

~ The Verlies Isles ~

The Verlies Isles, sharing a name with its capital city Verlies, is particularly famous for one thing: the strange underground structure that crawls with monsters and mysteries. Guide your party of adventurers as they explore the lands and gain the power to conquer the depths of the mysterious Dungeon in this pseudo-open-world experience.

Levels 1 - 20



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Time

Days of the week

Monden - Tusden - Wedden - Tursden - Firden - Sardet

Months of the year - 30 days each

Spring

Ichidek - Nidek - Sandek

Summer

Yondek - Godek - Rokudek

Autumn

Nanadek - Hachidek - Kyudek

Winter

Judek - Juichidek - Junidek

Notable Events

1st Ichidek - Newyear Festival

A celebration of the new year

12th Nidek - Budding Flowers Ceremony

A ceremony to bless and celebrate nature

25th Yondek - Dance of the Rains

A yearly rain season ritual

15th Godek - The Heat Convergence

The longest and warmest day of the year

4th Hachidek - Reap of the Harvest Festival

The largest harvest day for the island

10th Hachidek - The Feast of Kings

A large feast held in Verlies to celebrate the adventurers and townsfolk

15th Juichidek - The Cold Convergence

The shortest and coldest day of the year

30th Junidek - Endyear Ceremony

A ceremony to the gods at the end of the year

Cities

Verlies

The capital of the Verlies Isle, and home of the Dungeon and the Guild that oversees it.

- The Guild

The Guild is a hub of adventurers, although maybe less so than the Hawk Feathers Inn. Any person with a request and a reward can post their quest on the notice board, and any adventurer can take on such a quest after being approved by the Guild staff. If the staff does not think you are strong enough to attempt this quest, they will stop you from doing so. The Guild prides itself in keeping its unnecessary deaths to a minimum.

The most important quests are the ones posted by researchers looking for adventuring parties to venture into the Dungeon. It is by no means required to bring a researcher along with you, but the extra payment is no hindrance. In addition to these quests, there exists another high-profile quest asking for the slaying of the Dragon of Mt. Drachgestohl.

Notable features include the Head Receptionist Naare, and the famous hero, Guildmaster Arthur.

- The Verlies Library

Run efficiently by the elven Head Librarian Athea and her many magical automata, this library is said to be home to any knowledge a Sage might need. For a one-time payment, citizens can become an official library member and gain the ability to take books from the library for a limited time. This time is extended indefinitely for Premium members, who need not worry as a homing spell will allow the book to return to the library at the time of the member's death. Due to the nature of semi-permanently taking a book from the public, as well as the cost of the homing spell, Premium memberships are much more expensive. On the other hand, the public are allowed to read as much as they want within the library itself.

- The Holy Church

This holy church, home of the Five Heavenly Fathers, provides free religious services as well as healing and curing. The four priests, Aereck, Drezel, Urhney, and Jered, are overseen by Archpriest Sarado. This is also the home of the Saintess, Irina, although she is out exploring the island and visiting its many people.

- The Trattoria

A renowned chef in this land, Tonio makes every meal in his tavern himself. It is said that with just a glance, he can tell just what each customer is in need of, and will make it especially for them. It is said that each meal there is the

most glorious one ever made, even without a menu to choose from. Some adventurers even claim that eating there helps them on their journeys. Tonio reports that there is only one recipe he does not know, and that is the secret recipe of the Letzte Woods forest druids.

- The Hawk Feathers Inn

The largest inn on the island, known for its wide open, two floored dining area, and the near nightly festivities. The group or reason for celebrating might change, but with the amount of adventurers, there's always someone looking to party. The inn is run by a retired group of Aarakocra adventurers. They retired not for age or loss of ability, but for a shared interest in business, and thus still hold their own when certain rowdy customers get too confident. The party includes the green-feathered Ranger Hal, the brown-feathered Fighter Ravi, black-feathered Rogue Ezi, and blue-feathered Sorceress Marti.

- Magical Monuments and Monumental Magics

A self-assessed friend of the party that runs the Hawk Feathers Inn, this associate at best named Warlic runs this strange magical shop. He sells many magical items, most of which are carelessly hung from the statues that adorn the long hallway that seems longer than it could be, given the relatively small exterior. He also has a bookstore in the back, which is, in his words, 100% full of spellbooks. Contrary to this claim, only some of them are spellbooks, although the amount is still quite impressive. Many of the books instead appear to be children's picture books, and one or two of them seem to have been stolen from the library.

He becomes quite frightened with any mention of the Potion Hag.

- Spikes and Blades

Run by a weapons enthusiast, this shop is known for its quality, quantity, and variety of weapons. A stern believer in the idea of "the best defense is a good offense", Zacchi is always appreciative of strong customers and new ideas for unique weapons.

- Armaments

In contrast to his son, Zamaze considers a good defense to be integral to a successful party's structure. He is not disheartened by his son's disagreement, and instead is proud that they can work together to create reliable adventurer parties. He makes all sorts of armors and shields, and due to his experience, he is more likely to be able to help with forging or fixing items that don't involve weaponry.

- Irene's Potions

Run by a seemingly angry but kind-hearted young woman, this shop sells potions of all shapes, sizes, and effects. If you bring the right ingredients to her,

she will make the potions at a discount. She is not reluctant to reveal that she is the granddaughter of the Potion Hag, although she is quite angry that her Gram has such a mean nickname.

- Adventurer's Supplies

A supply and rations shop run by an older man named Ned. He sells his hand-made rope at a discount if you compliment him on it. He remarks often about his adventuring days, but cannot seem to remember anything specific or interesting.

- Bits and Bobbles

A haven of many magical material components, as well as miscellaneous trinkets. Run by Bingo and his twin brother Bongi, they split the duties between them. Bingo calls himself a master of magical components and their effects, and Bongi considers himself to also be an expert in many small, varied items. They are in reality the same person wearing a different hat for each personality (a wizard's hat and a bowler hat respectively), although both of them will adamantly deny it. Other than this, he (they?) does not seem to show any signs of strangeness or insanity.

Walder

A small village hidden almost completely in the edges of the Verwunwald Forest, its residents are glad that the monsters nearby prefer to head west over east.

Nevertheless, the residents will continue to butter up and compliment any passerby adventurers on the hopes they stay awhile and protect the village if anything were to happen.

- The Hidden Forest Inn

A small inn run by an incredibly strong woman named Tsuna. She has a very short temper, and will often break her own bar in fits of rage. She fixes any damage she causes herself, but will not hesitate to punish any customers who do the same. She also has an issue with her alcoholism, which is handled by her chef and friend, Shizu. Shizu is the only person that Tsuna is readily willing to listen to, and Shizu uses this to be as harsh as she needs to be to keep Tsuna in check. Tsuna is also known to gamble if not under the watchful eye of Shizu.

She gambles using a simpler form of Yahtzee: roll 5d6. In order of score:

1. One Pair (higher numbers equal higher value)
2. Two Pairs
3. Triple
4. Quadruple
5. Quintuple
6. The Row (1-5 in order)

- The Ritual House

A small shack towards the edge of the town, known for only its three demonic masks on the walls. It is said to be related to the origins of this town, but apparently only Tsuna has access to that information.

The masks represent the family that first founded the town: a father and two sons. The father was the head of a clan not by birth, but by proving himself to them. When it came time to pass his status on to his children, he chose the weaker son, as he had learned to work together with the people. The older brother, a believer in absolute power over those beneath him, attempted a coup, but was defeated by the combined efforts of the town and his younger brother. He is said to have had a secret hideout that only his eyes could see, but nobody has ever found it.

Sudhafen

The southern hub of visitors and markets on the island, Sudhafen is, for many, the first introduction to Verlies. There are always new ships unloading hopeful adventurers to begin their journey in a new land. Like its sister city Vesthafen, adventurers usually do not stay long before departing for the capital city.

- The Boardwalk Aquatica

An inn that sits on the docks themselves, run by a Triton named Sebas. He loves to sing, and although he is good enough to be called a Bard, he insists he sounds better underwater if you could hear him like Tritons can, and that the Sirens in his hometown deep in the ocean would put him to shame.

Vesthafen

The western hub of visitors and markets on the island, Vesthafen is, for many, the first introduction to Verlies. There are always new ships unloading hopeful adventurers to begin their journey in a new land. Like Sudhafen, adventurers usually do not stay long before departing for the capital city.

- The Rusty Bucket

A quite large inn and tavern right by the docks, run by a woman who goes by Bonney. She is always looking for an opportunity to use her trusty crossbow, and has quite the penchant for her uncanny accurate-but-not-accurate aim, earning her the “respect” of all of the sailors who frequent the area. Even the most boisterous of sailors are calm when in her bar room. Frequented by a man named Haig Halen, who spends most of his time talking about the forest to the south.

Letzte

A town known for not much but its use as a rest stop when travelling to and from Vesthafen. The townsfolk grow crops and livestock, but explicitly forbid hunting in the nearby woods, on account of the peace they share with the druids there.

- A Night's Rest Inn

A duo bar and inn, sells one-night stays for a discount, over extended stays. Run by an elf woman named Willow, who implies that she might provide other one-night services to her more favored customers.

- Quick Supplies

A small supply shop, meant for restocking quickly and leaving just the same. Owned by another resident, but the employee that actually runs the shop is named Stude, and doesn't seem to enjoy customer interaction.

Nachster

A town that lives in simultaneous peace and fear, due to its proximity to Mt. Drachgestohl. The residents there pass down the tales of the refugees arriving in panic, and clouds of smoke in the distance, a sister town destroyed by an incredible threat. The town has pooled together for the reward of the Guild's quest to slay the dragon. Home to Bellow, the owner of the windmill, and brother of Jellow.

- The Breath of Fresh Air Inn

A small inn run by a small human man named Stygg. He is a mild mannered and weak looking fellow, in contrast to his bouncer and wife, the orc Gothorka. She is an angry person when alone, but softens up to even become bashful when around her husband. In orc tradition, she proposed to him by destroying his enemies, being the men who bullied him in his younger years. She has vowed to break the jaw of any fool stupid enough to utter the phrase "Stygg the Twig". While usually not a fan of violence, Stygg did appreciate her sincerity, and thus accepted her proposal.

Ebenen

A mostly unremarkable village in the open plains, known only for its peaceful days, as well as the relaxing flute-like music that plays as the wind blows through the stone sculpture in the center of town. This sculpture, a strange, hole-filled, twisting mess of stone tendrils, has been in this town since its founding. It is unknown who built the sculpture, or if it has another purpose than providing soothing music. Home to Jellow, the owner of the windmill, and brother of Bellow.

- Soothing Tunes

A small shop that sells instruments and sheet music. Its more expensive products include Bard Spell Scrolls. Run by a man named Wolfie, who likes to whistle to the tune of the wind.

- Mouth Party Inn

A lively tavern that always has a Bard or two in it, singing their hearts out. Run by Neil, a strange young Bard who insists that if one Bard is not playing two instruments at a time, he is doing it wrong. And no, singing does not count.

Bergstad

A city burnt generations ago by an angry dragon who now calls the nearby mountain home. Notable features include a fallen statue of the man said to have founded the village, although his name has long since been lost to time. There are remains of a ruined church, a ruined weapons shop, and a ruined supplies shop. In the weapons shop, a slightly burnt note speaks of dwarven metal suppliers, a hint towards the hidden city of Bergbau.

Bergbau

A compact, stone-built city carved directly out of the mountain Drachgestohl. Led by the dwarves who built it, most of the residents are the descendants of the ruined city of Bergstad. In it resides Gadrin, leader of the dwarves and effective leader of the entire city.

- Hybrid Steel

A weapons shop run by Gaepor, the human descendant of the previous owner of the Bergstad weapons shop, Kaepor. He is constantly hounded by Ginora, his elder dwarven grandmother (widow of Kaepor), and his own dwarven wife Steia, who do not get along.

- Rockbed Inn

As is implied by its name, the beds here are made of rock. While this may seem uncomfortable, the rocks are magically heated and quite comfortable, allowing for a proper night's rest. The residents of the town all claim that it does wonders for back pain. Run by Hammerspike Stoutbeard.

- The Dwarven Stout

A tavern built by dwarves for dwarves. Humans are welcome, but those without experience are said to get drunk off of the smell alone. The barkeep, a dwarf named Rohak, is said to be competitive and knowledgeable. He is said to spill everything when he is drunk, both information and his drinks.

Natural Landmarks

Mt. Drachgestohl

This mountain, once a calm place, has been taken by a red dragon. Generations ago, this dragon, by the name of Toorshul, found a spot to call its home, and burned the city of Bergstad and the forest nearby in order to claim its territory. It lives in a large cavern in the side of the mountain, and spends leisure time on a plateau near the lower peak. It patrols the area often, searching for intruders and meals. Little does it know, a hidden city lies underground, originally a dwarven mine that sheltered refugees from Bergstad, now a compact city under the nose of the mighty dragon.

Halbverbrann

Burnt along with the city of Bergstad, this once-mighty forest is now a husk of its former self. The wildlife that survives in the still live part of the forest is dwindling, and the charred remains of the rest of the trees do not have the ability to spread life as they used to. Strangely enough, some of the living trees seem to have been cut down much more recently.

Sudwald

The forest surrounding Sudhafen, crawling with goblins. It is a more recent infestation, so there are not enough goblins to become a danger to travelers on the main road to Sudhafen, but their numbers grow steadily. Eventually, their confidence and ability will grow to a dangerous point.

Used to be larger, but a segment to the west was cleared by and for the Franky Family, a shipwright business that has been using the wood to build new ships for the port city nearby.

Vestwald

The forest south of Vesthafen, on the western piece of land. A small tent outside is home to Haig Halen, who is investigating this forest. According to him, there are tales of a ruin within the forest that has not been touched for hundreds of thousands of years.

Letzte Woods

Right outside of Letzte, these woods are home to a tribe of centaur druids, friendly to outsiders as long as they do not endanger the forest or its noble creatures. Some know of a secret recipe held by the druids, apparently capable of sustaining itself, even after most of it has been eaten.

Verwunwald

Nestled between Verlies and Walder, this forest is full of monsters, possibly attracted by the existence of the Dungeon. Strangely, home to the tree-hut of the Potion Hag, a strange old lady with a mastery of potions and their effects. She refuses to reveal her real name, instead insisting to be called Potion Hag, a name of her own invention. She stresses that she must be referred to as Potion Hag, not Potion Lady nor just Hag. She becomes quite interested with the mention of the name Warlic.

Also home to the Lesser Dungeon, the source of the monsters in the forest. Can be found during the Investigation quest.

The Beach North of Ebenen

A small horde of Kuo-Toa has been spotted nearby, breaching the shore on dark cloudy nights. Nobody knows what they are doing exactly, but they seem to be searching for something. What are they searching for, and why?

The Forest West of Ebenen

On the outskirts of the small forest on the northwestern shore, there exists a small log hut, home to a lone hunter named Aeg. Here he hunts for the mythical creature of the silver rabbit, in hopes of claiming his moment of fame and proving himself as a peak hunter.

The Eastern Shore

A group of pirates has docked on the eastern shore. They have no intentions of doing anything but rest here, as they are out of their element on the land of Verlies, and out of their league at the dock cities. They have a reasonably large hoard of treasure on their ship, although you'll have to fight them for it. They are run by Ace "Whitebeard" Portgas. He has a large white mustache, but his chin and cheeks are clean shaven.

The Southern Shore

A strange fisherman insists that he is about to haul in the catch of his life. Any day now. He's been here for maybe a few years, but he's seen it for sure. Relly keeps his words, or his names ain't Relly.

Wanderers

Roaming Nomads in the Plains

A tribe of nomads roams amongst the plains of the island, mostly made of elves, but accepting of all who wish to learn their way of life.

Ship Sailing Around the Island

A man and his weary crew sail around the island looking for the small island spoken of in the Legend of Magell. Captain Garp will not let a single one of them rest until the island is found, despite the crew's weariness.

Visitors at the Docks

Merchants with novel products arrive at Sudhafen on Monden and Vesthafen on Tursden.

- The Silk Sea

A group of merchants known for connections all over the world, the Silk Sea carries many products of varying origin.

- The Icyene Larina

From the northwestern lands, Larina sells Icyene products, often related to the cold or holy symbolism. She only visits Vesthafen.

- The Lucky Bastard Gerude

This merchant, from the southern isles, sells mostly fashion items, but can occasionally bring something special, whether he realizes it or not. He only visits Sudhafen.

The Travelling Saintess

The Saintess Irina travels the lands, spreading her blessing and wisdom to all who desire it. She is closely guarded by her companion, Eygon.

The One (Level 16 Req.)

A mysterious traveling man who refuses to tell the party his name. He is calm in his approach, but makes no attempt to hide his wish to fight them. His fists are powerful, and can reach even into other planes, as long as he knows his opponent is there.

1-55	Nothing
56-75	Random Encounter
76-85	Monks
86-95	Irina
96-100	The One

Quests

[COMPLETE THE DUNGEON]

The Main Quest. Delve into the depths of the Verlies Dungeon for knowledge and glory.
REWARD - Titles of The Dungeon Masters, Experience for every layer completed.

[NEW PARTY REQUESTED]

A researcher named is looking for a party to bring them with them on ventures into the dungeon. They are willing to pay more the deeper you can go, and are fine with waiting for extended periods between expeditions.

[REWARD] - Gold, and a new friend.

[DRAGON ON THE MOUNTAIN] - Level 10 Requirement

The Dragon of Mt. Drachgestohl has been reigning terror on the area for many years, and the citizens of Nachster believe they are in danger. For the most experienced of adventurers: prove yourself by slaying the mightiest of creatures.

[REWARD] - Gold, and the Titles of Dragon Slayer.

REWARD - Experience.

[HERB COLLECTING]

There is always a demand for healing items and various potions, but supply is another matter. Collect herbs around the island for the Guild and Irene. Payment varies.

[REWARD] - Gold and Silver.

[BOOK SEARCH]

Work for the Library in hunting down past-due books, and collecting any fees that may apply. You will be given a portion of such fees. For more coin, consider donating new or used books. You will be paid based on condition and rarity.

[REWARD] - Gold and Silver. Possible chance at Platinum.

[MOVING COMPANY]

The city always has new faces, and construction is always underway. Repairs are also a common occurrence, along with lifting heavy supplies for the guild. Help citizens with heavy lifting around the city.

[REWARD] - Gold and Silver.

[ANIMAL HUNT]

Many people live and eat in this city, and thus food is a necessary thing. Help the city by hunting in the forest nearby. Payment varies.

[REWARD] - Gold and Silver.

[MONSTER HUNT] - Level 3 Requirement

Monsters are dangerous, but certain materials from them are important for the city and the Guild. Hunt monsters in the Verwunwald Forest or in the Dungeon, and bring back materials requested. Target monsters and location will be given as the quest is taken. Payment varies.

[REWARD] - Gold and Silver.

[INVESTIGATION OF THE VERWUNWALD FOREST] - Level 5 Requirement

Monsters have been appearing from the middle of the Verwunwald Forest for an unknown reason. This could pose a danger to both Walder and Verlies, and the citizens of the island. Search for the reason monsters keep appearing, and stop it if possible.

[REWARD] - Gold.

REWARD - Experience, the acquaintance of the Potion Hag, and the ability to visit her with minimal monster interruptions.

[THE LESSER DUNGEON] - Level 7 Requirement

After your party discovered the existence of the Lesser Dungeon in Verwunwald, the Guild has researched it further. We sent researchers into the Lesser Dungeon, and they have come back with some information: there is only one floor, and it is not randomized as the main Dungeon is. The monsters there drove the researchers out quickly, so we need a party to clear it out first.

[REWARD] - Gold and Silver.

REWARD - Experience, and the ability to pass through Verwunwald without monster encounters.

[GOBLIN INFESTATION] - Level 2 Requirement

There have been goblin sightings in Sudwald Forest recently, and the frequency has only been growing. The citizens of Sudhafen are beginning to fear travel. Clear out the goblins in the Sudwald Forest.

[REWARD] - Experience, ability to set sail with Sebas.

[THE GREATEST FISHERMAN WHO EVER LIVED] - Level 17 to complete

Help Relly the Fisherman reel in the Big Catch. He has set himself up on the coastline to the south. Find him, and help him... somehow.

Available from the beginning, but the Dragon Turtle will not show up until the end.

[REWARD] - ...

REWARD - Experience.

THE HIDDEN SECRETS OF WALDER

There are rumors of a secret underground room somewhere in Walder that contains ancient secrets, written on a magical stone slab. Investigate for the truth behind these rumors, and find the hidden passage.

REWARD - Experience, gain the effects of the feat Observant, other than the +1. If an adventurer already has such a feat, allow them to choose another one.

<THE CALL OF THE SEA>

After clearing out the goblins in the Sudwald, the barkeep Sebas has taken an interest in your party. He wishes to visit an old underwater cavern and listen to the sounds of the Sirens of the sea, but it has been taken over by aquatic monsters. Hear the song of a Siren with Sebas by clearing out the enemies in the underwater cavern.

REWARD - Experience, advantage on saves vs. becoming charmed, free drinks at the Boardwalk Aquatica, within reason.

<THE MYSTERY OF THE FOREST>

Haig Halen at the Rusty Bucket has been ranting to all who will hear him about the mysterious ruins that are said to be held within the Vestwald Forest. Join him in his expedition of the area, and unravel the mystery behind these tales.

Defeat the ancient dinosaurs slumbering there.

REWARD - Experience, ancient relics that can hold great power, or have high value.

SWEET RELEASE

Burn down Quickie Supplies.

REWARD - The eternal gratitude of Stude, who now works with Willow in the Night's Rest. Longer stays there are now at the same discount as one-night stays were, and one-night stays are free.

NEW FOOLS

As you walk into the Rusty Bucket, a group of rowdy sailors stomps in demanding service. After they break a bottle, a fight breaks out. Help the barkeep calm them down, and help them keep their lives.

REWARD - Experience, access to a new quest (Helping Bonney).

<HELPING BONNEY>

After seeing you fight the rowdy fools, Bonney asks you for another favor. She has lost all her jewelry, and she asks you to help find it. She believes that she lost it near the

bridge to the mainland, and really wants it back. She supposes she could find the time to go herself, but then what would you be for?

Defeat Troll under the bridge.

REWARD - Experience, Gold.

THE TUNE OF THE WIND

Play along with the tune of the Ebenen Wind, drawing the attention of the Air Elementals nearby. Defeat these air elementals who are unknowingly causing havoc, and send them on their way.

REWARD - Experience, reluctant admiration from Neil on account on finding the loophole in his favorite saying.

THE CREATION OF GODS

There have been several sightings recently of a tribe of Kua-Toa on the northern shore, usually on dark cloudy nights. Nobody knows what they are doing exactly, but they seem to be searching for something. What are they searching for, and why? Investigate the Kua-Toa.

The Kua-Toa are searching for a new deity to worship. When the party encounters them, roll Charisma checks, and any higher than a 19 is eligible for becoming this deity. The Kua-Toa will eventually be attacked, and by proving their strength by saving them, the party will gain their idolization.

REWARD - Experience, and a small legion of Kua-Toa who follow their new leader unconditionally. This leader has advantage on all checks and saving throws when the Kua-Toa are nearby.

THE PIRATE'S TREASURE

A crew of pirates has docked for rest on the eastern shore. They have no plans to harm anybody here, but nobody across the world would be angry at a party who took them down. Eliminate or bargain with the pirates on the nearby shore.

REWARD - Experience, gold, and chance at rare treasure.

TWO BROTHERS, FAR APART

Bellow and Jellow have been having issues trusting each other since Jellow lost his sword. Jellow blames Bellow, who wanted to steal it because he lost his own sword a long time ago. Bellow claims he did not even lose his sword, because he knows exactly which hole it fell in. Bellow believes that Jellow just wants to have two swords. Help the windmill brothers get along again.

Jellow's sword is in the hands of an evil party of adventurers who want to bully him (he hasn't even noticed).

REWARD - Experience.

THE CITY HIDDEN BELOW

The city of Bergstad was burnt away by the dragon generations ago. Strangely, however, refugees who made it to Nachster told their descendents that not everyone went southeast, but the ruins suggest a relative lack of casualties. Some Nachster citizens claim to have seen unburnt trees from the forest nearby cut down much more recently. Investigate the ruins of Bergstad, and find out what happened to the lost refugees. Find and explore the city of Bergbau.

REWARD - Experience, access to the city of Bergbau and all within it, and an easier method of sneaking up to the dragon's lair.

<THE BARKEEP'S PASSWORD>

Rohak has forgotten the password into his safe deposit box in the dwarven bank. He is asking anyone to help him get the password back, without breaking into the bank. He promises some of the gold within his deposit box as a reward. Get him drunk so that he tells you.

REWARD - Gold, and a +1 to Constitution score to all who attempted to drink.

<THE HEAT OF THE FORGE> - Level 9 Requirement

Below Bergbau lies vicious magma, used for the many forges and cooking ranges throughout the city, but the heat has been cooling down recently. Kaepor has been suffering from the lack of heat, and asks the new adventurers to help him. Gain Gadrin's permission to investigate the Lower Caverns, and defeat the Fire Giants that have been siphoning the heat.

REWARD - Experience, Gold, higher tier weapons from Hybrid Steel.

<THE DRUIDS' SECRET RECIPE>

Tonio, the most accomplished chef in the history of Verlies, is proud of his list of recipes from around the world. Unfortunately, however, he is unable to acquire the recipe for the Letzte Druid's signature dish. Teach Tonio the centaur druid's secret recipe involving Goodberry. The druids might let you know the recipe if you clear the invasive species in the forest.

REWARD - A container of Perfect Rations, which can be used once a day for 1d4+1 temporary health, as well as a full day's meal. This container will never run out of supply.

<THE LONELY HUNTER>

Aeg is a lone hunter searching for the hunt of many lifetimes. Listen to Aeg's stories and accompany him on a hunt, even if unsuccessful.

REWARD - Gain proficiency in Survival when tracking footsteps.

<AN UNEXPECTED ENCOUNTER>

Gawain, one of the last remaining members of the party of Guildmaster Arthur, appears to have retired in Letzte. He, more so than most other adventurers, is an expert at dungeon crawling. He will teach you all he knows if you can find and prove yourself to the Green Knight.

The Green Knight will appear in the first layer of the dungeon if the party goes back.

REWARD - Experience, and gain the Dungeon Delver feat.

<THE LEGEND OF MAGELL>

The Legend of Magell tells of a brave captain who sailed the seas around Verlies Isle and found a meadowy island populated by the fae. Here he gained the fae's blessing and friendship. Captain Garp wishes for the same honour, but has no idea where such an island could be. He has forced his crew to join his journey of sailing around the island until they lost count, and will not give up until his fae are found.

The legend tells of Magell falling asleep before he docks onto the island as if by magic, but Garp refuses to let anybody sleep for more than minutes at a time, lest they might miss the sight of the island.

Find the Island of Fae by letting everyone sleep at once.

REWARD - Experience, and gain permanent access to the island, which can be used to cure all diseases and ailments, including curses. +1 to Charisma to all who visit the island.

THE NOMAD'S KNOWLEDGE

The nomads that travel the plains are a trusted and beloved clan of wanderers, and they are full of well-trained Monks. Learn what the nomads have to teach, and pass their trials.

REWARD - Experience, and gain the effects of the Savage Attacker feat once per day. If an adventurer already has such a feat, allow them to choose another one.

<THE SAINTESS' BLESSING>

Few people know of this, but the Saintess Irina is actually in love with her life-guard Eygon. Whenever she attempts to show her love, Eygon seems to miss it. Any declaration of spending their lives together is met with "Such is my duty as your life guard". Do the Saintess a favor, and find a way to express her love to him in a way he understands.

Unexpectedly, Eygon is quite the romanticist when it comes to flowers. Find a beautiful bouquet of roses for her to give to him. (These roses grow in Vestwald, the Lesser Dungeon, the Island of Fae, and certain parts of Mt. Drachgestohl.)

REWARD - Experience, a +1 blessings to any holy equipment held by the party.

EAT LIKE KINGS

Attend the Feast of Kings on the 10th of Hachidek, a celebration of adventurers like you.

REWARD - Gain the Tough feat. If an adventurer already has such a feat, allow them to choose another one.

THE ONE

Fight with the One.

REWARD - Experience, +1 to any ability score of their choice.

<THE COMING WINTER> - Level 7 Requirement

Frost Giants attempt to invade the people of Nachster on a yearly basis, yet another danger to their peace and safety. It is unknown why the dragon allows the giants to continue to live on the mountain, but rumors speculate that the reason is nothing more than a whim, or for access to a free cold snack. On the day of the Cold Convergence, join the Nachster peoples on the mission to defend the town from Frost Giants.

REWARD - Experience.

A YEAR OF FESTIVITIES

Attend both the Newyear and Endyear celebrations of a given year. Celebrate a year of adventuring and salvation, and reflect on all that you've gained.

REWARD - Experience.

The Dungeon

The Verlies Dungeon is famous for its uniqueness and difficulty. It seems to have been expressly built to become harder the farther you delve into it, but any other signs of ancient peoples on this island disappeared a long time before the Dungeon was ever even found. This elaborate and intricate yet inhuman structure is an exciting adventure for researchers and adventurers alike.

The Dungeon from its entrance appears to be a single stairwell down a simple five floors, but upon entering the doorway that marks each floor, any group or party will find themselves in their own unique labyrinth. Upon entering with the same group again, you will find the same layout, although one person can see possibly infinitely many layouts by changing up their groups. This has led to the practice of researchers hiring adventurers for single-excavation missions, and then looking for a new party, creating a network of researchers and exploration parties.

It appears that for each party, they must complete each level in order to progress to the next. Currently, the first layer is accessible to almost everyone, but no party has yet cleared the fourth layer, meaning the fifth and final layer remains a total mystery.

The players will be the party to clear the fifth layer and unlock the secret final 6th layer, which holds the final boss of the campaign.

Each layer has jewelry. The first floor has a necklace, the second a bracelet, the third a ring, the fourth earring, and the fifth a second earring. These belong to the creator of the dungeon and the final boss, a lich named Kleos Aphthiton. If he sees the players wearing them at the end, he will comment on their luck of finding his old magic.

At the entrance to each layer is a carved message, which appears after the floor is cleared:

"Know that it is I who carved the earth, and my name is Kleos Aphthiton"

"Know that it is I who filled the space, and my name is Kleos Aphthiton"

"Know that it is I who has tamed death, and my name is Kleos Aphthiton"

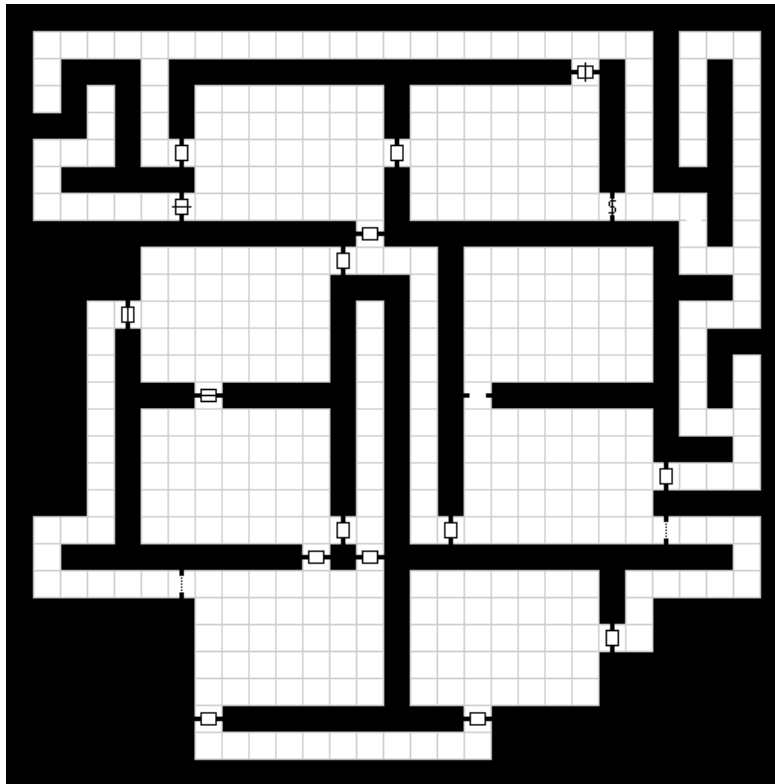
"Know that it is I who became a god, and my name is Kleos Aphthiton"

"Know that it is I who waits below, and my name is Kleos Aphthiton"

Below are my available for use versions of the layers of this dungeon.

Each layer has a list of encounters to use as the party progresses. The first few, as they are shorter, have their encounters laid out to match the rooms in the picture above, but the later lists are in order of which rooms they enter, to make it slightly easier to understand.

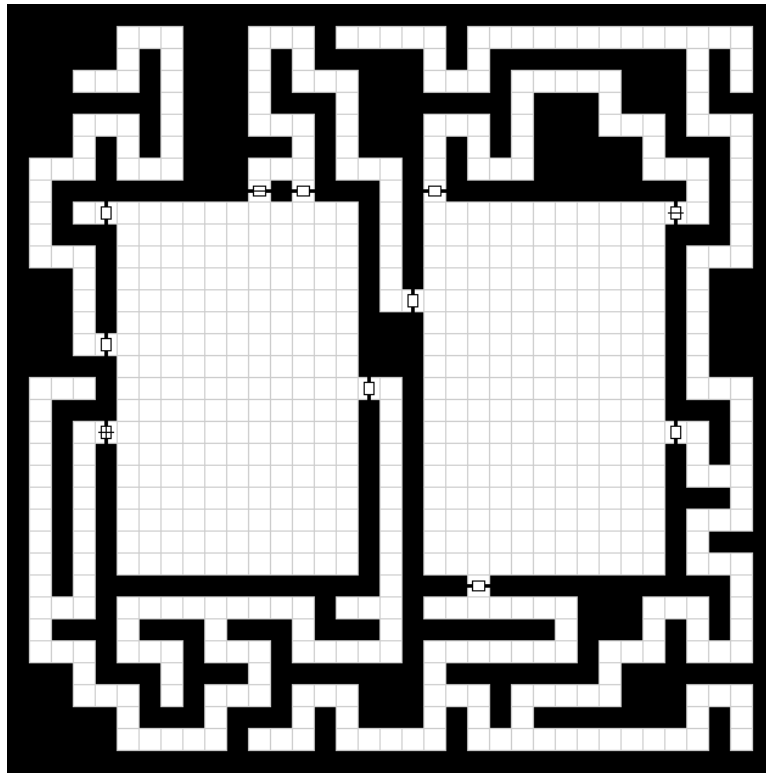
Layer 1: 1st level party



3 Flying Swords
4 Rats, 4 Giant Rats
4 Bats, 1 Giant Bat

3 Goblins
1 Spider, 1 Giant Spider
3 Flying Swords

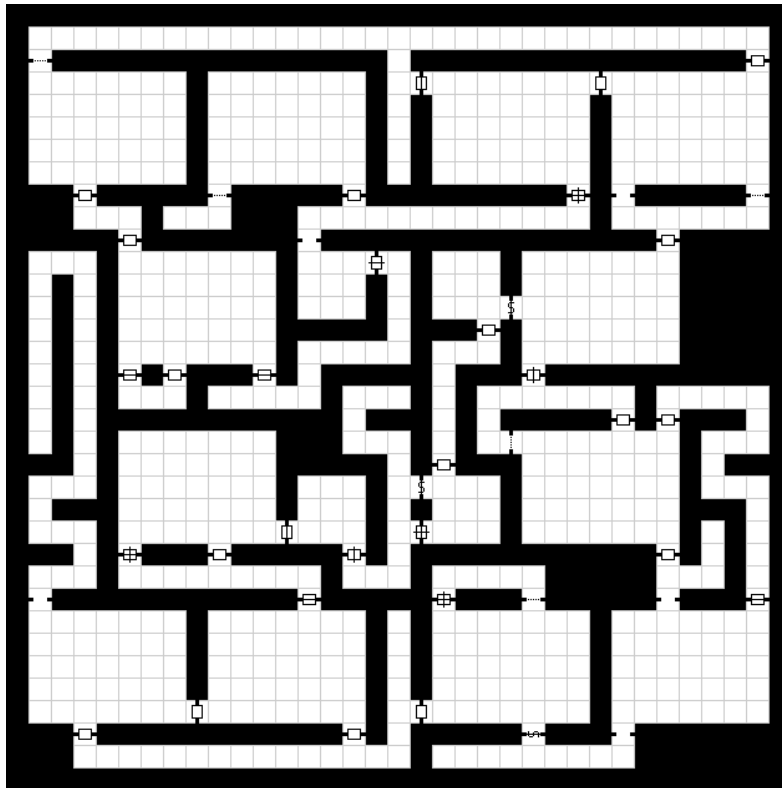
Layer 2: 3rd level party



13 Pseudodragons

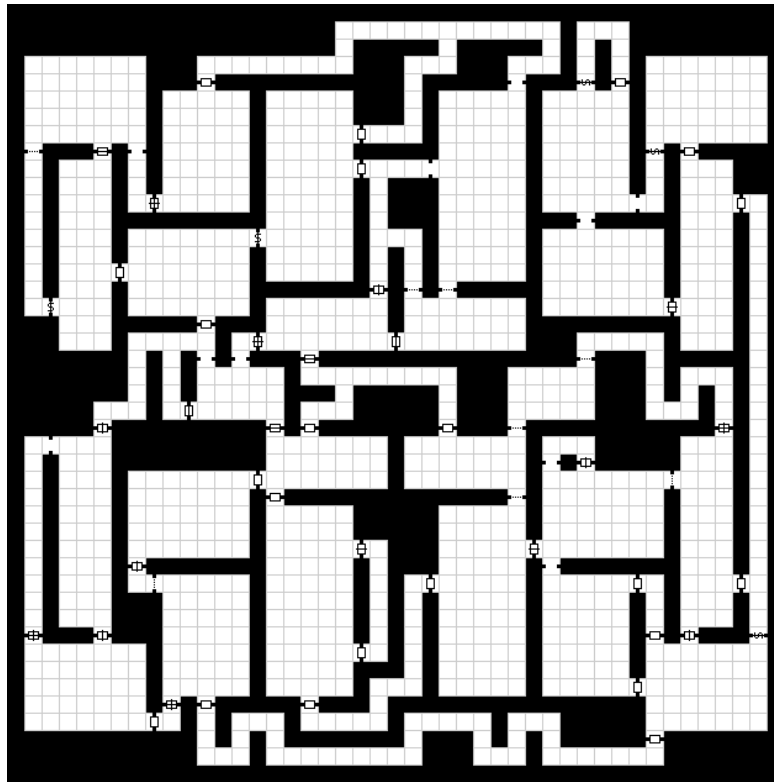
1 Troll

Layer 3: 6th level party



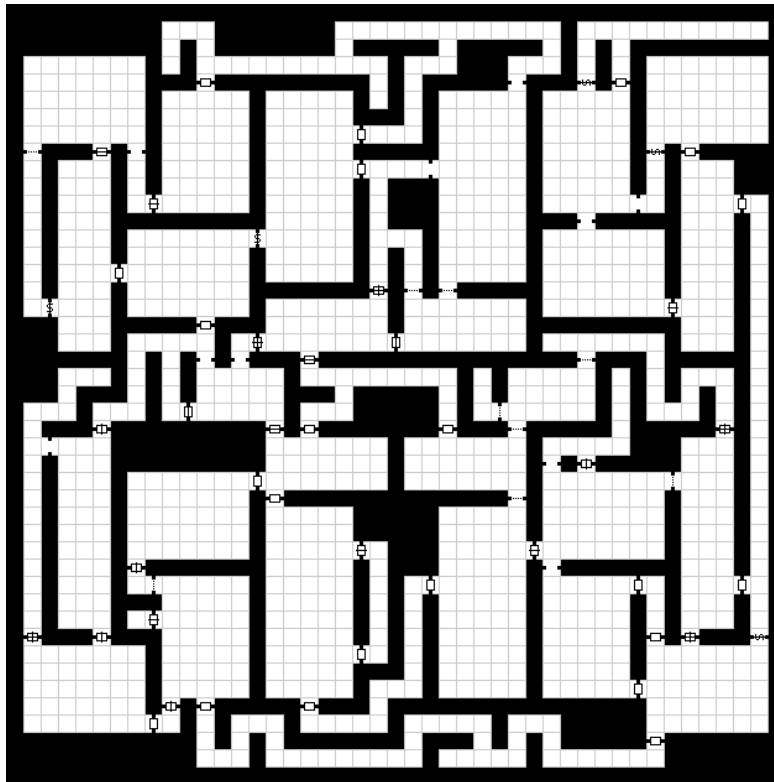
2 Bone Naga	4 Gelatinous Cubes	4 Wererats	2 Black Pudding
4 Mimics	Storage room	2 Hell Hound	2 Bone Naga
4 Gargoyles	Storage room	Empty Room	1 Animated Armor, 1 Mage
4 Minotaur Skeletons	3 Wight	3 Basilisk	4 Carrion Crawler

Layer 4: 10th level party



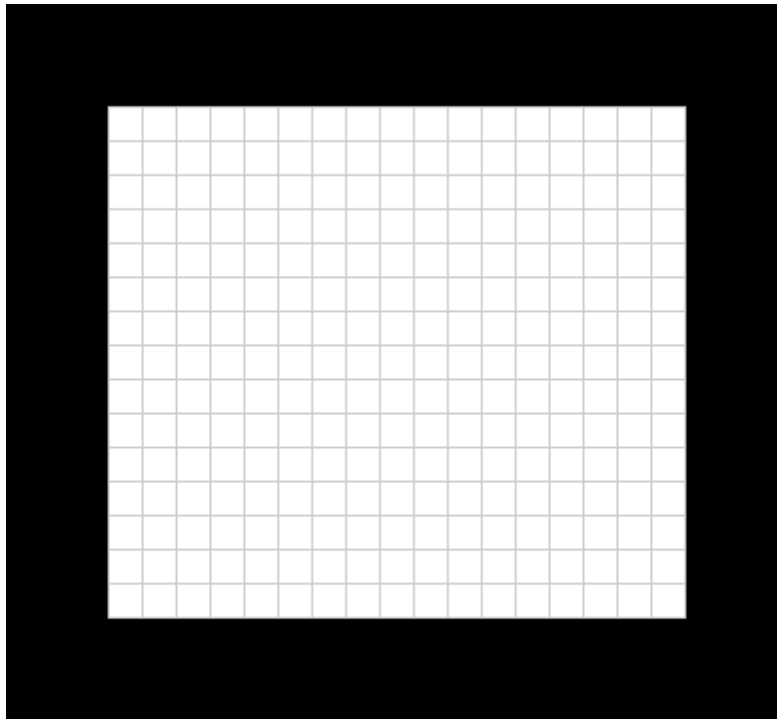
- | | |
|----------------------------|---------------------------|
| 1- No Fight | 14- 2 Cyclops |
| 2- Gynosphinx | 15- 4 Flameskulls |
| 3- 4 Flameskulls | 16- No Fight |
| 4- 4 Ghosts | 17- No Fight |
| 5- 2 Medusa | 18- 4 Red Dragon Wyrmling |
| 6- No Fight | 19- Behir |
| 7- 4 Bone Naga | 20- 4 Flameskulls |
| 8- 2 Medusa | 21- 4 Bone Naga |
| 9- No Fight | 22- No Fight |
| 10- Fire Giant, Hell Hound | 23 - 4 Ettin |
| 11- No Fight | 24- No Fight |
| 12- No Fight | 25- 4 Black Pudding |
| 13- 4 Flameskulls | 26- 4 Ghosts |

Layer 5: 15th level party



- | | |
|-------------------|---------------------|
| 1- 3 Medusa | 14- 3 Cyclops |
| 2- 3 Cyclops | 15- 4 Vampire Spawn |
| 3- Vampire | 16- 4 Trolls |
| 4- No Fight | 17- No Fight |
| 5- 4 Flesh Golem | 18- |
| 6- 4 Wraith | 19- 3 Cyclops |
| 7- No Fight | 20- No Fight |
| 8- Beholder | 21- Vampire |
| 9- No Fight | 22- 3 Cyclops |
| 10- 2 Spirit Naga | 23 - No Fight |
| 11- 2 Fire Giant | 24- No Fight |
| 12- Mummy Lord | 25- 2 Fire Giant |
| 13- No Fight | 26- Purple Worm |

Layer 6: 19th level party



1 Lich (Kleos)