's necessary when I'm making everything pretty op that at least everyone feels equally op.

Because you'll be starting at level 7 and I do run a fairly high powered game pick out 1 rare 3 uncommon and 2 common magic items. Don't pick consumables like potions or scrolls. Also talk to me about which, and which type of artifact you want. Every Character right now either has a Tome of a division of a school or magic or an artifact weapon. Sometimes the artifact item grows in power when you do, sometimes it grows in power when you complete certain tasks, and sometimes it grows when combined with other certain items. But this artifact item basically makes you chosen by fate, whether you know it or not. It also just an item that is really cool and gives you a lot of over the top powers and abilities as you grow with it. This artifact does not require attunement in the same sense other magic items do, but it is soul bound to you. Meaning until you die, no one else can use it to the same effect as you, which means if its curse or has some other affliction you can't get rid of it either.

When creating your character aside from the items you'd like to start with I'd also like a list of items you'd be interested in so I can fill my random loot tables with them. This just helps me out and makes sure the items that come up are item the party actually wants.

When creating a character, especially in a pre-existing long running campaign it's important to tie yourself to the main story. There's lots of options for doing this. Your character could be an up in comer, joining the party as news starts to spread around them and now they've gained access to a stronghold. Maybe your character also has a grudge against the central villains of the campaign, either Zicarae or The Blue Crusade. Maybe you know or want to use secret information from loose ends the party missed or the meta information from an arc. Maybe your character is somehow related to one of the characters or their backstory.

In any case you'll need a reason to be at the Ruined City of Silathgroth, you'll need a reason to want to join the party and a reason the party should want you to join. You'll also need to work with me on an explanation for your level and your items, especially your artifact.

You may pick any class, though its generally advised not to be the same class and subclass as someone else. All the races in the table are available though we are playing in an Elven zone... so if you'd like to play dwarves, gnomes, or Halflings you'll have to be constantly disguised and have a very good reason to be this far north.

Be sure to include the following in your backstory it doesn't need to be super detailed.

- o Family. Brothers, sisters, parents or maybe even children
- o Why did you become an adventurer?
- o What is it you want out of life, what goal drives you?
- o If you have access to Xanathar's Guide to Everything go ahead and run through it, you don't have to roll though it can be fun.
- o This is a high magic setting so how does your character feel about magic?

Also just to help me out, what are you looking for?

Combat? Puzzles? Opportunity for Role-play? Mystery? Political Intrigue? I have to balance these types of things with the other player's wants but that now extends to you. I try to divide the campaign evenly across all the desired fronts, but I'll admit while Andrew is a great story teller, I tend to favor combat encounters and puzzles.