

TIRVANDOR

Dungeon Master's Toolkit

15 Essential Tools for Running Tirvandor



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DM QUICK REFERENCE SHEET

TIRVANDOR ESSENTIALS AT A GLANCE

Print this on 2 pages, laminate, and keep at the table!

COMMON DCs

Task Difficulty	DC	Examples
Very Easy	5	Notice something obvious, climb a knotted rope
Easy	10	Hear approaching guards, climb a rope, break down weak door
Medium	15	Pick simple lock, spot hidden door, leap across 10ft gap
Hard	20	Pick complex lock, swim in stormy waters, convince hostile NPC
Very Hard	25	Climb a slick cliff face, swim across violent rapids
Nearly Impossible	30	Track someone across water, convince fanatic to change belief

COMMON SKILL DCs BY TYPE

- Perception (Passive 10+):** Obvious (5), Hidden (15), Very Hidden (20), Invisible (25)
- Persuasion:** Friendly (0), Neutral (10), Unfriendly (15), Hostile (20)
- Investigation:** Surface Clue (10), Hidden Clue (15), Buried Clue (20)
- Stealth vs Perception:** Match or beat passive Perception (typically 10-15)

TRAVEL TIMES

BETWEEN MAJOR CITIES (By Horse)

From → To	Days	Terrain
Kaer Thandros → Goldreach	3	Road (easy)
Kaer Thandros → Aethermere	12	Mountain pass (hard)
Goldreach → Silverpine	4	Road (easy)
Silverpine → Ironhold	5	Hills (medium)
Ironhold → Aethermere	8	Forest (medium)
Aethermere → Sundara	20	Desert (very hard)
Kaer Thandros → Ashmar	15	Swamp border (hard)

TRAVEL PACE (PER DAY)

- Fast (30 miles/day):** -5 to passive Perception, arrive exhausted
- Normal (24 miles/day):** Standard travel
- Slow (18 miles/day):** Can use Stealth, no penalty

MOVEMENT MODIFIERS

- Road/Clear:** Normal pace
- Hills/Forest:** -25% speed (18 miles normal pace)
- Mountains/Swamp:** -50% speed (12 miles normal pace)

- Desert:** -25% speed, CON saves vs exhaustion

COMMON PRICES

LODGING & FOOD (PER DAY)

Quality	Lodging	Meals
Squalid	7 cp	3 cp
Poor	1 sp	6 cp
Modest	5 sp	3 sp
Comfortable	8 sp	5 sp
Wealthy	2 gp	8 sp
Aristocratic	4 gp min	2 gp

COMMON SERVICES

- Hireling (unskilled):** 2 sp/day
- Hireling (skilled):** 2 gp/day
- Messenger (in city):** 2 cp
- Messenger (between cities):** 1 sp per mile
- Healer (cure light wounds):** 10 gp
- Spellcasting (1st level):** 10-30 gp
- Spellcasting (2nd level):** 40-60 gp
- Guide (wilderness):** 5 sp/day
- Translator:** 1 gp/day
- Sage consultation:** 50-100 gp

TRANSPORTATION

- Horse (riding):** 75 gp
- Horse (draft):** 50 gp
- Wagon:** 35 gp
- Cart:** 15 gp
- Coach (hire, per mile):** 3 cp
- Ship passage (per mile):** 1 sp

COMMON GEAR

- Rations (1 day):** 5 sp
- Rope (50 ft):** 1 gp
- Torches (10):** 1 sp
- Healing Potion:** 50 gp
- Antitoxin:** 50 gp
- Lock (good quality):** 10 gp
- Thieves' Tools:** 25 gp

FACTIONS AT A GLANCE

Faction	Leader	One-Sentence Summary
Iron Council	Lord Commander Gareth Lightbane	Military alliance defending borders, values honor and duty
Merchant League	Trade Prince Lucian Goldfingers	Economic powerhouse controlling trade routes, motivated by profit
The Syndicate	Master Crimson	Criminal network operating in shadows, controls black market
Ashwardens	Grand Warden Volcanus Rex	Guardians of volcanic region, prevent catastrophic eruptions
Aethorian Council	Council Speaker Aquila Clearwater	Elven governing body, values wisdom and magical knowledge
Ironspine Rangers	Warden Commander Thalia Moonbow	Wilderness protectors, maintain balance between civilization and nature
Forgebound Guild	Forge-Master Rurik Ironanvil	Master craftsmen and smiths, create legendary items
Circle of Druids	Archdruid Silvaris Oakenheart	Nature defenders, oppose despoiling of wild places

FACTION RELATIONS QUICK GUIDE

- Allied:** Iron Council + Merchant League
- Hostile:** Syndicate vs Everyone (in secret)
- Neutral Trade:** Most factions trade with Merchant League
- Tense:** Iron Council vs Aethorian Council (political rivalry)

WEATHER BY SEASON

THALDROS (TEMPERATE KINGDOM)

- Spring (Mar-May):** Rain common, mild temperatures, fog in mornings
- Summer (Jun-Aug):** Warm and dry, occasional storms
- Autumn (Sep-Nov):** Cool and crisp, harvest season, early frost
- Winter (Dec-Feb):** Cold with snow, roads difficult, -10°F to 30°F

AETHORIA (FORESTED REPUBLIC)

- Spring:** Constant light rain, flowers bloom, perfect weather
- Summer:** Warm with gentle breezes, magical auroras at night
- Autumn:** Golden leaves, mild and pleasant
- Winter:** Light snow, rarely harsh, magical warmth in cities

SUNDARA (DESERT NATION)

- Spring/Autumn:** Comfortable days (70-85°F), cool nights
- Summer:** Extreme heat (100-120°F), survival challenges
- Winter:** Mild days (60-75°F), cold nights (35-45°F)
- Sandstorms:** 20% chance any day in summer

ASHMAR WASTES (VOLCANIC REGION)

- All Year:** Hot and smoky, ash falls regularly
- Eruption Season (Summer):** Extreme danger, evacuations common
- Safe Season (Winter):** Still hot but more stable

NPC NAME PRONUNCIATION

COMMON NAMES (EASY)

- Aldric:** AL-drik
- Thrain:** THRANE (like “train”)
- Gareth:** GAIR-eth
- Marcus:** MAR-kus
- Lyanna:** lee-AH-nuh

ELVEN NAMES (MEDIUM)

- Aelindra:** ay-LIN-druh
- Aethermere:** AY-thur-meer
- Silvaris:** sil-VAR-iss
- Thaelon:** THAY-lon
- Niriel:** NEER-ee-el

EXOTIC NAMES (HARD)

- Qadir al-Rum:** KAH-deer al-ROOM
- Rashid Al-Sahir:** rah-SHEED al-sah-HEER
- Volcanus Rex:** vol-KAY-nus REX
- Corvus Blackwood:** KOR-vus BLACK-wood

TIPS FOR CONSISTENCY

- Write phonetic pronunciation in NPC notes
- Keep it simple - prioritize consistency over perfect accuracy
- Players will adapt to however you say it first

QUICK COMBAT REFERENCE

ACTION ECONOMY

- **Action:** Attack, Cast Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use Object
- **Bonus Action:** Off-hand attack, certain spells, class features
- **Reaction:** Opportunity attack, certain spells, readied actions
- **Free:** Speak (short phrase), drop item, environmental interaction

CONDITIONS QUICK REFERENCE

- **Blinded:** Auto-fail sight checks, attacks against you have advantage, your attacks have disadvantage
- **Charmed:** Can't attack charmer, charmer has advantage on social checks
- **Frightened:** Disadvantage on checks while source visible, can't move closer to source
- **Grappled:** Speed 0, ends if grappler incapacitated
- **Prone:** Disadvantage on attacks, melee attacks against you have advantage, ranged have disadvantage
- **Restrained:** Speed 0, attacks against you have advantage, your attacks have disadvantage, disadvantage on DEX saves
- **Stunned:** Incapacitated, auto-fail STR/DEX saves, attacks against you have advantage
- **Unconscious:** Incapacitated, drop everything, auto-fail STR/DEX saves, attacks have advantage, melee crits within 5ft

COVER

- **Half Cover (+2 AC/DEX):** Low wall, furniture, creatures
- **Three-Quarters (+5 AC/DEX):** Portcullis, arrow slit, thick tree
- **Total:** Fully concealed, can't be targeted

IMPROVISATION AIDS

QUICK NPC GENERATOR (ROLL D20 ON EACH)

Occupation: 1-2: Guard/Soldier | 3-4: Merchant | 5-6: Farmer | 7-8: Craftsman | 9-10: Servant
11-12: Scholar | 13-14: Priest | 15-16: Performer | 17-18: Criminal | 19-20: Noble

Personality Quirk: 1-2: Nervous habit | 3-4: Speaks loudly | 5-6: Very formal | 7-8: Uses big words
9-10: Repeats phrases | 11-12: Suspicious | 13-14: Overly friendly | 15-16: Bored
17-18: Ambitious | 19-20: Secretive

Want: 1-5: Money | 6-10: Safety | 11-15: Revenge | 16-18: Power | 19-20: Love

QUICK PLOT HOOKS (D10)

1. Someone's been murdered - whodunit?
2. Precious item stolen - track the thief
3. Monster sighting nearby - investigate
4. Merchant caravan needs guards
5. Mysterious letter arrives for PC
6. Rival faction makes aggressive move
7. Natural disaster threatens settlement
8. Ancient ruins discovered nearby
9. Political conspiracy uncovered
10. Magical phenomenon occurs

TAVERN NAME GENERATOR (D20)

1. The Prancing Pony | 2. The Silver Stag | 3. The Rusty Anchor | 4. The Golden Griffin
2. The Drunken Dragon | 6. The Wandering Star | 7. The Broken Wheel | 8. The Copper Kettle
3. The Merry Maiden | 10. The Iron Tankard | 11. The Laughing Fox | 12. The Crossed Swords
4. The Weary Traveler | 14. The King's Head | 15. The Lucky Coin | 16. The Siren's Call
5. The Boar's Tusk | 18. The Last Light | 19. The Black Rose | 20. The Hearthstone

CALENDAR & HOLIDAYS

TIRVANDOR CALENDAR (12 MONTHS, 30 DAYS EACH)

1. **Frostmarch** (January) - Dead of winter
2. **Thawing** (February) - Winter's end
3. **Renewal** (March) - Spring begins
4. **Blooming** (April) - Spring festivals
5. **Highsun** (May) - Early summer
6. **Reaping** (June) - Midsummer
7. **Harvest** (July) - Crops gathered
8. **Goldenfall** (August) - Early autumn
9. **Leafdrop** (September) - Late autumn
10. **Darkening** (October) - Winter approaches
11. **Frostfall** (November) - First snow
12. **Deepwinter** (December) - Longest nights

MAJOR HOLIDAYS

- **Spring Renewal Festival** (Renewal 15) - New beginnings, marriages
- **Midsummer Celebration** (Reaping 15) - Longest day, festivals
- **Harvest Moon** (Harvest 1) - Thanksgiving for crops
- **Winter Solstice** (Deepwinter 21) - Longest night, family gatherings
- **Founder's Day** (varies by city) - Celebration of city founding

CRITICAL SUCCESS/FAILURE HOUSE RULES

ON ATTACK ROLLS

- **Natural 20:** Max damage + roll damage dice again
- **Natural 1:** Miss, possible weapon drop or hit ally
(DM discretion)

ON SKILL CHECKS

- **Natural 20:** Success plus exceptional benefit
- **Natural 1:** Failure plus complication (but not impossible task)

ON SAVING THROWS

- **Natural 20:** Success plus additional benefit
- **Natural 1:** Failure plus worsened condition

DM TIPS FOR SMOOTH SESSIONS

RULE OF COOL

If it's awesome and not game-breaking, allow it with a DC check

THE THREE CLUE RULE

Always provide at least 3 ways to discover critical information

YES, AND...

When players try creative solutions, say "yes, and..." instead of "no"

PACING TRICKS

- Skip boring travel with "You arrive after 3 days"
- Use montages for extended downtime
- End on cliffhangers

WHEN TO CALL FOR ROLLS

- **Don't roll** if failure has no consequence
- **Don't roll** if success is guaranteed
- **Roll** when both success and failure are interesting

Print Page 1 & 2 | Laminate | Keep at Table | Never Lose This Again!  

MAJOR CITIES & REGIONS AT A GLANCE

Use this for: Quick city facts, travel planning, adventure hooks, and atmosphere

KAER THANDROS (CAPITAL OF THALDROS)

Population: 85,000 | **Type:** Fortress-City | **Ruler:** King Aldric IV Thandris

AT A GLANCE

- **Atmosphere:** Military, disciplined, stone and iron
- **Architecture:** Massive stone walls, Gothic fortresses, defensive design
- **Climate:** Temperate, cold winters with heavy snow
- **Economy:** Military equipment, training, administration

KEY LOCATIONS

1. **The Iron Palace** - Royal seat, heavily fortified
2. **Military Quarter** - Barracks, training grounds, armory
3. **Merchant District** - Markets, guildhalls, warehouses
4. **Temple Row** - Major temples to all gods
5. **The Undercity** - Sewers, smuggler tunnels (Syndicate territory)

KEY NPCs

- King Aldric IV Thandris (ruler)
- Prince Aldric Thandris (heir)
- Lord Commander Thrain Ironoak (military commander)
- General Marthos Thandris (prince's uncle)
- Watch Captain Gregor Ironhand (city guard)

ADVENTURE HOOKS

- Political intrigue at court
- Undercity Syndicate operations
- Border defense missions
- Royal succession plots
- Military corruption investigation

ATMOSPHERE NOTES

- **Sights:** Soldiers drilling, banners flying, fortress walls
- **Sounds:** Marching boots, clanging steel, military horns
- **Smells:** Forge smoke, leather, stone dust
- **Mood:** Orderly, martial, proud but tense

TRAVEL TIMES FROM KAER THANDROS

- To Goldreach: 3 days (road)

- To Aethermere: 12 days (mountain pass)
- To Ironhold: 6 days (hills)
- To Ashmar: 15 days (swamp border)

GOLDREACH (MERCHANT LEAGUE CAPITAL)

Population: 62,000 | **Type:** Trade Hub | **Leader:** Trade Prince Lucian Goldfingers

AT A GLANCE

- **Atmosphere:** Wealthy, bustling, cosmopolitan
- **Architecture:** Gilded mansions, warehouses, ornate guildhalls
- **Climate:** Temperate coastal, mild year-round
- **Economy:** Trade center, banking, luxury goods

KEY LOCATIONS

1. **The Golden Exchange** - Massive market complex
2. **Merchant Prince's Palace** - Ostentatious wealth display
3. **The Docks** - 50+ berths, constant activity
4. **Foreign Quarter** - Traders from distant lands
5. **The Vaults** - Underground banking district

KEY NPCs

- Trade Prince Lucian Goldfingers (leader)
- Merchant Prince Davos Goldshore (villain, operates here)
- Lord Aldris Goldshore IV (noble merchant)
- Lady Serina Goldshore (merchant lady)
- Merchant Lord Cornelius Goldpurse (faction leader)

ADVENTURE HOOKS

- Trade route piracy
- Merchant house rivalries
- Smuggling operations
- Foreign intrigue
- Banking heist/fraud

ATMOSPHERE NOTES

- **Sights:** Gold everywhere, exotic goods, foreign merchants
- **Sounds:** Haggling voices, coin clinking, ship bells
- **Smells:** Spices, sea salt, perfumes, wealth
- **Mood:** Greedy, opportunistic, cosmopolitan, vibrant

TRAVEL TIMES FROM GOLDREACH

- To Kaer Thandros: 3 days (road)
- To Silverpine: 4 days (road)
- To Aethermere: 10 days (forest road)
- To Coastal ports: 1 day (ship)

AETHERMERE (ELVEN CAPITAL)

Population: 48,000 | **Type:** Magical City-State | **Ruler:** High Queen Aelindra Aethermere

AT A GLANCE

- **Atmosphere:** Otherworldly, serene, magical
- **Architecture:** Crystal spires, living trees, ethereal beauty
- **Climate:** Perpetually perfect (magically controlled)
- **Economy:** Magic items, knowledge, art

KEY LOCATIONS

1. **Starlight Palace** - Queen's crystalline residence
2. **Starweaver Academy** - Premier magical institution
3. **The Observatory** - Astronomical and divination center
4. **Council Chambers** - Government heart
5. **The Eternal Gardens** - Magical botanical preserve

KEY NPCs

- High Queen Aelindra Aethermere (ruler)
- Princess Elanil Aethermere (daughter, curious)
- Archmage Eldrin Aethermere (royal mage)
- Archmage Veridian Starweaver (academy head)
- Council Speaker Aquila Clearwater (political leader)
- Lady Shadowleaf Niriell (spymaster)

ADVENTURE HOOKS

- Magical anomalies investigation
- Ancient tome recovery
- Political assassination plots
- Planar incursions
- Academic rivalries turned deadly

ATMOSPHERE NOTES

- **Sights:** Floating lights, crystalline architecture, magical flora
- **Sounds:** Ethereal music, soft chimes, whispered spells
- **Smells:** Flowers, incense, clean air, magical ozone
- **Mood:** Timeless, peaceful, mysterious, intellectual

TRAVEL TIMES FROM AETHERMERE

- To Kaer Thandros: 12 days (mountain pass)
- To Goldreach: 10 days (forest road)
- To Silverpine: 5 days (road)
- To Sundara: 20 days (desert crossing)

IRONHOLD (DWARVEN STRONGHOLD)

Population: 35,000 (mostly underground) | **Type:** Mountain Fortress-City | **Leader:** Thane Durin Ironforge

AT A GLANCE

- **Atmosphere:** Industrial, traditional, honorable
- **Architecture:** Carved stone halls, massive forges, underground vaults
- **Climate:** Cool underground, snowy above-ground
- **Economy:** Metalworking, mining, craftsmanship

KEY LOCATIONS

1. **The Great Forge** - Legendary smithing complex
2. **Ironforge Halls** - Noble clan residence
3. **Deep Mines** - Richest ore veins in realm
4. **Ancestor Tombs** - Sacred burial grounds
5. **The Anvil Tavern** - Famous dwarven drinking hall

KEY NPCs

- Thane Durin Ironforge (clan leader)
- Master Smith Gundren Ironforge (master craftsman)
- Forge-Master Rurik Ironanvil (guild master)
- Master Smith Durgan Forgefire (legendary smith)
- Quartermaster Thorna Ironprice (supplies)

ADVENTURE HOOKS

- Mine disasters (monsters from deep)
- Stolen clan heirlooms
- Forge sabotage
- Ancient dwarf ruins discovery
- Clan honor disputes

ATMOSPHERE NOTES

- **Sights:** Molten metal, carved runes, bearded dwarves
- **Sounds:** Hammering, pickaxes, deep singing
- **Smells:** Forge smoke, ale, stone, sweat
- **Mood:** Industrious, proud, traditional, welcoming (to friends)

TRAVEL TIMES FROM IRONHOLD

- To Kaer Thandros: 6 days (hills)
- To Silverpine: 5 days (mountain road)
- To Aethermere: 8 days (forest)
- To mines: 1 day (underground)

SILVERPINE (FOREST SETTLEMENT)

Population: 22,000 | **Type:** Forest Town | **Leader:** Lady Seraphine Silverleaf

AT A GLANCE

- **Atmosphere:** Natural, rustic, integrated with forest
- **Architecture:** Treehouses, wooden lodges, living trees
- **Climate:** Mild, rainy, forested
- **Economy:** Lumber (sustainable), herbs, hunting

KEY LOCATIONS

1. **Silverleaf Manor** - Noble family estate
2. **The Green Market** - Natural goods trade
3. **Ranger's Rest Tavern** - Popular gathering spot
4. **Druid Circle** - Ancient stone ring in clearing
5. **Ironspine Ranger Outpost** - Wilderness defenders

KEY NPCs

- Lady Seraphine Silverleaf (noble lady)
- Ranger-Lord Arannis Silverleaf (wilderness expert)
- Council Mistress Elara Silverleaf (politician)
- Warden Commander Thalia Moonbow (ranger leader)
- Archdruid Silvaris Oakenheart (nature guardian)

ADVENTURE HOOKS

- Illegal logging operations
- Monster attacks from deep forest
- Druidic mysteries
- Ranger missions
- Fey encounters

ATMOSPHERE NOTES

- **Sights:** Massive trees, moss-covered buildings, wildlife
- **Sounds:** Bird calls, rustling leaves, distant streams
- **Smells:** Pine, earth, flowers, fresh rain
- **Mood:** Peaceful, natural, protective, suspicious of outsiders

TRAVEL TIMES FROM SILVERPINE

- To Goldreach: 4 days (road)
- To Ironhold: 5 days (mountain road)
- To Aethermere: 5 days (road)
- To deep forest: 2-3 days (no roads)

SEAHAVEN (MAJOR PORT CITY)

Population: 44,000 | **Type:** Port City | **Leader:** Harbor Master Tobias Saltwind

AT A GLANCE

- **Atmosphere:** Rough, cosmopolitan, seafaring
- **Architecture:** Weathered wood, stone piers, salt-stained buildings
- **Climate:** Coastal, windy, salty air
- **Economy:** Fishing, trade, shipbuilding, piracy (unofficially)

KEY LOCATIONS

1. **The Grand Harbor** - 80+ berths for ships
2. **Shipwright's District** - Boat construction
3. **The Docks Quarter** - Taverns, brothels, gambling
4. **Lighthouse of Aethoria** - Ancient magical lighthouse

5. **Fish Market** - Chaotic morning auctions

KEY NPCs

- Harbor Master Tobias Saltwind (port authority)
- Captain Mira Wavecrest (naval officer)
- Admiral Theron Stormcrest (fleet commander)
- Captain Vex Darkwater (pirate/privateer)
- Father Aldric Tidekeeper (sea god priest)

ADVENTURE HOOKS

- Pirate attacks on shipping
- Smuggling investigation
- Sea monster threats
- Treasure map pursuits
- Naval battles

ATMOSPHERE NOTES

- **Sights:** Ships, seagulls, cargo, rough sailors
- **Sounds:** Waves, rigging creaking, shanties, gulls
- **Smells:** Fish, salt, tar, seaweed
- **Mood:** Rough, adventurous, lawless, exciting

TRAVEL TIMES FROM SEAHAVEN

- To Goldreach: 1 day (ship), 3 days (road)
- To any coastal city: 2-5 days (ship)
- To islands: Varies (ship only)
- Inland: 1 week to Kaer Thandros

SUNDARA (DESERT CITY-STATE)

Population: 38,000 | **Type:** Oasis City | **Leader:** Sultan Rashid Al-Sahir

AT A GLANCE

- **Atmosphere:** Exotic, spiritual, hot
- **Architecture:** Domed buildings, minarets, tiled courtyards
- **Climate:** Extreme desert heat, cool nights
- **Economy:** Spices, textiles, gems, desert knowledge

KEY LOCATIONS

1. **The Oasis Palace** - Sultan's magnificent residence
2. **The Grand Bazaar** - Legendary marketplace
3. **Temple of the Sun** - Major religious center
4. **Caravanserai** - Traveler's rest complex
5. **The Underground Springs** - Sacred water source

KEY NPCs

- Sultan Rashid Al-Sahir (ruler, spiritual leader)
- Master Glasswright Zara (artisan)
- Desert Ranger Khalid (guide)
- Merchant Princess Yasmin (trader)
- Caravan Master Hassan (desert expert)

ADVENTURE HOOKS

- Desert ruins exploration
- Sandstorm survival
- Water theft crimes
- Nomad conflicts
- Ancient prophecies

ATMOSPHERE NOTES

- **Sights:** Golden sand, white buildings, colorful textiles
- **Sounds:** Call to prayer, market chatter, wind
- **Smells:** Spices, incense, hot sand, mint tea
- **Mood:** Spiritual, hot, mysterious, hospitable

TRAVEL TIMES FROM SUNDARA

- To Aethermere: 20 days (desert crossing - very hard)
- To coastal ports: 15 days (desert to sea)
- To oases: 3-5 days each
- Across desert: 2-4 weeks (dangerous)

ASHMAR (VOLCANIC FORTRESS)

Population: 8,000 (mostly Ashwardens) | **Type:** Fortress City | **Leader:** Grand Warden Volcanus Rex

AT A GLANCE

- **Atmosphere:** Hot, dangerous, duty-focused
- **Architecture:** Heat-resistant stone, lava channels, fortified
- **Climate:** Extremely hot, ash-filled air, volcanic
- **Economy:** Fire magic, volcanic glass, elemental research

KEY LOCATIONS

1. **The Ashen Citadel** - Warden headquarters
2. **The Lava Forges** - Hottest forges in world
3. **Seal Chambers** - Where volcanic prison is maintained
4. **Obsidian Mines** - Magical volcanic glass
5. **Flame Temple** - Fire god worship

KEY NPCs

- Grand Warden Volcanus Rex (leader)
- Warden Commander Ignis Ashborn (second)
- Master Alchemist Varek (potions)
- Fire elementalists (various)

ADVENTURE HOOKS

- Seal weakening crisis
- Fire elemental incursions
- Volcanic eruption warnings
- Mining expeditions
- Ancient fire magic discovery

ATMOSPHERE NOTES

- **Sights:** Lava flows, ash clouds, fire everywhere
- **Sounds:** Rumbling earth, hissing steam, roaring flames
- **Smells:** Sulfur, ash, smoke, burning
- **Mood:** Tense, hot, exhausting, heroic duty

TRAVEL TIMES FROM ASHMAR

- To Kaer Thandros: 15 days (through swamps)
- To safe lands: 10+ days (volcanic region exit)
- Within volcanic region: 1-3 days
- **Warning:** Travel extremely dangerous

QUICK DISTANCE CHART

		T.	Goldreach	Aethermere	Ironhold	Silverpine	Seahaven	Sundara	Ashmar
Kaer		-	3d	12d	6d	7d	8d	25d	15d
Thandros									
Goldreach	3d	-	10d	9d	4d	1d(ship)	20d	18d	
Aethermere	12d	10d	-	8d	5d	12d	20d	22d	
Ironhold	6d	9d	8d	-	5d	10d	25d	20d	
Silverpine	7d	4d	5d	5d	-	6d	22d	20d	
Seahaven	8d	1d	12d	10d	6d	-	15d(ship)	20d	
Sundara	25d	20d	20d	25d	22d	15d	-	30d	
Ashmar	15d	18d	22d	20d	20d	20d	30d	-	

d = days by horse, road conditions vary

REGION-SPECIFIC CHALLENGES

Kaer Thandros: Political intrigue, military bureaucracy

Goldreach: Price gouging, con artists, Syndicate

Aethermere: Cultural barriers, magical accidents

Ironhold: Clan politics, underground dangers

Silverpine: Wilderness threats, ranger suspicion

Seahaven: Pirates, storms, rough crowds

Sundara: Extreme heat, sandstorms, water scarcity

Ashmar: Volcanic eruptions, fire damage, isolation

FACTION RELATIONSHIP MAP

POLITICAL LANDSCAPE OF TIRVANDOR

Quick Reference: Who loves who, who hates who, and who's plotting against who

FACTION POWER LEVELS

Faction	Power Level	Type	Resources
Iron Council	★★★★★	Military	Armies, fortresses, trained soldiers
Merchant League	★★★★★	Economic	Wealth, trade routes, influence
Aethorian Council	★★★★★	Political/Magical	Magic, ancient knowledge, diplomacy
The Syndicate	★★★	Criminal	Secrets, assassins, black market
Ashwardens	★★★	Regional/Elemental	Fire magic, volcanic control
Ironspine Rangers	★★	Wilderness	Scouts, guerrilla warfare, nature magic
Forgebound Guild	★★★	Crafting	Masterwork items, dwarven connections
Druidic Circle	★★	Nature/Religious	Natural forces, beast allies

ALLIANCE NETWORK

STRONG ALLIANCES (TRUSTED PARTNERS)

Iron Council ↔ Merchant League

- Nature:** Military protection for trade routes
- Why:** Mutual benefit - soldiers need supplies, merchants need security
- Key NPCs:** Gareth Lightbane & Lucian Goldfingers (respect each other)
- Duration:** 20+ years, very stable

Aethorian Council ↔ Druidic Circle

- Nature:** Magical and natural knowledge sharing
- Why:** Both value balance and ancient wisdom
- Key NPCs:** Aquila Clearwater & Silvaris Oakenheart
- Duration:** Centuries old, deeply rooted

Forgebound Guild ↔ Iron Council

- Nature:** Weapons and armor supply
- Why:** Dwarves craft, humans defend
- Key NPCs:** Rurik Ironanvil & Gareth Lightbane
- Duration:** Ancient pact, unbreakable

Ironspine Rangers ↔ Druidic Circle

- Nature:** Wilderness protection coalition
- Why:** Shared goal of preserving nature
- Key NPCs:** Thalia Moonbow & Silvaris Oakenheart
- Duration:** Natural allies, organic alliance

WEAK ALLIANCES (CONVENIENCE, NOT TRUST)

Merchant League ↔ Aethorian Council

- Nature:** Trade relationship only
- Why:** Elves buy luxury goods, merchants profit
- Tension:** Elves suspicious of merchant motives
- Status:** Profitable but fragile

Ashwardens ↔ Iron Council

- Nature:** Mutual defense pact
- Why:** Ashwardens protect volcanic region, Iron Council respects duty
- Tension:** Cultural differences, limited contact
- Status:** Respectful but distant

Forgebound Guild ↔ Merchant League

- Nature:** Trade in crafted goods
- Why:** Merchants sell dwarven items for profit
- Tension:** Dwarves resent price gouging
- Status:** Necessary but contentious

HOSTILE RELATIONSHIPS

OPEN CONFLICTS

Iron Council vs Aethorian Council (POLITICAL RIVALRY)

- **Nature:** Ideological opposition
- **Issue:** Humans want reunification by strength, elves want patience/wisdom
- **Key NPCs:** King Aldric IV vs High Queen Aelindra (respectful rivals)
- **Tension Level:** (High - could escalate)
- **Flashpoint:** Border disputes, trade disagreements
- **War Risk:** Low (both too civilized) but proxy conflicts possible

Ironspine Rangers vs Merchant League (ENVIRONMENTAL CONFLICT)

- **Nature:** Conservation vs exploitation
- **Issue:** Logging, mining, road construction destroying wilderness
- **Key NPCs:** Thalia Moonbow vs Lucian Goldfingers
- **Tension Level:** (Very High - violence possible)
- **Flashpoint:** Illegal logging operations
- **War Risk:** Medium (rangers use guerrilla tactics)

Everyone vs The Syndicate (HIDDEN WAR)

- **Nature:** Law vs crime (but no one knows full extent)
- **Issue:** Syndicate operates everywhere, corrupts everyone
- **Key NPCs:** Master Crimson vs all faction leaders
- **Tension Level:** (Extreme - but secret)
- **Flashpoint:** When Syndicate operations discovered
- **War Risk:** High (if identity of Master Crimson revealed)

COLD WARS (DISTRUST & SUBTLE OPPOSITION)

Druidic Circle vs Ashwardens

- **Reason:** Druids see volcanic activity as unnatural disruption
- **Manifestation:** Passive resistance to Ashwarden requests
- **Key Dispute:** Whether volcanic seal is protecting or imprisoning
- **Resolution Chance:** Low - philosophical disagreement

Forgebound Guild vs Merchant League

- **Reason:** Merchants profit too much from dwarven labor
- **Manifestation:** Price conflicts, quality disputes
- **Key Dispute:** Fair compensation for masterwork craftsmanship

- **Resolution Chance:** Medium - negotiate better contracts

Aethorian Council vs Syndicate

- **Reason:** Spymaster Niriell vs Master Crimson (shadow war)
- **Manifestation:** Assassinations, counter-intelligence
- **Key Dispute:** Control of intelligence networks
- **Resolution Chance:** None - existential enemies

NEUTRAL RELATIONSHIPS

Factions with No Strong Feelings:

Ashwardens ↔ Most Others

- **Why:** Geographically isolated, focused on volcanic duty
- **Exception:** Hostile to those who disturb seals

Forgebound Guild ↔ Aethorian Council

- **Why:** Limited interaction, different specializations
- **Trade:** Some magical item commissions

Iron Council ↔ Druidic Circle

- **Why:** Don't interact much, different priorities
- **Respect:** Mutual respect for each other's dedication

FACTION GOALS & CONFLICTS

IRON COUNCIL

Primary Goal: Defend realm from external threats

Allies: Merchant League, Forgebound Guild, Ashwardens

Enemies: Syndicate (unknown), external threats

Rivals: Aethorian Council (political)

What They Want: Strong unified military, clear chain of command

Conflict: King Aldric wants reunification, others want independence

MERCHANT LEAGUE

Primary Goal: Maximize profits and trade dominance

Allies: Iron Council (security)

Enemies: Syndicate (competition in black market), Rangers (oppose exploitation)

Rivals: Anyone threatening trade routes

What They Want: Monopoly on key goods, favorable trade agreements

Conflict: Profit vs ethics, exploitation vs sustainability

AETHORIAN COUNCIL

Primary Goal: Preserve elven wisdom and culture
Allies: Druidic Circle, weak trade with Merchant League
Enemies: Syndicate (shadow war), those who destroy knowledge
Rivals: Iron Council (political philosophy)
What They Want: Patient path to reunification, magical supremacy
Conflict: Tradition vs progress, isolation vs engagement

THE SYNDICATE

Primary Goal: Control underworld, accumulate secrets
Allies: None (operates alone)
Enemies: EVERYONE (but secretly)
Rivals: Other criminal organizations
What They Want: Shadow control of all factions
Conflict: Exposure vs expansion

ASHWARDENS

Primary Goal: Prevent volcanic apocalypse
Allies: Iron Council (mutual respect)
Enemies: Those who would break seals
Rivals: Druids (philosophical disagreement)
What They Want: Resources to maintain seals, recognition of importance
Conflict: Duty vs exhaustion, isolation vs integration

IRONSPINE RANGERS

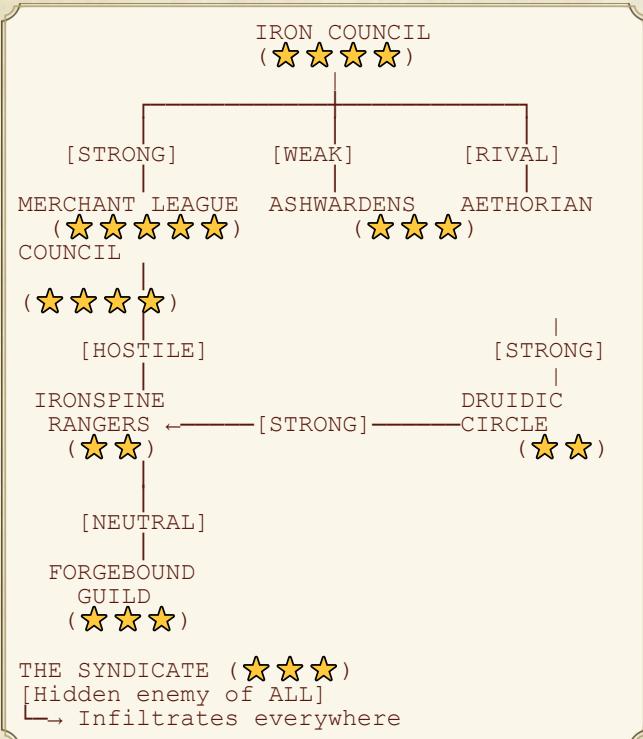
Primary Goal: Protect wilderness from civilization
Allies: Druidic Circle
Enemies: Merchant League (exploitation)
Rivals: Anyone expanding settlements
What They Want: Preserve wild places, stop deforestation
Conflict: Extremism vs pragmatism within ranks

FORGEBOUND GUILD

Primary Goal: Create legendary masterworks
Allies: Iron Council (primary customer)
Enemies: Cheap imitators, those who disrespect craft
Rivals: Merchant League (price conflicts)
What They Want: Fair payment, respect for craftsmanship, rare materials
Conflict: Perfection vs practicality

DRUIDIC CIRCLE

Primary Goal: Maintain natural balance
Allies: Ironspine Rangers, Aethorian Council
Enemies: Those who corrupt nature
Rivals: Ashwardens (different view of “natural”)
What They Want: Restore balance, prevent ecological disaster
Conflict: Pacifism vs action



KEY POLITICAL FIGURES BY FACTION

Faction	Leader	Second-in-Command	Wildcard
Iron Council	Lord Commander Gareth Lightbane	General Thrain Ironoak	Prince Aldric (impatient heir)
Merchant League	Trade Prince Lucian Goldfingers	Merchant Lord Cornelius	Davos Goldshore (villain)
Aethorian Council	Council Speaker Aquila Clearwater	High Diviner Celestia	Lady Shadowleaf (spymaster)
The Syndicate	Master Crimson (unknown)	The Scarlet Knife	Network of spies
Ashwardens	Grand Warden Volcanus Rex	Warden Ignis Ashborn	None (isolated)
Rangers	Warden Commander Thalia Moonbow	Scout Captain Finn	Extremist faction
Forgebound	Forge-Master Rurik Ironanvil	Master Smith Durgan	None (united)
Druids	Archdruid Silvaris Oakenheart	Druid Thornwood	None (consensus)

VISUAL RELATIONSHIP MAP

CURRENT POLITICAL TENSIONS

HOT SPOTS (COULD EXPLODE SOON)

1. Ironspine Forest Logging Dispute

- **Parties:** Rangers vs Merchant League
- **Issue:** Illegal logging operations
- **Risk:** Violence (rangers already sabotaging equipment)
- **Catalyst:** Death of ranger scout by merchant guards

2. Border Skirmishes

- **Parties:** Thaldros vs Aethoria
- **Issue:** Disputed territory along mountain pass
- **Risk:** Escalation to war
- **Catalyst:** Prince Aldric wants to prove himself

3. Syndicate Exposure

- **Parties:** Syndicate vs Aethorian Spymaster
- **Issue:** Niriel hunting Master Crimson
- **Risk:** Shadow war going public
- **Catalyst:** Major assassination attempt

SIMMERING ISSUES (LONG-TERM PROBLEMS)

4. Reunification Debate

- **Parties:** King Aldric vs High Queen Aelindra
- **Issue:** How/when to reunify kingdoms
- **Timeline:** Decades of debate

5. Volcanic Seal Weakening

- **Parties:** Ashwardens vs nature itself
- **Issue:** Ancient seals deteriorating
- **Timeline:** Crisis coming in 5-10 years

6. Merchant Price Gouging

- **Parties:** Forgebound vs Merchant League
- **Issue:** Dwarves undercompensated for work
- **Timeline:** Building resentment

USING FACTIONS IN GAMEPLAY

Quest Hooks:

- Factions hire party for missions against rivals
- Party must mediate disputes
- Secret faction membership revealed
- Alliance offers benefits for loyalty

Reputation System:

- Track party standing with each faction (1-10)
- High reputation = better prices, resources, information

- Low reputation = hostility, blocked access, assassination attempts

Faction Missions:

- Each faction offers unique quest lines
- Helping one may anger another
- Multiple solutions to consider faction impacts

Political Intrigue:

- NPCs have faction loyalties
- Information from one faction may be biased
- Betrayals and double agents possible

QUICK FACTION REFERENCE

Need Military Muscle? → Iron Council

Need Money/Resources? → Merchant League

Need Magical Knowledge? → Aethorian Council

Need Dirty Work Done? → The Syndicate (at great risk)

Need Wilderness Guide? → Ironspine Rangers

Need Masterwork Item? → Forgebound Guild

Need Nature Magic? → Druidic Circle

Need Fire/Volcanic Expertise? → Ashwardens

MONSTER STAT BLOCKS (CONDENSED)

QUICK COMBAT REFERENCE FOR TIRVANDOR

Use during combat for: Instant stat lookup, no page flipping

Format: Essential stats only - AC, HP, attacks, special abilities

HOW TO USE

During Combat:

1. Find monster by CR or name
2. Scan essential stats
3. Run combat without flipping pages

Organized by:

- Challenge Rating (CR)
- Region/Type
- Alphabetically within CR

CR 0-1 (WEAK ENEMIES)

THALDROS CONSCRIPT 1 CR 1/8

AC 10 | HP 4 | Speed 30 ft

Hit +2, 1d6 piercing (spear)

Special: Disadvantage on attacks if ally drops

GOBLIN SCOUT 1 CR 1/4

AC 13 | HP 7 | Speed 30 ft

Hit +4, 1d6+2 piercing (shortbow, range 80/320)

Special: Nimble Escape (bonus disengage/hide)

BANDIT 1 CR 1/8

AC 12 | HP 11 | Speed 30 ft

Hit +3, 1d6+1 piercing (scimitar)

Hit +3, 1d6+1 piercing (crossbow, range 80/320)

CULTIST 1 CR 1/8

AC 12 | HP 9 | Speed 30 ft

Hit +3, 1d4+1 piercing (dagger)

Special: Dark Devotion (advantage vs charmed/frightened)

THALDROS SOLDIER 1 CR 1/2

AC 16 | HP 11 | Speed 30 ft

Hit +3, 1d8+1 slashing (longsword)

Hit +3, 1d8+1 piercing (crossbow, range 80/320)

Special: Shield Wall (reaction: ally +2 AC)

Tactics: Fight in formation, support allies

DIRE WOLF 1 CR 1

AC 14 | HP 37 | Speed 50 ft

Hit +5, 2d6+3 piercing (bite), DC 13 STR save or prone

Special: Pack Tactics (advantage if ally nearby), Keen Hearing/Smell

GIANT SPIDER 1 CR 1

AC 14 | HP 26 | Speed 30 ft, climb 30 ft

Hit +5, 1d8+3 piercing + 2d8 poison (bite), DC 11 CON save half poison

Special: Spider Climb, Web Sense, Web Walker

CR 2-3 (MODERATE ENEMIES)

IRON LEGION ENFORCER 1 CR 2

AC 13 | HP 32 | Speed 30 ft

Attacks: 2 mace attacks

Hit +4, 2d6+2 bludgeoning (mace)

Special: Intimidate action (DC 12 WIS save or frightened), Pack Tactics

Tactics: Brutal beatdowns, work in pairs

OGRE 1 CR 2

AC 11 | HP 59 | Speed 40 ft

Hit +6, 2d8+4 bludgeoning (greatclub)

Hit +5, 2d8+4 piercing (javelin, range 30/120)

Special: Large size, low INT

OWLBEAR 1 CR 3

AC 13 | HP 59 | Speed 40 ft

Attacks: 2 attacks (claws + beak)

Hit +7, 2d8+5 slashing (claws)

Hit +7, 1d10+5 piercing (beak)

Special: Keen Sight/Smell

VETERAN SOLDIER 1 CR 3

AC 17 | HP 58 | Speed 30 ft

Attacks: 2 longsword attacks

Hit +5, 1d8+3 slashing (longsword)

Hit +5, 1d8+3 piercing (heavy crossbow, range 100/400)

Special: Can parry (reaction: +2 AC)

MINOTAUR 1 CR 3

AC 14 | HP 76 | Speed 40 ft

Hit +6, 2d12+4 piercing (gore)

Hit +6, 2d8+4 slashing (greataxe)

Special: Charge (if moves 10ft+, DC 14 STR save or prone + extra 2d8 dmg)

Special: Labyrinthine Recall (perfect navigation)

CR 4-6 (TOUGH ENEMIES)

ROYAL GUARD ELITE 1 CR 4

AC 18 | HP 52 | Speed 30 ft

Attacks: 2 longsword attacks

Hit +5, 1d8+3 slashing (longsword)

Special: Parry (reaction: +2 AC), Second Wind (10 HP heal, 1/short rest)

Tactics: Defend royalty, coordinated attacks

ETTIN 1 CR 4

AC 12 | HP 85 | Speed 40 ft

Attacks: 2 attacks (battleaxe or morningstar)

Hit +7, 2d8+5 slashing (battleaxe)

Hit +7, 2d8+5 piercing (morningstar)

Special: Two heads (advantage on Perception/initiative), Wakeful (one head always awake)

SHAMBLING MOUND 1 CR 5

AC 15 | HP 136 | Speed 20 ft, swim 20 ft

Attacks: 2 slam attacks

Hit +7, 2d8+4 bludgeoning (slam)

Special: Engulf (DC 14 STR save or restrained, 2d8 bludgeoning/turn)

Special: Lightning Absorption (heals from lightning damage)

Resist: Cold, Fire

HILL GIANT 1 CR 5

AC 13 | HP 105 | Speed 40 ft

Attacks: 2 greatclub attacks

Hit +8, 3d8+5 bludgeoning (greatclub)

Hit +8, 3d10+5 bludgeoning (rock, range 60/240)

Special: Large size, low INT, easily tricked

TROLL 1 CR 5

AC 15 | HP 84 | Speed 30 ft

Attacks: 3 attacks (2 claws + bite)

Hit +7, 2d6+4 slashing (claws)

Hit +7, 1d6+4 piercing (bite)

Special: Regeneration (10 HP/turn, stops if fire/acid damage)

Special: Keen Smell

Weakness: Dies if takes fire/acid while at 0 HP

WYVERN 1 CR 6

AC 13 | HP 110 | Speed 20 ft, fly 80 ft

Attacks: 2 attacks (bite + stinger OR 2 claws)

Hit +7, 2d6+4 piercing (bite)

Hit +7, 2d6+4 piercing + poison (stinger, DC 15 CON save or 7d6 poison)

Special: Flyby (no opportunity attacks when flying)

YOUNG BLACK DRAGON 1 CR 7

AC 18 | HP 127 | Speed 40 ft, fly 80 ft, swim 40 ft

Attacks: 3 attacks (bite + 2 claws)

Hit +7, 2d10+4 piercing (bite)

Hit +7, 2d6+4 slashing (claws)

Special: Acid Breath (5d8 acid, 30ft line, DC 14 DEX save half, recharge 5-6)

Special: Amphibious, Blindsight 30 ft

Immune: Acid

CR 7-10 (DEADLY ENEMIES)

STONE GIANT 1 CR 7

AC 17 | HP 126 | Speed 40 ft

Attacks: 2 greatclub attacks

Hit +9, 3d8+6 bludgeoning (greatclub)

Hit +9, 4d10+6 bludgeoning (rock, range 60/240)

Special: Stone Camouflage (advantage on Stealth in rocky terrain)

ASSASSIN 1 CR 8

AC 15 | HP 78 | Speed 30 ft

Attacks: 2 shortsword attacks

Hit +7, 1d6+4 piercing + 7d6 poison (shortsword)

Special: Assassinate (surprise = auto-crit)

Special: Sneak Attack (4d6 extra damage)

Special: Evasion (DEX save: half dmg → no dmg)

FROST GIANT 1 CR 8

AC 15 | HP 138 | Speed 40 ft

Attacks: 2 greataxe attacks

Hit +9, 3d12+6 slashing (greataxe)

Hit +9, 4d10+6 bludgeoning (rock, range 60/240)

Immune: Cold

YOUNG RED DRAGON 1 CR 10

AC 18 | HP 178 | Speed 40 ft, climb 40 ft, fly 80 ft

Attacks: 3 attacks (bite + 2 claws)

Hit +10, 2d10+6 piercing (bite)

Hit +10, 2d6+6 slashing (claws)

Special: Fire Breath (16d6 fire, 30ft cone, DC 17 DEX save half, recharge 5-6)

Special: Blindsight 30 ft, Darkvision 120 ft

Immune: Fire

ABOLETH 1 CR 10

AC 17 | HP 135 | Speed 10 ft, swim 40 ft

Attacks: 3 tentacle attacks

Hit +9, 2d6+5 bludgeoning + disease (DC 14 CON save)

Special: Enslave (DC 14 WIS save or charmed 24 hours)

Special: Telepathy 120 ft, Amphibious

Special: Mucous Cloud (5 min out of water or suffocates)

CR 11-15 (BOSS ENEMIES)

BEHIR 1 CR 11

AC 17 | HP 168 | Speed 50 ft, climb 40 ft

Attacks: 2 attacks (bite + constrict OR bite + swallow)

Hit +10, 3d10+6 piercing (bite)

Special: Constrict (2d10+6 bludgeoning + restrained)

Special: Lightning Breath (12d10 lightning, 20ft line, DC 16 DEX save half)

Immune: Lightning

EFREETI 1 CR 11

AC 17 | HP 200 | Speed 40 ft, fly 60 ft

Attacks: 2 scimitar attacks

Hit +10, 2d6+6 slashing + 2d6 fire (scimitar)

Special: Hurl Flame (5d6 fire, ranged 120 ft, DC 17 DEX save half)

Special: Innate Spellcasting (at will: *detect magic*, *produce flame*; 3/day: *wall of fire*)

Immune: Fire

ARCMAGE 1 CR 12

AC 12 (15 with *mage armor*) | HP 99 | Speed 30 ft

Hit +6, 1d6+2 piercing (dagger)

Special: Spellcasting (18th-level caster, DC 17 saves, +9 to hit)

Spells: At will: *mage armor*, *prestidigitation*, *light*

Spells: 1/day each: *time stop*, *meteor swarm*, *wish*

Special: Magic Resistance (advantage on saves vs spells)

Tactics: Cast defensively, control battlefield, devastating damage

ADULT BLACK DRAGON 1 CR 14

AC 19 | HP 195 | Speed 40 ft, fly 80 ft, swim 40 ft

Attacks: 3 attacks (bite + 2 claws) OR Multiattack

Hit +11, 2d10+6 piercing (bite)

Hit +11, 2d6+6 slashing (claws)

Hit +11, 2d8+6 bludgeoning (tail)

Special: Acid Breath (12d8 acid, 60ft line, DC 18 DEX save half, recharge 5-6)

Special: Frightful Presence (120 ft, DC 16 WIS save or frightened 1 min)

Special: Legendary Actions (3/round): detect, tail, wing attack

Immune: Acid

ADULT RED DRAGON 1 CR 17

AC 19 | HP 256 | Speed 40 ft, climb 40 ft, fly 80 ft

Attacks: 3 attacks (bite + 2 claws) OR Multiattack

Hit +14, 2d10+8 piercing (bite)

Hit +14, 2d6+8 slashing (claws)

Hit +14, 2d8+8 bludgeoning (tail)

Special: Fire Breath (18d6 fire, 60ft cone, DC 21 DEX save half, recharge 5-6)

Special: Frightful Presence (120 ft, DC 19 WIS save or frightened 1 min)

Special: Legendary Actions (3/round): detect, tail, wing attack

Immune: Fire

Legendary Resistance: 3/day (auto-succeed on failed save)

CR 16-20 (LEGENDARY ENEMIES)

IRON GOLEM 1 CR 16

AC 20 | HP 210 | Speed 30 ft

Attacks: 2 slam attacks

Hit +13, 3d8+7 bludgeoning (slam)

Special: Poison Breath (10d8 poison, 15ft cone, DC 19 CON save half, recharge 5-6)

Immune: Fire, Poison, Psychic, nonmagical weapons

Special: Fire Absorption (heals from fire)

Special: Magic Resistance, Immutable Form

BALOR 1 CR 19

AC 19 | HP 262 | Speed 40 ft, fly 80 ft

Attacks: 2 attacks (longsword + whip)

Hit +14, 3d8+8 slashing + 3d8 lightning (longsword)

Hit +14, 2d6+8 slashing + 3d6 fire, DC 20 STR save or pulled 25ft (whip)

Special: Fire Aura (5d6 fire to anyone starting turn within 5ft)

Special: Death Throes (explodes on death, 20d6 fire, 30ft, DC 20 DEX save half)

Resist: Cold, Nonmagical weapons

Immune: Fire, Poison

ANCIENT RED DRAGON 1 CR 24

AC 22 | HP 546 | Speed 40 ft, climb 40 ft, fly 80 ft

Attacks: 3 attacks (bite + 2 claws) OR Multiattack

Hit +17, 2d10+10 piercing (bite)

Hit +17, 2d6+10 slashing (claws)

Hit +17, 2d8+10 bludgeoning (tail)

Special: Fire Breath (26d6 fire, 90ft cone, DC 24 DEX save half, recharge 5-6)

Special: Frightful Presence (120 ft, DC 21 WIS save or frightened 1 min)

Special: Legendary Actions (3/round): detect, tail, wing attack

Immune: Fire

Legendary Resistance: 3/day (auto-succeed on failed save)

Lair Actions: Every initiative 20, dragon can use lair action

MONSTERS BY REGION

KAER THANDROS (MILITARY)

- Thaldros Conscript (CR 1/8)
- Thaldros Soldier (CR 1/2)
- Iron Legion Enforcer (CR 2)
- Royal Guard Elite (CR 4)
- Veteran Soldier (CR 3)

GOLDREACH (URBAN/CRIMINAL)

- Bandit (CR 1/8)
- Cultist (CR 1/8)
- Assassin (CR 8)
- Various humanoids

AETHERMERE (MAGICAL)

- Archmage (CR 12)
- Various elementals
- Constructs

IRONHOLD (UNDERGROUND)

- Dire Wolf (CR 1)
- Giant Spider (CR 1)
- Earth Elementals
- Oozes

WILDERNESS

- Dire Wolf (CR 1)
- Giant Spider (CR 1)
- Owlbear (CR 3)
- Shambling Mound (CR 5)
- Trolls (CR 5)

MOUNTAINS

- Ogre (CR 2)
- Ettin (CR 4)
- Hill Giant (CR 5)
- Stone Giant (CR 7)
- Frost Giant (CR 8)
- Behir (CR 11)

VOLCANIC (ASHMAR)

- Efreeti (CR 11)
- Fire Elementals
- Magma creatures

DRAGONS

- Young Black (CR 7)
- Young Red (CR 10)
- Adult Black (CR 14)
- Adult Red (CR 17)
- Ancient Red (CR 24)

QUICK COMBAT TIPS

Action Economy:

- More monsters = more dangerous
- 4 CR 1/4 enemies ≈ 1 CR 2 enemy (but 4 attacks/turn!)

Legendary Actions:

- High-CR creatures get actions between player turns
- Keeps combat dynamic
- Usually 3 per round

Lair Actions:

- Some bosses in their lair get environmental powers
- Trigger on initiative count 20
- Terrain hazards, summons, etc.

Resistance/Immunity:

- Halve damage from resistance
- Ignore damage from immunity
- Dragons especially have these

Saves:

- STR: Grapple, shove, knock prone
- DEX: Dodge area effects, catch fire
- CON: Poison, disease, exhaustion
- INT: Illusions, mental tricks
- WIS: Charm, fear, mind control
- CHA: Banishment, possession

SKILL CHALLENGE TEMPLATES

PRE-BUILT CHALLENGES FOR COMMON SCENARIOS

Use skill challenges for: Extended scenes that need tension but aren't combat

HOW SKILL CHALLENGES WORK

Basic Structure:

1. **Set the Goal** - What are players trying to accomplish?
2. **Define Success/Failure** - What happens each way?
3. **Choose Complexity** - How many successes needed? (usually 3-6)
4. **Set DC** - Based on difficulty (Easy 10, Medium 15, Hard 20)
5. **Track Progress** - Mark successes and failures
6. **Resolve** - Overall success or failure determines outcome

Success Threshold:

- **Simple:** 3 successes before 3 failures
- **Moderate:** 4 successes before 3 failures
- **Complex:** 6 successes before 3 failures

Multiple Attempts:

- Each PC can attempt once per round
- Can't use same skill twice in a row (encourages creativity)
- Advantage/disadvantage applies normally

CHASE SCENES

URBAN CHASE (THALDROS STREETS)

Goal: Catch the fleeing criminal OR escape pursuing guards

Complexity: 4 successes before 3 failures

DC: 15 (Medium)

Useful Skills:

- **Athletics (DC 15):** Sprint through crowds, leap obstacles
- **Acrobatics (DC 15):** Duck under carts, swing from poles
- **Perception (DC 12):** Spot shortcuts or predict target's path
- **Investigation (DC 18):** Deduce where target is heading
- **Intimidation (DC 16):** Clear crowds by shouting warnings
- **Performance (DC 14):** Blend into crowd as street performer
- **Sleight of Hand (DC 16):** Pickpocket to delay pursuer

Success Outcomes:

- **4+ Successes:** Catch target OR escape cleanly
- **2-3 Successes:** Catch target but cause collateral damage OR escape but guards know your face
- **0-1 Successes:** Target escapes OR captured by guards

Complications on Failure:

- Knock over merchant cart (owe 50 gp)
- Hurt innocent bystander
- Guards alerted to your location
- Lost in unfamiliar district

DM Tips:

- Describe environment vividly (market stalls, narrow alleys, rooftops)
- Let creative uses succeed (swing from chandelier, use magic creatively)
- Add time pressure ("He's reaching the docks!")

HEIST / INFILTRATION

INFILTRATE NOBLE'S ESTATE

Goal: Sneak into mansion, steal/retrieve item, escape undetected

Complexity: 6 successes before 3 failures

DC: 17 (Hard)

Phase 1: Getting In (Need 2 successes)

Useful Skills:

- **Stealth (DC 15):** Sneak past guards
- **Thieves' Tools (DC 17):** Pick locks on doors/windows
- **Deception (DC 15):** Pose as servant/delivery person
- **Sleight of Hand (DC 16):** Steal servant's uniform
- **Persuasion (DC 18):** Talk your way past gate guard
- **Athletics (DC 14):** Climb wall/drain pipe
- **Investigation (DC 16):** Find unguarded entrance

Phase 2: Finding the Item (Need 2 successes)

Useful Skills:

- **Investigation (DC 17):** Search rooms systematically
- **Perception (DC 15):** Notice hidden compartments
- **Arcana (DC 18):** Detect magical wards
- **History (DC 16):** Know where nobles keep valuables
- **Insight (DC 15):** Read servant schedules on walls

Phase 3: Escape (Need 2 successes)

Useful Skills:

- **Stealth (DC 17):** Sneak out unnoticed
- **Deception (DC 16):** Blend into servant shift change
- **Acrobatics (DC 15):** Quick escape via rooftops
- **Animal Handling (DC 14):** Calm guard dogs
- **Illusion Magic:** Create distraction

Success Outcomes:

- **6+ Successes:** Perfect heist, no one knows
- **4-5 Successes:** Got item, but they'll notice soon
- **2-3 Successes:** Got item, but messy (evidence left)
- **0-1 Successes:** Caught or failed to find item

Complications:

- Patrol pattern changes (disadvantage next roll)
- Noble unexpectedly home
- Item is trapped
- Witness sees you

NEGOTIATION / DIPLOMACY

BROKER PEACE BETWEEN FACTIONS

Goal: Get both sides to agree to terms

Complexity: 5 successes before 3 failures

DC: 16 (Medium-Hard)

Useful Skills:

- **Persuasion (DC 16):** Appeal to reason and mutual benefit
- **Insight (DC 14):** Read what each side really wants
- **Deception (DC 18):** Make each side think they're winning
- **Intimidation (DC 17):** Threaten consequences of war
- **History (DC 15):** Reference past successful alliances
- **Religion (DC 16):** Invoke divine favor for peace
- **Performance (DC 15):** Deliver inspiring speech

Special Rule: "Sides"

- Track faction A and faction B separately
- Need at least 2 successes toward each faction
- Total 5 successes needed overall

Success Outcomes:

- **5+ Successes (balanced):** Both sides agree, lasting peace
- **5+ Successes (unbalanced):** One side got better deal, resentment
- **3-4 Successes:** Temporary truce only
- **0-2 Successes:** Negotiations break down, possible violence

Complications on Failure:

- Insult faction leader (disadvantage with them)
- Radical sabotages talks
- Outside threat emerges
- Past grievance dredged up

WILDERNESS SURVIVAL / TRAVEL

CROSS THE ASHMAR WASTES

Goal: Travel through volcanic wasteland without dying

Complexity: 4 successes before 3 failures

DC: 16 (Hard environment)

Useful Skills:

- **Survival (DC 14):** Navigate, find safe paths
- **Nature (DC 16):** Predict volcanic activity
- **Perception (DC 15):** Spot hazards ahead
- **Athletics (DC 17):** Endure extreme heat
- **Constitution Save (DC 15):** Resist exhaustion
- **Arcana (DC 17):** Use magic to protect from heat
- **Medicine (DC 14):** Treat heat stroke/burns

Environmental Challenges:

- Each failure = party takes 2d6 fire damage
- Each PC must succeed on DC 15 CON save or gain 1 exhaustion
- Failure means lost direction (add 1 day to travel)

Success Outcomes:

- **4+ Successes:** Cross safely, arrive on time
- **2-3 Successes:** Cross but exhausted (1 level exhaustion each)
- **0-1 Successes:** Turn back or suffer major casualties

Complications:

- Volcanic eruption nearby
- Lava flow blocks path
- Equipment damaged by heat
- Party member collapses from heatstroke

PUZZLE / RITUAL SOLVING

DECIPHER ANCIENT ELVEN RITUAL

Goal: Complete ritual correctly to activate portal/seal/artifact

Complexity: 5 successes before 3 failures

DC: 18 (Very Hard - ancient knowledge)

Useful Skills:

- **Arcana (DC 18):** Understand magical components
- **Religion (DC 17):** Know ritual significance
- **History (DC 18):** Recall elven traditions
- **Investigation (DC 16):** Study inscriptions/clues
- **Perception (DC 15):** Notice hidden symbols
- **Insight (DC 17):** Understand symbolic meaning
- **Nature (DC 16):** Align with ley lines/natural forces

Special Rule: "Mistakes"

- Each failure triggers minor magical mishap
- Roll on mishap table:
 - Everyone takes 2d10 force damage
 - Random PC paralyzed for 1 round
 - Hostile creature summoned
 - Ritual progress resets (lose 1 success)

Success Outcomes:

- **5+ Successes:** Ritual completes perfectly
- **3-4 Successes:** Ritual works but with side effect
- **0-2 Successes:** Ritual fails, possible catastrophe

INVESTIGATION / MYSTERY

SOLVE THE MURDER MYSTERY

Goal: Identify killer before they strike again

Complexity: 6 successes before 3 failures

DC: 14 (Multiple clues available)

Phase 1: Gather Clues (Need 3 successes)

Useful Skills:

- **Investigation (DC 14):** Search crime scene
- **Perception (DC 12):** Notice small details
- **Medicine (DC 13):** Determine cause of death
- **Insight (DC 15):** Read suspect's lies
- **Persuasion (DC 14):** Get witnesses to talk
- **Intimidation (DC 16):** Force suspects to confess

Phase 2: Connect the Dots (Need 2 successes)

Useful Skills:

- **Intelligence Check (DC 16):** Piece together timeline
- **Investigation (DC 15):** Link evidence to suspect
- **Insight (DC 14):** Identify motive
- **History (DC 13):** Recognize family feuds/past crimes

Phase 3: Confront Killer (Need 1 success)

Useful Skills:

- **Insight (DC 15):** Call out the right person
- **Persuasion (DC 18):** Get confession
- **Intimidation (DC 16):** Break their composure

Success Outcomes:

- **6+ Successes:** Identify and arrest correct killer
- **4-5 Successes:** Identify killer but they escape
- **2-3 Successes:** False accusation, real killer strikes again
- **0-1 Successes:** Multiple deaths, killer escapes

Complications:

- Evidence tampered with
- Witness intimidated into silence
- Killer has powerful allies
- Time limit (another death in 24 hours)

SOCIAL MINGLING / GATHERING INFORMATION

WORK THE NOBLE'S BALL

Goal: Learn three specific secrets from attendees

Complexity: 4 successes before 3 failures

DC: 15 (Upper-class social scene)

Useful Skills:

- **Persuasion (DC 15):** Charm nobles into sharing
- **Deception (DC 16):** Pose as fellow noble
- **Insight (DC 13):** Read who knows what
- **Performance (DC 14):** Entertain crowd, get invited to private chat
- **Perception (DC 14):** Eavesdrop on conversations
- **Sleight of Hand (DC 17):** Pickpocket documents/letters
- **History (DC 14):** Reference shared "memories" of events

Social Complications:

- Caught in obvious lie (disadvantage next roll)
- Spill wine on important person
- Asked to dance (must succeed Performance DC 13 or lose credibility)
- Rival recognizes you

Success Outcomes:

- **4+ Successes:** Learn all secrets, make valuable contact
- **2-3 Successes:** Learn secrets but aroused suspicion
- **0-1 Successes:** Ejected from ball, guards alerted

DISASTER RESPONSE

SAVE VILLAGE FROM FLASH FLOOD

Goal: Evacuate villagers and protect critical infrastructure

Complexity: 5 successes before 3 failures

DC: 14 (Time pressure more than difficulty)

Useful Skills:

- **Athletics (DC 14):** Rescue people from water
- **Persuasion (DC 13):** Convince stubborn elder to evacuate
- **Nature (DC 14):** Predict flood path
- **Survival (DC 14):** Build emergency shelter on high ground
- **Animal Handling (DC 13):** Herd livestock to safety
- **Engineering/Intelligence (DC 16):** Reinforce dam/levee
- **Medicine (DC 14):** Treat injured/drowning victims

Time Pressure:

- Each round = 10 minutes game time
- Flood arrives in 6 rounds
- Must complete before time runs out

Success Outcomes:

- **5+ Successes:** Everyone saved, minimal property damage
- **3-4 Successes:** Most saved, significant property loss
- **0-2 Successes:** Casualties, village devastated

Complications:

- Child separated from parents
- Dam about to break
- Injured person can't be moved easily
- Flood arrives early

PERFORMANCE / DISTRACTION

CREATE DISTRACTION FOR HEIST TEAM

Goal: Keep crowd's attention while allies steal item

Complexity: 3 successes before 2 failures (must be fast)

DC: 13 (Crowd easily entertained)

Useful Skills:

- **Performance (DC 13):** Juggle, sing, dance, tell jokes
- **Sleight of Hand (DC 14):** Magic tricks, pickpocket "volunteer"
- **Deception (DC 15):** Fake emergency/argument
- **Persuasion (DC 14):** Get crowd to participate
- **Intimidation (DC 16):** Start (controlled) brawl
- **Animal Handling (DC 13):** Perform with trained animal
- **Illusion Magic:** Create spectacular effects

Special Rule:

- Each success = 1 minute distraction for heist team
- Need at least 3 minutes for heist to succeed
- Heist team signals when done

Success Outcomes:

- **3+ Successes:** Perfect distraction, heist succeeds
- **2 Successes:** Partial distraction, heist barely succeeds
- **0-1 Successes:** Crowd notices heist, guards called

REPAIR / CONSTRUCTION

REPAIR COLLAPSING BRIDGE WHILE REFUGEES CROSS

Goal: Keep bridge stable long enough for everyone to cross

Complexity: 4 successes before 3 failures

DC: 16 (Dangerous structural work)

Useful Skills:

- **Athletics (DC 16):** Brace failing supports with strength
- **Carpenter's Tools (DC 15):** Patch damaged sections
- **Survival (DC 15):** Make improvised rope reinforcements
- **Arcana (DC 17):** Magically reinforce structure
- **Engineering/Intelligence (DC 16):** Identify critical supports

Time Pressure:

- 100 refugees need to cross (20 per round)
- Must get 4 successes before 3 failures
- Each failure = 1d20 people fall (Dex save DC 15 to rescue)

Success Outcomes:

- **4+ Successes:** Everyone crosses safely
- **2-3 Successes:** Most cross, some casualties
- **0-1 Successes:** Bridge collapses, many casualties

DM TIPS FOR SKILL CHALLENGES

Make Them Cinematic:

- Describe each roll dramatically
- Show consequences immediately
- Build tension with each attempt

Encourage Creativity:

- Reward unusual skill uses
- Allow spells to count as attempts
- Let players describe how they use skills

Adjust Difficulty:

- Lower DC if party is clever
- Raise DC if party is reckless
- Advantage for good roleplaying

Track Progress Visibly:

- Use tokens/dice to show successes/failures
- Let players see progress
- Builds tension when close to threshold

Don't Overuse:

- 1-2 per session maximum
- Save for important moments
- Let simple things be simple

Partial Success:

- Consider "success at cost" outcomes
- Not everything is binary
- Let players choose trade-offs

BLANK TEMPLATE

Goal: [What are players trying to accomplish?]

Complexity: [X] successes before [Y] failures

DC: [Easy 10 / Medium 15 / Hard 20 / Very Hard 25]

Useful Skills:

- **[Skill] (DC X):** [What this accomplishes]
- **[Skill] (DC X):** [What this accomplishes]
- **[Skill] (DC X):** [What this accomplishes]

Success Outcomes:

- **[X]+ Successes:** [Best outcome]
- **[Y] Successes:** [Partial success]
- **[Z] Successes:** [Failure]

Complications:

- [What can go wrong]

TIRVANDOR SESSION TRACKING SHEETS

DM TOOLS FOR RECORDING AND PLANNING SESSIONS

Purpose: Track session events, player decisions, NPC reactions, and ongoing plots

Format: Fill-in templates for each session

Organization: Pre-session, during-session, post-session tracking

WHY TRACK SESSIONS?

BENEFITS:

1. **Continuity** - Remember what happened last time
2. **Consequences** - Player actions have lasting effects
3. **Preparation** - Know what's coming next
4. **Improvement** - Learn what works and what doesn't
5. **Memory** - Campaign logs preserve your story

WHAT TO TRACK:

- Major player decisions
- NPC interactions and reactions
- Quest progress and status
- Loot and treasure acquired
- Character development moments
- Unresolved plot threads
- Rules questions or clarifications needed
- Player engagement levels

SESSION TRACKING TEMPLATES

TEMPLATE 1: PRE-SESSION PLANNING

PRE-SESSION PLANNING

Session #: _____ Date: _____

CAMPAIGN: Blood & Coin Shattered Oaths Other: _____ LENGTH: _____ hrs

PLAYERS: _____ _____ _____ _____

LAST SESSION RECAP: _____

CLIFFHANGER: _____

PLANNED ENCOUNTERS:

#1: _____ Combat Social Exploration E M H D

#2: _____ Combat Social Exploration E M H D

#3: _____ Combat Social Exploration E M H D

KEY NPCs: Name / Role / Motivation / Secret

1. _____

2. _____

PREP CHECKLIST:

Maps: _____

REWARDS:

Gold: _____ GP

Handouts: _____

Items: _____

Music: _____

XP: _____

IF PLAYERS DO X: _____

IF PLAYERS DO Y: _____

IF PLAYERS STALL: _____

SESSION GOALS: Must: _____ Want: _____ Bonus: _____

NOTES: _____

TEMPLATE 2: DURING-SESSION NOTES

DURING-SESSION NOTES		Session #:	Date:
START:	END:	DURATION:	PLAYERS:
EVENT LOG: [_____] _____ [_____] _____			
MAJOR DECISIONS: Decision: _____ By: _____ Result: _____ Decision: _____ By: _____ Result: _____			
NPC INTERACTIONS:		COMBAT ENCOUNTERS:	
NPC: _____	<input type="checkbox"/> F <input type="checkbox"/> N <input type="checkbox"/> H	Encounter: _____	
NPC: _____	<input type="checkbox"/> F <input type="checkbox"/> N <input type="checkbox"/> H	Rounds: _____	Outcome: <input type="checkbox"/> Win <input type="checkbox"/> Flee <input type="checkbox"/> Nego
NPC: _____	<input type="checkbox"/> F <input type="checkbox"/> N <input type="checkbox"/> H	MVP: _____	Casualties: _____
LOOT ACQUIRED:	Gold: _____ GP	Items: _____	
Distribution: _____			
KEY ROLLS:	Roll: _____	DC: _____	Result: _____ Impact: _____
	Roll: _____	DC: _____	Result: _____ Impact: _____
QUOTES:	" _____ "	" _____ "	" _____ "
PROBLEMS: _____			
UNPLANNED: _____			

TEMPLATE 3: POST-SESSION RECAP

POST-SESSION RECAP	Session #: _____	Date: _____
SESSION SUMMARY: _____ _____ _____		
QUEST STATUS: Quest: _____ <input type="checkbox"/> Started <input type="checkbox"/> Progress <input type="checkbox"/> Done <input type="checkbox"/> Failed Next: _____ Quest: _____ <input type="checkbox"/> Started <input type="checkbox"/> Progress <input type="checkbox"/> Done <input type="checkbox"/> Failed Next: _____ Quest: _____ <input type="checkbox"/> Started <input type="checkbox"/> Progress <input type="checkbox"/> Done <input type="checkbox"/> Failed Next: _____		
ACTIVE PLOT THREADS:		NPC RELATIONSHIP CHANGES:
Thread: _____	(__ sess)	NPC: _____ <input type="checkbox"/> F <input type="checkbox"/> N <input type="checkbox"/> H → <input type="checkbox"/> F <input type="checkbox"/> N <input type="checkbox"/> H Why: _____
Thread: _____	(__ sess)	NPC: _____ <input type="checkbox"/> F <input type="checkbox"/> N <input type="checkbox"/> H → <input type="checkbox"/> F <input type="checkbox"/> N <input type="checkbox"/> H Why: _____
CONSEQUENCES TO TRACK: Action: _____ Will cause: _____ When: _____ Action: _____ Will cause: _____ When: _____		
CHARACTER DEVELOPMENT: PC: _____ Development: _____ PC: _____ Development: _____		
XP: _____	(Reason: _____)	Level: _____ Next level: Session # _____
CLIFFHANGER: _____		
WORKED WELL: ✓ _____ ✓ _____ ✓ _____		
IMPROVE: ▲ _____ ▲ _____ ▲ _____		
PREP FOR NEXT: <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____		

TEMPLATE 4: NPC TRACKER

NPC TRACKER		(1 per Major NPC)
NPC NAME: _____		
STATUS: <input type="checkbox"/> Alive <input type="checkbox"/> Dead <input type="checkbox"/> Missing <input type="checkbox"/> Unknown		FIRST SEEN: Session # _____
RELATIONSHIP: <input type="checkbox"/> Allied <input type="checkbox"/> Friendly <input type="checkbox"/> Neutral <input type="checkbox"/> Unfriendly <input type="checkbox"/> Hostile		
INTERACTION LOG:		
Sess # _____	Relationship: _____	
Sess # _____	Relationship: _____	
Sess # _____	Relationship: _____	
Sess # _____	Relationship: _____	
Sess # _____	Relationship: _____	
Sess # _____	Relationship: _____	
PROMISES:		
<input type="checkbox"/> NPC promised: _____	<input type="checkbox"/> Kept <input type="checkbox"/> Broken <input type="checkbox"/> Pending	
<input type="checkbox"/> Party promised: _____	<input type="checkbox"/> Kept <input type="checkbox"/> Broken <input type="checkbox"/> Pending	
SECRETS REVEALED:		
Sess # _____: Secret: _____	Revealed to: _____	
Sess # _____: Secret: _____	Revealed to: _____	
GOALS:		
Short-term: _____		
Long-term: _____		
NOTES:		

TEMPLATE 5: LOOT & TREASURE LOG

LOOT & TREASURE LOG

Campaign: _____

Level: _____

TREASURE DISTRIBUTION:

Sess # ____ : Source: _____ Total: _____ GP Party Fund: _____

→ _____ : _____ GP + _____ → _____ : _____ GP + _____

→ _____ : _____ GP + _____ → _____ : _____ GP + _____

Sess # ____ : Source: _____ Total: _____ GP Party Fund: _____

→ _____ : _____ GP + _____ → _____ : _____ GP + _____

→ _____ : _____ GP + _____ → _____ : _____ GP + _____

Sess # ____ : Source: _____ Total: _____ GP Party Fund: _____

→ _____ : _____ GP + _____ → _____ : _____ GP + _____

MAGIC ITEMS AWARDED:

Sess # ____ : _____ (_____) to _____ via _____

Sess # ____ : _____ (_____) to _____ via _____

Sess # ____ : _____ (_____) to _____ via _____

Sess # ____ : _____ (_____) to _____ via _____

CONSUMABLES USED:

Sess # ____ : _____ by _____ by _____

Sess # ____ : _____ by _____ by _____

WEALTH SUMMARY:

Total Wealth: _____ GP Equipment: _____ GP Magic: _____ GP Property: _____ GP

Spent: _____ GP Lifestyle: _____ GP Other: _____ GP

Available: _____ GP

BALANCE: Expected: _____ GP Actual: _____ GP More Less On Track

TEMPLATE 6: CAMPAIGN MILESTONE TRACKER

CAMPAIGN MILESTONE TRACKER		<input type="checkbox"/> Blood & Coin	<input type="checkbox"/> Shattered Oaths	<input type="checkbox"/> Custom							
START:	CURRENT SESSION: #	ESTIMATED TOTAL: _____ sessions									
STORY ARCS:											
Arc 1:	Sessions: ____ / ____	Events: _____	<input type="checkbox"/> Not Started <input type="checkbox"/> In Progress <input type="checkbox"/> Complete								
Arc 2:	Sessions: ____ / ____	Events: _____	<input type="checkbox"/> Not Started <input type="checkbox"/> In Progress <input type="checkbox"/> Complete								
Arc 3:	Sessions: ____ / ____	Events: _____	<input type="checkbox"/> Not Started <input type="checkbox"/> In Progress <input type="checkbox"/> Complete								
CAMPAIGN GOALS:											
Primary:	[]		_____ %	by Sess # _____							
Secondary:	[]		_____ %	by Sess # _____							
NPCs MET:	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	
NPCs REMAINING:	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____					
LOCATIONS VISITED:	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____			
LOCATIONS REMAINING:	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____					
MAJOR BATTLES:											
Sess # ____ :	vs.	_____			Outcome: _____						
Sess # ____ :	vs.	_____			Outcome: _____						
Sess # ____ :	vs.	_____			Outcome: _____						
DEATHS/LOSSES:		Sess # ____ :	_____	How: _____	Impact: _____						
TIMELINE:		S1:	_____	S5:	_____	S10:	_____	S15:	_____	S20:	_____
MEMORABLE MOMENTS:											
1.	_____										
2.	_____										
3.	_____										

TRACKING BEST PRACTICES

DURING THE SESSION:

Keep It Simple:

- Use shorthand
- Note key events only
- Don't try to write everything
- Focus on decisions & consequences

Quick Notes:

- Player names → initials
- "Combat 3 rounds → victory"
- "Talked to NPC → friendly"
- "Found secret door → dungeon"

What Matters:

- Player choices
- NPC reactions
- Major reveals
- Loot acquired
- Unresolved threads

AFTER THE SESSION:

Expand Notes:

- Fill in details while fresh
- Clarify confusing entries
- Connect plot threads
- Plan next session

Ask Players:

- "What was your favorite moment?"
- "What do you want to explore next?"
- "Any questions about rules?"

Review & Plan:

- What worked well?
- What needs improvement?
- What's coming next?

DIGITAL ALTERNATIVES

OPTION 1: GOOGLE DOCS

- Create one doc per session
- Easy to search later
- Share with co-DMs
- Access anywhere

OPTION 2: NOTION / OBSIDIAN

- Link between sessions
- Tag NPCs, locations, quests
- Build wiki-style campaign notes

- Templates for consistency

OPTION 3: WORLD ANVIL

- Campaign management platform
- Track everything in one place
- Player access control
- Beautiful formatting

OPTION 4: SIMPLE TEXT FILE

- Markdown format
- Version control (Git)
- Future-proof
- No vendor lock-in

Choose what works for you!

MOBILE TRACKING

QUICK NOTES ON PHONE:

During Session:

- Voice recording (transcribe later)
- Quick bullet points in Notes app
- Photos of battle maps
- Voice memos for NPC voices

Pros:

- Fast and convenient
- Always with you
- Easy to capture moments

Cons:

- Can distract from game
- Hard to organize
- Needs transcription

Best Practice: Use phone for quick captures, transfer to main tracking system after session.

How to Use:

1. Print blank templates
2. Fill in during/after sessions
3. Keep in DM binder
4. Reference for continuity
5. Build campaign history

Digital Option: Copy templates to your preferred digital tool!

TIMELINE VISUAL

HISTORY OF TIRVANDOR AT A GLANCE

Current Year: 1247 CR (Common Reckoning)

The Sundering: Year 0 (3,000 years ago)

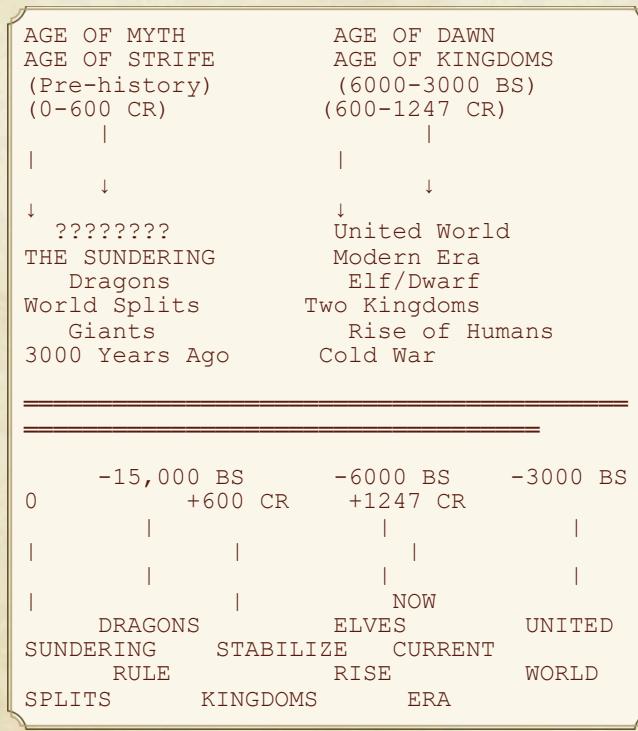
CALENDAR SYSTEM

Before Sundering (BS) → Years before the catastrophe

Common Reckoning (CR) → Years after the catastrophe

Current Date: 1247 CR = 3,000 years after the world split

VISUAL TIMELINE



AGE OF MYTH (??-15,000 BS)

Era: The world before mortals

Key Figures: Primordials, Dragons, Giants

MAJOR PERIODS

~15,000-12,000 BS: The First Creation

- World is single landmass
- Primordials shape reality
- Dragons born from earth's blood
- Magic flows freely

~12,000-8,000 BS: Dragon Hegemony

- Dragons rule the world

- First written languages created
- Dragon Libraries built
- First Dragon War (chromatic vs metallic)
- Most

~8,000-6,000 BS: Giant Kingdoms

- Giants build massive stone cities
- Runic magic developed
- Giant-Dragon Pact ends wars
- Sky Fortresses constructed

AGE OF DAWN (6,000-3,000 BS)

Era: Rise of mortal civilizations

Status: World still united, peaceful cooperation

TIMELINE

- 6,000 BS** - First Elven Kingdom founded (Lothlindor)
- 5,500 BS** - Dwarves discover Ironspine Mountains, begin delving
- 5,000 BS** - Humans emerge as significant civilization
- 4,500 BS** - Elven high magic reaches peak
- 4,000 BS** - Dwarves establish First Deep Kingdom (Khaz-Durath)
- 3,500 BS** - **Age of Accord begins** (peace and cooperation)
- 3,200 BS** - Mixed-race cities founded
- 3,100 BS** - Great Library of Silverpine established
- 3,050 BS** - Trade networks connect all major civilizations

KEY DEVELOPMENTS

- Elves master natural magic
- Dwarves perfect runic forging
- Humans develop divine magic
- All races cooperate peacefully
- Golden age of knowledge and culture

THE SUNDERING (3,000 BS / YEAR 0)

The Catastrophe That Split the World

WHAT HAPPENED

Date: Exactly 3,000 years ago (Year 0)

Event: Massive arcane catastrophe

Result: Single continent split into two landmasses

Cause: [Multiple theories, no confirmed truth]

THEORIES ABOUT THE CAUSE

Theory 1: Magical Experiment Gone Wrong

- Archmages attempting world-changing ritual
- Spell backlash shattered reality

Theory 2: Divine Punishment

- Gods punished mortal hubris
- World split as cosmic judgment
- Believed by religious orders

Theory 3: Primordial Awakening

- Ancient entity stirred beneath earth
- Movement fractured continent
- Ashwardens believe this

Theory 4: Weapon of War

- Deliberate act of magical warfare
- Someone wanted to split the world
- Conspiracy theorists' favorite

IMMEDIATE EFFECTS

Millions died instantly
Massive earthquakes and tsunamis
Volcanic eruptions worldwide
Entire cities swallowed by earth
Reality tears (brief planar breaches)
Wild magic surges for decades

THE NEW GEOGRAPHY

Before: Single supercontinent

After: Two continents separated by Sundering Sea

THALDROS (West)

- Human-dominated
- Lost eastern territories
- More volcanic/mountainous

AETHORIA (East)

- Elf-dominated
- Lost western territories
- More forested/magical

Between: Sundering Sea (dangerous, unpredictable)

AGE OF STRIFE (0-600 CR)

Era: Chaos, survival, blame, and war

Status: Two continents, both suffering

TIMELINE

0-50 CR: The Dark Decades

- Continuous aftershocks and eruptions
- Famine and plague
- Civilization near-collapse
- More deaths from aftermath than Sundering itself

51-100 CR: Survival Mode

- Refugees everywhere
- Communities form around strongmen
- No centralized government

- Warlord era begins

101-200 CR: The Blame Wars

- Thaldros blames Aethoria (elven magic caused it)
- Aethoria blames Thaldros (human hubris caused it)
- Limited naval conflicts
- Raids and skirmishes across Sundering Sea

201-300 CR: Early Kingdoms Form

- First King of Thaldros crowned (House Thandris)
- Aethorian Council established
- Borders slowly defined
- Major cities rebuilt

301-400 CR: The Bitter Peace

- First tentative peace treaty
- Limited trade resumes
- Deep mistrust remains
- Occasional border incidents

401-500 CR: House Wars (Internal Conflicts)

- Noble houses fight for power in both kingdoms
- Bloodlines established through violence
- Succession crises
- Fortifications built everywhere

501-600 CR: Stabilization

- Modern borders established
- Governments solidify
- Trade networks expand
- Factions emerge (Iron Council, Merchant League, etc.)

AGE OF KINGDOMS (600-1247 CR)

Era: Modern Tirvandor

Status: Cold war between kingdoms, uneasy peace

MAJOR PERIODS

600-800 CR: The Recovery

- Cities rebuilt to pre-Sundering levels
- Knowledge recovery (libraries, archives)
- Cultural renaissance
- Economy flourishes

800-1000 CR: The Golden Age

- Peak of modern civilization
- Great works constructed
- Arts and sciences advance
- Diplomatic relations (tense but functional)

1000-1200 CR: Rising Tensions

- Border skirmishes increase
- Nationalist movements grow
- Old wounds reopened
- Military buildup on both sides

1200-1247 CR: Current Era (The Powder Keg)

- Tensions at breaking point
- King Aldric IV wants reunification (by force if needed)
- High Queen Aelindra wants patience and wisdom
- World balanced on knife's edge
- **This is when YOUR campaign begins!**

KEY EVENTS (600-1247 CR)

- 612 CR** - Iron Council founded (military alliance)
- 634 CR** - Merchant League established (trade network)
- 681 CR** - The Syndicate emerges (criminal network)
- 723 CR** - Ashwardens form (protect volcanic seals)
- 756 CR** - Ironspine Rangers organized (defend wilderness)
- 789 CR** - Forgebound Guild chartered (master craftsmen)
- 812 CR** - House Goldshore founded (merchant nobles)
- 845 CR** - Silverpine settlement established
- 891 CR** - House Blackwood destroyed, Corvus survives (future Lord Shadows)
- 923 CR** - Kaer Thandros expanded (modern fortress-city)
- 967 CR** - Aethermere Academy founded (magical university)
- 1001 CR** - First contact with Sundara (desert nation)
- 1089 CR** - Volcanic crisis in Ashmar (seal weakening)
- 1124 CR** - King Aldric IV crowned (current king)
- 1156 CR** - High Queen Aelindra ascends (current queen)
- 1203 CR** - Border skirmish kills 200 soldiers (tensions rise)
- 1228 CR** - Merchant League scandal (corruption exposed)
- 1235 CR** - House Goldshore massacre begins (Blood & Coin premise)
- 1239 CR** - Lord Shadows Blackwood begins vendetta (Shattered Oaths premise)
- 1245 CR** - Volcanic activity increases (Ashmar warning signs)
- 1247 CR - CURRENT YEAR** ← YOU ARE HERE

SHATTERED OATHS CAMPAIGN

Starts: 1247 CR

Premise: House Goldshore being systematically destroyed

Timeframe: Takes place "now"

CUSTOM CAMPAIGNS

Recommended Start: 1247 CR (current year)

Alternative: Any year 1000+ CR for modern era

IMPORTANT DATES TO REMEMBER

3,000 Years Ago (Year 0): THE SUNDERING

- World split in two
- Millions died
- Everything changed

1,247 Years Ago (0 CR): Calendar established

- "Common Reckoning" begins
- Survivors start rebuilding

600 CR: Modern kingdoms solidify

- Thaldros Kingdom established
- Aethoria Republic formed

1247 CR: Current year (NOW)

- King Aldric IV vs High Queen Aelindra
- Cold war between kingdoms
- Your adventure begins here!

CAMPAIGN START POINTS

BLOOD & COIN CAMPAIGN

Starts: 1247 CR

Premise: House Goldshore being systematically destroyed

Timeframe: Takes place "now"

GENERATIONAL PERSPECTIVE

How long ago was the Sundering?

In Elf Years:

- About 6-7 elf lifespans
- Some elves alive remember great-grandparents who survived it
- High Queen Aelindra: born 760 years AFTER Sundering

In Human Years:

- About 30-40 generations
- Ancient history, like Bronze Age to us
- No living human has living memory of it

In Dwarf Years:

- About 10-12 dwarf lifespans
- Clan histories record it clearly
- Some artifacts from before still in use

Cultural Impact:

- Humans: Distant history, mythical
- Elves: Recent tragedy, still healing
- Dwarves: Recorded fact, grudges maintained

USING THE TIMELINE IN PLAY

For DMs:

- Reference major events for NPC backgrounds
- Create ancestors who fought in Age of Strife
- Use timeline to explain faction origins
- Historical sites can be adventure locations

For Players:

- Choose when your character's family arrived
- Create backstories tied to historical events
- Reference timeline for character age/perspective
- Use as conversation topics with NPCs

Historical Hooks:

- Ancient ruins from Age of Dawn
- Artifacts from before the Sundering
- Family grudges from Age of Strife
- Prophecies about reunification

QUICK REFERENCE CHART

Era	Years	Status	Key Feature
Age of Myth	Pre-history	Legendary	Dragons & Giants rule
Age of Dawn	6000-3000 BS	United	Mortal races rise
THE SUNDERING	Year 0	CATASTROPHE	World splits in two
Age of Strife	0-600 CR	Chaos	War and survival
Age of Kingdoms	600-1247 CR	Stable	Modern era
NOW	1247 CR	Tense	Cold war

TIRVANDOR CAMPAIGN DASHBOARD

AT-A-GLANCE CAMPAIGN MANAGEMENT

Purpose: Single-page reference for entire campaign status

Format: Visual tracking system for DMs

Updates: Fill in after each session

WHAT IS THE CAMPAIGN DASHBOARD?

The Campaign Dashboard is your **mission control** for running Tirvandor campaigns. It gives you a bird's-eye view of:

- **Party status** (levels, health, resources)
- **Quest progress** (active, completed, failed)
- **NPC relationships** (who likes/hates the party)
- **Faction standings** (political landscape)
- **Major plot threads** (what's happening in the world)
- **Timeline** (when things will happen)
- **Resources** (money, magic items, assets)

Think of it as: The cockpit dashboard of an airplane - everything important in one place!

DASHBOARD TEMPLATES

TEMPLATE 1: MASTER CAMPAIGN DASHBOARD

TIRVANDOR CAMPAIGN DASHBOARD		Campaign: _____	Session # _____						
PARTY STATUS									
PC: _____	Lv _____	HP _____ / _____	Gold _____	<input type="checkbox"/> Active	<input type="checkbox"/> Injured	<input type="checkbox"/> Dead	<input type="checkbox"/> Abs		
PC: _____	Lv _____	HP _____ / _____	Gold _____	<input type="checkbox"/> Active	<input type="checkbox"/> Injured	<input type="checkbox"/> Dead	<input type="checkbox"/> Abs		
PC: _____	Lv _____	HP _____ / _____	Gold _____	<input type="checkbox"/> Active	<input type="checkbox"/> Injured	<input type="checkbox"/> Dead	<input type="checkbox"/> Abs		
PC: _____	Lv _____	HP _____ / _____	Gold _____	<input type="checkbox"/> Active	<input type="checkbox"/> Injured	<input type="checkbox"/> Dead	<input type="checkbox"/> Abs		
Party Fund: _____ GP	Location: _____			In-Game Date: _____					
ACTIVE QUESTS		Progress	Urgency	Next Step					
Main: _____	[<div style="width: 100px; height: 10px; background-color: #ccc; border: 1px solid black;"></div>]	<input type="checkbox"/> L	<input type="checkbox"/> M	<input type="checkbox"/> H	<input type="checkbox"/> C	_____			
Side 1: _____	[<div style="width: 100px; height: 10px; background-color: #ccc; border: 1px solid black;"></div>]	<input type="checkbox"/> L	<input type="checkbox"/> M	<input type="checkbox"/> H	<input type="checkbox"/> C	_____			
Side 2: _____	[<div style="width: 100px; height: 10px; background-color: #ccc; border: 1px solid black;"></div>]	<input type="checkbox"/> L	<input type="checkbox"/> M	<input type="checkbox"/> H	<input type="checkbox"/> C	_____			
KEY NPCs	Relation	Score	FACTIONS	Standing	Infl				
_____	<input type="checkbox"/> F	<input type="checkbox"/> N	<input type="checkbox"/> H	_____/10	_____/10	<input type="checkbox"/> A	<input type="checkbox"/> N	<input type="checkbox"/> E	_____/10
_____	<input type="checkbox"/> F	<input type="checkbox"/> N	<input type="checkbox"/> H	_____/10	_____/10	<input type="checkbox"/> A	<input type="checkbox"/> N	<input type="checkbox"/> E	_____/10
_____	<input type="checkbox"/> F	<input type="checkbox"/> N	<input type="checkbox"/> H	_____/10	_____/10	<input type="checkbox"/> A	<input type="checkbox"/> N	<input type="checkbox"/> E	_____/10
PLOT THREADS		Status	Trigger	Impact					
_____	_____	<input type="checkbox"/> Dormant	<input type="checkbox"/> Build	<input type="checkbox"/> Active	____ sess	<input type="checkbox"/> Min	<input type="checkbox"/> Maj		
_____	_____	<input type="checkbox"/> Dormant	<input type="checkbox"/> Build	<input type="checkbox"/> Active	____ sess	<input type="checkbox"/> Min	<input type="checkbox"/> Maj		
NEXT 3 SESSIONS: # ____ : _____ # ____ : _____ # ____ : _____									
IMMEDIATE CONCERNS: Δ _____ Δ _____ Δ _____									
CLIFFHANGER: _____									

TEMPLATE 2: QUICK REFERENCE DASHBOARD

QUICK CAMPAIGN DASHBOARD				
Session # _____		Date: _____		
PARTY	LEVEL	HP	GOLD	LOCATION
1. _____	_____	_____/____	_____ GP	_____
2. _____	_____	_____/____	_____ GP	_____
3. _____	_____	_____/____	_____ GP	_____
4. _____	_____	_____/____	_____ GP	_____
Party Fund: _____ GP	Avg Level: _____	Current Location: _____		
ACTIVE QUESTS		PROGRESS	URGENCY	
1. _____	[<div style="width: 50%;"> </div>]	<input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> H <input type="checkbox"/> C		
2. _____	[<div style="width: 50%;"> </div>]	<input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> H <input type="checkbox"/> C		
3. _____	[<div style="width: 50%;"> </div>]	<input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> H <input type="checkbox"/> C		
KEY NPCs		RELATION	LAST SEEN	
1. _____	<input type="checkbox"/> Friend <input type="checkbox"/> Neutral <input type="checkbox"/> Enemy	S# _____		
2. _____	<input type="checkbox"/> Friend <input type="checkbox"/> Neutral <input type="checkbox"/> Enemy	S# _____		
3. _____	<input type="checkbox"/> Friend <input type="checkbox"/> Neutral <input type="checkbox"/> Enemy	S# _____		
4. _____	<input type="checkbox"/> Friend <input type="checkbox"/> Neutral <input type="checkbox"/> Enemy	S# _____		
FACTIONS		STANDING	INFLUENCE	
1. _____	<input type="checkbox"/> Allied <input type="checkbox"/> Neutral <input type="checkbox"/> Enemy	_____/10		
2. _____	<input type="checkbox"/> Allied <input type="checkbox"/> Neutral <input type="checkbox"/> Enemy	_____/10		
3. _____	<input type="checkbox"/> Allied <input type="checkbox"/> Neutral <input type="checkbox"/> Enemy	_____/10		
IMMEDIATE THREATS			DANGER LEVEL	
1. _____ <input type="checkbox"/> Crit	<input type="checkbox"/> Low <input type="checkbox"/> Med <input type="checkbox"/> Hi			
2. _____ <input type="checkbox"/> Crit	<input type="checkbox"/> Low <input type="checkbox"/> Med <input type="checkbox"/> Hi			
NEXT SESSION PREP: <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____				

TEMPLATE 3: BLOOD & COIN SPECIFIC DASHBOARD

BLOOD & COIN DASHBOARD		Session # _____	Party Lv _____	Date: _____
GOLDREACH CRIME FAMILIES		PARTY REPUTATION		
Coin King's Network	[██████████]	<input type="checkbox"/> Ally <input type="checkbox"/> Foe	Underworld: _____/10	<input type="checkbox"/> Legend <input type="checkbox"/> Marked
Red Wolf Rangers	[██████████]	<input type="checkbox"/> Ally <input type="checkbox"/> Foe	Nobility: _____/10	<input type="checkbox"/> Respect <input type="checkbox"/> Outcast
Merchant's Guild	[██████████]	<input type="checkbox"/> Ally <input type="checkbox"/> Foe	Merchants: _____/10	<input type="checkbox"/> Trusted <input type="checkbox"/> Banned
Corrupt City Watch	[██████████]	<input type="checkbox"/> Ally <input type="checkbox"/> Foe	Common: _____/10	<input type="checkbox"/> Heroes <input type="checkbox"/> Trouble
House Goldshore	[██████████]	<input type="checkbox"/> Ally <input type="checkbox"/> Foe		
COIN KING INVESTIGATION - Clues: _____/10		DAVOS GOLDSHORE'S SCHEME		
<input type="checkbox"/> Warehouse	<input type="checkbox"/> Schedule	<input type="checkbox"/> Records	<input type="checkbox"/> Witness	Plot: _____
<input type="checkbox"/> Crime Scene	<input type="checkbox"/> Ledger	<input type="checkbox"/> Official	<input type="checkbox"/> Safe House	Progress: [██████████] _____%
<input type="checkbox"/> True Identity		<input type="checkbox"/> Final Location		Threat: <input type="checkbox"/> Low <input type="checkbox"/> Med <input type="checkbox"/> High
Current Theory: _____		Aware: <input type="checkbox"/> Clueless <input type="checkbox"/> Suspicious		
MONEY & ASSETS		PARTY DEBT		
Illicit Gold: _____ GP	Legal Gold: _____ GP	Owes: _____ GP	to: _____	
Properties: _____		Due: Session # _____		
Businesses: _____		Consequences: _____		
NEXT SESSION: Encounter: _____		NPCs: _____	Loot: _____	GP

TEMPLATE 4: SHATTERED OATHS SPECIFIC DASHBOARD

SHATTERED OATHS DASHBOARD		Session # _____	Party Lv _____	Date: _____
WORLD SPLITTER STATUS		LORD SHADOWS TRACKER		
Crown:	<input type="checkbox"/> Party	<input type="checkbox"/> Enemy	<input type="checkbox"/> Unknown	Location: _____
Mirror:	<input type="checkbox"/> Party	<input type="checkbox"/> Enemy	<input type="checkbox"/> Unknown	Minions: ____ / ____ defeated
Scepter:	<input type="checkbox"/> Party	<input type="checkbox"/> Enemy	<input type="checkbox"/> Unknown	Power: [██████████] ____ %
Activation:	[██████████]	____ %	Party Knows ID: <input type="checkbox"/> Yes <input type="checkbox"/> No	
⚠ At 100% = Second Sundering!		Sympathy: <input type="checkbox"/> Villain <input type="checkbox"/> Tragic <input type="checkbox"/> Just		
Time Remaining: _____ sessions		He Knows Party Goal: <input type="checkbox"/> Yes <input type="checkbox"/> No		
PROPHECY FRAGMENTS		NOBLE HOUSE ALLIANCES		
Frag 1:	<input type="checkbox"/> Found	<input type="checkbox"/> Decoded	Location: _____	Goldshore: <input type="checkbox"/> A <input type="checkbox"/> N <input type="checkbox"/> E ____ / 10
Frag 2:	<input type="checkbox"/> Found	<input type="checkbox"/> Decoded	Location: _____	Thandros: <input type="checkbox"/> A <input type="checkbox"/> N <input type="checkbox"/> E ____ / 10
Frag 3:	<input type="checkbox"/> Found	<input type="checkbox"/> Decoded	Location: _____	Blackwood: <input type="checkbox"/> A <input type="checkbox"/> N <input type="checkbox"/> E ____ / 10
Full Meaning: <input type="checkbox"/> Unknown <input type="checkbox"/> Partial <input type="checkbox"/> Full		Ironforge: <input type="checkbox"/> A <input type="checkbox"/> N <input type="checkbox"/> E ____ / 10		
		Silverpine: <input type="checkbox"/> A <input type="checkbox"/> N <input type="checkbox"/> E ____ / 10		
SUNDERING INVESTIGATION - Clues: ____ / 15		ENDGAME CHOICE		
<input type="checkbox"/> Not Natural <input type="checkbox"/> Royal Knows <input type="checkbox"/> Blackwoods Framed		<input type="checkbox"/> Stop Shadows at all costs (Hero)		
<input type="checkbox"/> Cover-up <input type="checkbox"/> Weapon <input type="checkbox"/> Could Repeat		<input type="checkbox"/> Help then Stop (Grey)		
<input type="checkbox"/> World Breaking <input type="checkbox"/> Bloodlines <input type="checkbox"/> Prophecy True		<input type="checkbox"/> Let World Burn (Dark)		
Party Theory: _____		<input type="checkbox"/> Save Both Corvus and World (Best)		
BEST ENDING REQUIRES: <input type="checkbox"/> Prove Innocence <input type="checkbox"/> Expose Villains <input type="checkbox"/> Earn Trust <input type="checkbox"/> Disable				
<input type="checkbox"/> Unite Houses <input type="checkbox"/> All Survive				
NEXT SESSION: Reveal: _____ Decision: _____ Loot: _____ GP				

TEMPLATE 5: VISUAL QUEST TRACKER

VISUAL QUEST TRACKER

MAIN QUEST: _____

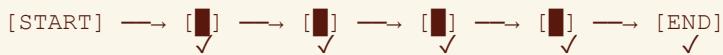


Current Step: _____

Next Step: _____

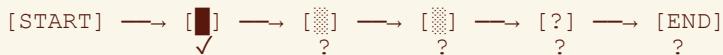
Estimated Completion: Session # _____

SIDE QUEST 1: _____



Status: COMPLETE! Reward: _____

SIDE QUEST 2: _____



Current Step: _____

Stuck because: _____

SIDE QUEST 3: _____



Status: FAILED! Consequences: _____

HOW TO USE THE DASHBOARD

SETUP:

1. Choose your template (Master, Quick, or Campaign-specific)
2. Print blank copy (or create digital version)
3. Fill in baseline info (party names, starting quests, etc.)
4. Update after each session

DURING PLAY:

- Keep dashboard visible
- Update as major changes happen
- Reference for quick decisions
- Track consequences in real-time

CUSTOMIZATION IDEAS

ADD YOUR OWN SECTIONS:

For Your Group:

- Romance tracker (if applicable)
- Downtime activities
- Crafting projects
- Pet/mount status
- Home base upgrades

For Your World:

- Weather patterns
- Seasonal events
- Holiday calendar

DIGITAL DASHBOARD OPTIONS

SPREADSHEET (EXCEL/GOOGLE SHEETS):

Pros:

- Auto-calculations
- Easy to update
- Can share with players
- Version history

Template Structure:

- Tab 1: Master dashboard
- Tab 2: Party stats
- Tab 3: Quest log
- Tab 4: NPC tracker
- Tab 5: Loot log

NOTION/OBSIDIAN:

Pros:

- Linked databases
- Beautiful formatting

BETWEEN SESSIONS:

- Review what changed
- Plan next session based on trends
- Identify forgotten plot threads
- Balance spotlight among players

LONG-TERM USE:

- Archive old dashboards (session 1, 10, 20, etc.)
- Compare progress over time
- Celebrate milestones
- Learn from patterns

- Random encounter clock

For Specific Campaigns:

- Blood & Coin: Criminal heat level
- Shattered Oaths: Corruption tracker
- Custom: Whatever your story needs!

VISUAL ENHANCEMENTS:

- Use colored pens/highlighters
- Add stickers or stamps
- Draw progress bars
- Include mini maps
- Sketch key NPCs

- Tags and filters
- Mobile friendly

Dashboard Setup:

- Main page = overview
- Sub-pages = details
- Links between pages
- Auto-update from databases

ROLL20/FOUNDRY VTT:

Pros:

- Integrated with game
- Players can see relevant parts
- Auto-updates from rolls
- Handout attachments

Use Handouts:

- Create “Campaign Dashboard” handout
- Update after each session
- Share with players (edited version)

DASHBOARD BEST PRACTICES

UPDATE FREQUENCY:

After Every Session:

- Quest progress
- NPC relationships
- Party status (HP, gold, items)

After Major Events:

- Faction standings
- Plot thread progression
- Timeline adjustments

Weekly (Between Sessions):

- Next session prep
- Review forgotten threads
- Balance pacing

WHAT TO TRACK VS. WHAT TO SKIP:

ALWAYS TRACK:

- Party vital stats
- Active quests
- Major NPC relationships
- Faction standings
- Upcoming deadlines

OPTIONAL:

- Minor NPCs
- Completed quests (archive elsewhere)
- Exact gold amounts (round to nearest 10/100)
- Mundane items

SKIP:

- Every dice roll
- Exact dialogue
- Insignificant encounters
- Stuff players track themselves

KEEP IT SIMPLE:

- Don't track everything
- Use shorthand
- Focus on what drives story
- Simplify as needed

Remember: Dashboard serves you, not the other way around!

How to Use:

1. Pick template that fits your style
2. Print or digitize
3. Update after each session
4. Reference for planning and decisions
5. Track long-term campaign health

Flexibility:

- Customize for your needs
- Add/remove sections
- Combine templates
- Make it your own!

SESSION ZERO MATERIALS

STARTING YOUR TIRVANDOR CAMPAIGN

Use these materials for: New campaign kickoff, player onboarding, setting expectations

WORLD PRIMER (PLAYER HANDOUT)

WELCOME TO TIRVANDOR: THE REALM OF DEEP MAGIC

What is Tirvandor?

Tirvandor is a world where magic flows through ancient ley lines like rivers beneath the earth, where two great continents were once joined until a catastrophic event known as the Sundering split them apart. Three thousand years later, the kingdoms of Thaldros and Aethoria remain divided—not by distance, but by pride, philosophy, and old wounds that refuse to heal.

THE WORLD AT A GLANCE

GEOGRAPHY

Two Continents:

- **THALDROS (West)** - Human-dominated kingdom, military might, fortress cities
- **AETHORIA (East)** - Elven republic, magical excellence, ancient wisdom
- **THE SUNDERING SEA** - Separates the continents, dangerous waters, ruins beneath

Key Regions:

- **Ironspine Mountains** - Natural border, dwarf strongholds, rich mines
- **Thornwood Forest** - Ancient woods, ranger territory, druidic circles
- **Ashmar Wastes** - Volcanic badlands, fire magic, dangerous seals
- **Sundara Desert** - Oasis city-states, desert nomads, ancient mysteries

THE POLITICAL SITUATION

The Great Divide:

The kingdoms were once united under a single banner. Then came the Sundering—an arcane catastrophe that literally split the landmass in two. Each side blames the other. Each side has legitimate grievances. Both want reunification, but on their terms.

Thaldros Kingdom (West - Humans)

- **Ruler:** King Aldric IV Thandris
- **Philosophy:** Strength, honor, military might
- **Goal:** Reunification through power and tradition

- **Capital:** Kaer Thandros (fortress-city)

Aethoria Republic (East - Elves)

- **Ruler:** High Queen Aelindra Aethermere
- **Philosophy:** Wisdom, patience, magical knowledge
- **Goal:** Reunification through enlightenment and time
- **Capital:** Aethermere (crystalline city)

The Tension: A cold war of ideologies. Not open warfare, but proxy conflicts, border skirmishes, and political maneuvering. Your actions could tip the balance.

MAJOR FACTIONS

You don't have to join a faction, but understanding them helps navigate the world:

The Iron Council (Military Alliance)

- Defenders of the realm against external threats
- Values: Honor, duty, sacrifice
- Led by: Lord Commander Gareth Lightbane (Paladin)

The Merchant League (Economic Power)

- Controls trade routes and wealth
- Values: Profit, influence, opportunity
- Led by: Trade Prince Lucian Goldfingers

The Syndicate (Criminal Network)

- Operates in shadows, controls black market
- Values: Secrets, power, survival
- Led by: Master Crimson (identity unknown)

The Ashwardens (Volcanic Guardians)

- Maintain seals preventing eruptions
- Values: Duty, sacrifice, vigilance
- Led by: Grand Warden Volcanus Rex (Fire Genasi)

Ironspine Rangers (Wilderness Protectors)

- Defend nature from civilization's expansion
- Values: Balance, preservation, freedom
- Led by: Warden Commander Thalia Moonbow (Wood Elf)

Others: Druidic Circle, Forgebound Guild, Aethorian Council

THEMES & TONE

What to Expect in Tirvandor:

Moral Complexity:

- Few pure heroes or villains
- Sympathetic antagonists with legitimate grievances
- Difficult choices with no clear “right” answer

Political Intrigue:

- Faction loyalties matter
- Your actions have consequences
- Secrets and betrayals

High Magic, Grounded World:

- Magic is real and powerful, but not casual
- Geography and travel matter
- Resources and logistics are real concerns

Personal Stakes:

- Your backstory can tie into world events
- Family histories may span the Sundering
- Old grudges and ancient oaths drive conflicts

CHARACTER CREATION GUIDELINES

ALLOWED CONTENT

Books:

- Player’s Handbook (all options)
- Xanathar’s Guide to Everything
- Tasha’s Cauldron of Everything
- Other supplements (with DM approval)

Homebrew: Ask DM first

RACE CONSIDERATIONS

Common Races in Tirvandor:

- **Human** - Majority in Thaldros, present everywhere
- **Elf** (High/Wood) - Majority in Aethoria, ancient lineages
- **Dwarf** - Mountain strongholds, master craftsmen
- **Halfling** - Travelers, merchants, everywhere
- **Half-Elf** - Bridge between cultures, common near borders

Uncommon but Present:

- **Tiefling** - Viewed with suspicion, often in cities
- **Dragonborn** - Rare, usually from distant lands
- **Gnome** - Rock gnomes in cities, forest gnomes in woods
- **Half-Orc** - Frontier settlements, mercenary bands

Rare (Special Permission):

- Genasi, Aasimar, Firbolg, Tabaxi, etc.

- Must have compelling backstory reason

STARTING LOCATIONS (CHOOSE ONE)

1. Kaer Thandros (Thaldros Capital)

- Military city, fortress walls, human-dominated
- Good for: Fighters, Paladins, martial characters
- Tone: Disciplined, orderly, proud

2. Goldreach (Merchant Hub)

- Wealthy port city, cosmopolitan, trade center
- Good for: Rogues, Bards, anyone seeking fortune
- Tone: Bustling, opportunistic, diverse

3. Aethermere (Elven Capital)

- Magical city, ethereal beauty, knowledge center
- Good for: Wizards, Clerics, scholarly types
- Tone: Serene, intellectual, otherworldly

4. Ironhold (Dwarven Stronghold)

- Underground fortress, forges, tradition
- Good for: Any dwarf, craftsmen, miners
- Tone: Industrious, honorable, traditional

5. Silverpine (Forest Settlement)

- Woodland town, nature-focused, ranger territory
- Good for: Rangers, Druids, nature characters
- Tone: Peaceful, protective, rustic

6. Seahaven (Port City)

- Rough sailor town, pirates, adventure
- Good for: Anyone seeking excitement
- Tone: Lawless, exciting, dangerous

7. On the Road (Traveling)

- Start mid-journey, meet other travelers
- Good for: Any background
- Tone: Flexible, adventurous

BACKGROUNDS & CONNECTIONS

Consider these questions:

Family & History:

- Does your family remember the Sundering?
- Do you have relatives on the “other side”?
- Were ancestors involved in the catastrophe?

Faction Ties:

- Do you belong to or oppose any faction?
- Have you worked for any organizations?
- Do you owe favors or have enemies?

The Divide:

- Which side do you support (if any)?
- Do you want reunification? At what cost?
- Have you lost someone to the conflict?

Personal Goals:

- What brought you to adventuring?
- What do you hope to accomplish?
- What would make you abandon the quest?

HOUSE RULES & EXPECTATIONS

TABLE RULES

Session Frequency: [DM fills in]

Session Length: [DM fills in]

Communication: [DM fills in - Discord, email, etc.]

Attendance:

- Give 24 hours notice if you can't make it
- Character can be NPC'd if absent
- 3+ consecutive absences = character retirement

Phones & Distractions:

- Phones on silent/vibrate
- Quick checks OK, scrolling not OK
- Be present during others' turns

GAMEPLAY EXPECTATIONS

Player Agency:

- Your choices matter and have consequences
- World reacts to your actions
- DM won't railroad, but will nudge lost parties

Character Death:

- Possible but not arbitrary
- Resurrection is difficult and expensive
- Have backup character concept ready

Party Dynamics:

- Create reasons to work together
- “Lone wolf” characters must justify staying
- No PvP without all players agreeing

Mature Content:

- Violence: Yes (fantasy combat)
- Gore: Mild descriptions
- Sexual Content: Fade to black
- Horror: Yes, with warnings

SAFETY TOOLS

X-Card System:

- Anyone can pause game to address discomfort
- No explanation needed
- We adjust and move on

Lines & Veils:

- **Lines** = Never include (hard no)
- **Veils** = OK off-screen (fade to black)

Common Lines to Discuss:

- Sexual assault
- Harm to children
- Animal cruelty
- Specific phobias

Everyone fills out anonymously before Session Zero ends.

SESSION ZERO AGENDA

PART 1: WORLD INTRODUCTION (30 MIN)

- DM presents world primer
- Show maps, describe setting
- Explain tone and themes
- Answer questions

PART 2: CHARACTER CREATION (60 MIN)

- Build characters together
- Discuss party composition
- Create connections between PCs
- Tie backstories to world

PART 3: SAFETY & EXPECTATIONS (15 MIN)

- Discuss lines and veils
- Establish house rules
- Set schedule and communication

PART 4: CAMPAIGN HOOK (15 MIN)

- DM presents initial adventure hook
- Discuss how PCs meet
- Set starting location
- Build excitement for Session 1

PART 5: FINAL QUESTIONS (10 MIN)

- Address any concerns
- Confirm next session date
- Assign homework (finish character sheets)

Total Time: ~2 hours

PRE-SESSION HOMEWORK

For Players:

Before Session Zero:

1. Read this World Primer
2. Think about character concept (race, class, background)
3. Consider how your PC fits into Tirvandor
4. Prepare questions about the setting

After Session Zero:

1. Finalize character sheet
2. Share backstory with DM
3. Buy starting equipment
4. Connect with other PCs (how do you know them?)

For DM:

1. Prepare maps and visual aids
2. Have blank character sheets ready
3. Prepare Session Zero questions
4. Have campaign hook ready
5. Create Line/Veil forms

PARTY COMPOSITION GUIDANCE

Recommended Party Size: 3-5 players

Balanced Party Includes:

- **Tank** (high AC, HP) - Fighter, Paladin, Barbarian
- **Healer** (healing/support) - Cleric, Druid, Bard
- **Damage** (high DPS) - Rogue, Ranger, Warlock
- **Controller** (crowd control) - Wizard, Sorcerer, Druid

But Remember:

- Any composition can work
- Fun > optimization
- Roleplay > rules

CHARACTER INTRODUCTIONS

Each Player Shares:

1. **Name & Appearance** - What do you look like?
2. **Background Basics** - Where are you from?
3. **Personality** - Three words that describe you
4. **Motivation** - Why adventure?
5. **Connection** - How do you know at least one other PC?

DM Tip: Have each PC introduce themselves in-character to practice roleplaying.

SAMPLE CHARACTER CONNECTIONS

Help players create bonds:

Option 1: Shared Past

- Grew up in same village
- Served in military together
- Attended same academy

Option 2: Family Ties

- Cousins or siblings
- Family friends
- Arranged business partnership

Option 3: Recent Meeting

- Met on the road
- Both hired for same job
- Saved each other's lives

Option 4: Faction Connection

- Both work for same faction
- Opposing factions (tense alliance)
- One recruited the other

Option 5: Shared Goal

- Both seeking same person
- Both chasing same treasure
- Both fleeing same threat

CAMPAIGN-SPECIFIC INFORMATION

[DM FILLS IN CAMPAIGN NAME]

Campaign Tone: [Heroic / Dark / Political / etc.]

Starting Level: [Usually 1 or 3]

Ending Level: [Usually 10, 15, or 20]

Campaign Length: [Short (10 sessions) / Medium (30 sessions) / Long (60+ sessions)]

Main Themes:

1. [Theme 1]
2. [Theme 2]
3. [Theme 3]

Initial Hook: [DM describes how campaign begins]

Special Campaign Rules: [Any homebrew or modifications]

SESSION ZERO CHECKLIST

Before Session:

- Read world primer
- Have character concept
- Prepare questions
- Bring dice and pencil

During Session:

- Create character
- Connect with party
- Discuss safety tools
- Understand campaign hook

After Session:

- Finish character sheet
- Share backstory with DM
- Connect with other players
- Prepare for Session 1

YOU'RE READY TO PLAY!

Welcome to Tirvandor!

Your adventure begins in a world torn by ancient catastrophe, where magic runs deep and every choice matters. Whether you seek to reunite the kingdoms or tear them further apart, to accumulate wealth or save lives, to serve a faction or serve only yourself—the choice is yours.

The realm awaits, adventurer.

May the ley lines guide you.

DM Contact: [Fill in]

Next Session: [Date and time]

Campaign Discord/Group: [Link]

APPENDIX A: RANDOM ENCOUNTER TABLES

FOR IMPROVISATION & DYNAMIC GAMEPLAY

Use these tables when:

- Players go off-script
- You need to fill travel time
- Random events add excitement
- Campaign needs unpredictability

How To Use These Tables

Rolling Encounters:

- d20 for most tables (quick and easy)
- d100 for maximum variety (combine two d10s)
- Frequency: Roll once per day of travel or every 4 hours in dangerous areas

Encounter Difficulty:

- Easy (1-7): Roleplay opportunity or minor obstacle
- Medium (8-14): Requires some effort or resources
- Hard (15-18): Significant challenge
- Deadly (19-20): Major threat, possibly retreat

URBAN ENCOUNTERS

KAER THANDROS (CAPITAL CITY - THALDROS)

d20	Roll	Encounter
1	Street performer juggling flaming swords attracts crowd	
2	Pickpocket (Rogue 2) attempts to steal from party member (DC 15 Perception)	
3	City watch patrol (4 guards) stops party for routine questioning	
4	Merchant's wagon breaks down, needs help, offers 5 gp reward	
5	Noble's procession blocks street, arrogant guards demand respect	
6	Two drunks brawling outside tavern, escalating violence	
7	Lost child crying for parents, reuniting earns blessing from grateful mother	
8	Beggar with crucial information about quest (if treated kindly)	
9	Street preacher warns of coming doom, may have legitimate visions	
10	Food vendor's cart catches fire, chaos ensues	
11	Rival adventuring party passes by, potential friends or enemies	
12	Secret message delivered to wrong person (party member), pursuers incoming	
13	Public execution being prepared, criminal claims innocence	
14	Merchant selling "magical" items (50% fake, DC 15 Arcana to detect)	
15	Street gang (6 thugs) demands "toll" to pass through their territory	
16	Nobleman's carriage nearly runs over pedestrian, guards threaten witnesses	
17	Underground fight club scout recruiting "fresh meat" for arena	
18	Assassin (Rogue 6) stalking someone else, party witnesses attempt	
19	Cult member distributing pamphlets, recruiting for ritual tonight	
20	City watch captain personally seeking adventurers for urgent quest	

GOLDREACH (MERCHANT HUB)

d20	Roll	Encounter
1	Auction for exotic goods, players can bid on rare items	
2	Two merchants arguing loudly over contract dispute	
3	Market inspector accuses vendor of selling spoiled goods	
4	Street magician entertaining crowd with genuine cantrips	
5	Merchant League recruiter offers lucrative but risky job	
6	Spice vendor's samples attract hungry crowd, free samples!	
7	Rumors spreading about ship carrying incredible treasure	
8	Conman selling "treasure map" (DC 18 Insight to detect lie)	
9	Warehouse fire, need help saving goods for reward	
10	Foreign diplomat's entourage seeking guides/translators	
11	Black market contact signals party with coded message	
12	Tax collector with guards demanding "special fees"	
13	Rival merchant hires party to investigate competition	
14	Street urchin knows secret passage to restricted area	
15	Merchant prince's bodyguards testing security, aggressive	
16	Syndicate operative conducting "business" in alley, notices party	
17	Cargo ship attacked by pirates in harbor, crew needs rescue	
18	Merchant caravan disappears, merchant offers reward for investigation	
19	Warehouse contains illegal goods, guards won't let anyone near	
20	Assassination attempt on merchant prince in crowded market	

AEATHERMERE (ELVEN CAPITAL)

d20	Roll	Encounter
1	Elven children practicing magic under mentor's supervision	
2	Street artist painting beautiful murals with magical paints	
3	Philosophical debate between scholars attracts listeners	
4	Meditation circle in park, newcomers welcome to join	
5	Lost magical familiar seeking wizard owner	
6	Elven guard politely asks about party's business in city	
7	Stargazer offering to read fortunes, surprisingly accurate	
8	Ancient elf shares story of historical event party is investigating	
9	Magical fountain malfunction creates minor water elementals (harmless)	
10	Music performance in square, hauntingly beautiful	
11	Wizard's experiment goes wrong, minor magical mishap	
12	Council messenger seeks party for diplomatic mission	
13	Elven noble challenges party member to arcane duel (non-lethal)	
14	Secret society recruiter approaches promising "true knowledge"	
15	Magical beast escaped from academy, need help recapturing	
16	Political protest against High Queen's policies (peaceful but tense)	
17	Shadow creature spotted in alley, investigations reveal spy network	
18	Planar rift briefly opens, glimpse of Feywild, attracts attention	
19	Assassination attempt on council member in public	
20	Archmage's tower experiment causes magical anomaly affecting whole district	

WILDERNESS ENCOUNTERS

FORESTS & WOODLANDS

d20		Encounter	CR
Roll			
1	Deer herd crossing path, peaceful	-	
2	Abandoned campsite with fresh supplies	-	
3	Friendly ranger offers trail advice	-	
4	Berry bushes (edible, DC 12 Nature to identify)	-	
5	Lost traveler seeks directions to nearest settlement	-	
6	Ancient tree with carved warnings in old language	-	
7	Trapped animal (fox/rabbit) can be freed	-	
8	Owlbear tracks, creature nearby (can avoid)	3	
9	Bandit scouts (3 scouts) watching road	1	
10	Treant observing intruders, willing to talk if respectful	9	
11	Poisonous plants block path (DC 15 Nature to navigate)	-	
12	Hidden druid circle, suspicious druids question party	-	
13	Giant spiders in web-covered grove	1-3	
14	Fey creature offering bargain (trickster)	Varies	
15	Wolves (pack of 6) hunting nearby	2	
16	Goblin war band (8 goblins + 1 goblin boss)	2	
17	Wounded unicorn being hunted by evil rangers	5	
18	Shambeling mound guarding ancient grove	5	
19	Green dragon wyrmling claiming territory	2	
20	Awakened trees attack loggers, need mediation or fight	7	

MOUNTAINS & HILLS

d20	Encounter	CR
Roll		
1	Mountain goats on cliff face, impressive view	-
2	Old mine entrance, possibly abandoned or occupied	-
3	Hermit living in cave, knows region secrets	-
4	Eagle's nest with shiny objects (possible treasure)	-
5	Avalanche danger (DC 15 Survival to detect early)	-
6	Dwarven merchant caravan seeks guards	-
7	Rock slide blocks path, need to clear or find alternate route	-
8	Mountain lion stalking prey	1
9	Orc scouts (4 orcs) on patrol	2
10	Griffon nesting on peak, territorial	2
11	Frost giant hunter tracking party	8
12	Abandoned dwarven outpost, possibly haunted	-
13	Roc flying overhead, casts massive shadow	11
14	Stone giant sitting, philosophizing, surprisingly friendly	7
15	Landslide trap set by bandits	-
16	Wyvern hunting from cliff	6
17	Hill giant with pet dire wolves	5
18	Mountain pass controlled by toll-demanding ogres (3)	3
19	Young red dragon's lair, dragon present	10
20	Ancient mountain fortress, occupied by hobgoblin warband	5+

DESERT (SUNDARA REGION)

d20		Encounter	CR
Roll			
1	Oasis with travelers resting, friendly	-	
2	Mirage of palace/treasure (illusion)	-	
3	Desert nomads offer trade and information	-	
4	Ancient ruins partially buried in sand	-	
5	Sandstorm approaching (DC 12 Survival for shelter)	-	
6	Camel caravan heading same direction	-	
7	Heat exhaustion check (DC 12 CON or 1 level exhaustion)	-	
8	Giant scorpions (2) hunting	3	
9	Sand bandits (6 bandits on camels) demand goods	2	
10	Blue dragon wyrmling hunting	3	
11	Efreet offering dubious bargain	11	
12	Lamia disguised as traveler, seeking to charm victims	4	
13	Mummy lord's tomb entrance uncovered by wind	15	
14	Yuan-ti infiltrator posing as merchant	3	
15	Dust devils (4 dust mephits) from elemental disturbance	2	
16	Giant sandworm burrows beneath party	8	
17	Sphinx guarding ancient secret, riddle challenge	11	
18	Desert cultists performing ritual to summon fire elemental	5	
19	Adult blue dragon making lair in ruins	16	
20	Dao (earth genie) slave traders hunting for victims	11	

ROAD ENCOUNTERS (MAIN HIGHWAYS)

d20		Encounter
Roll		
1	Merchant wagon with friendly trader	
2	Traveling bard offers to join party for safety	
3	Pilgrims heading to temple, share food	
4	Road maintenance crew working	
5	Broken wagon needs assistance	
6	Military patrol passes, asks about safety ahead	
7	Traveling circus heading to next town	
8	Message runner seeks escort for dangerous stretch	
9	Bandit ambush (6 bandits) using fallen tree	
10	Merchant caravan under attack, needs rescue	
11	Toll bridge with excessive fees	
12	Highwayman (Rogue 5) demands valuables	
13	Fake merchants (actually disguised bandits)	
14	Necromancer's undead (4 zombies, 2 skeletons) wandering	
15	Rogue construct (animated armor) malfunctioning	
16	Fleeing refugees warn of monster ahead	
17	Troll demands toll at bridge	
18	Knights hunting dangerous criminal, ask if party has seen them	
19	Vampire spawn hunting travelers at night	
20	Dragon flying overhead, considers party interesting	

DUNGEON ENCOUNTERS

d20		Encounter	CR
Roll			
1	Empty room with graffiti from previous adventurers	-	
2	Harmless dungeon ecology (bats, rats, moss)	-	
3	Trapped chest (DC 15 to detect/disarm)	-	
4	Skeleton remains of previous adventurer, maybe items	-	
5	Wandering monster: 4 giant rats	1/4 each	
6	Tripwire alarm (alerts dungeon inhabitants)	-	
7	Pit trap (10ft deep, DC 15 Perception)	-	
8	Gelatinous cube slowly moving through corridor	2	
9	Ochre jelly dropping from ceiling	2	
10	Rust monster attracted to metal equipment	1/2	
11	Gargoyles (2) posing as statues	2 each	
12	Mimic disguised as treasure chest	2	
13	Patrol: 6 goblins checking rooms	1/4 each	
14	Ghost of murdered adventurer, may help if freed	4	
15	Flaming sphere trap (DC 15 DEX save)	-	
16	Spectator guarding important chamber	3	
17	Gerrick (2) hunting from ceiling crevices	2 each	
18	Black pudding in dark corner	4	
19	Mind flayer interrogating prisoner	7	
20	Beholder observing via scrying sensor	Varies	

SOCIAL ENCOUNTERS (TAVERNS & MARKETS)

d20		Encounter
Roll		
1	Locals sharing harmless gossip and rumors	
2	Card game in progress, players welcome to join	
3	Drunk patron tells exaggerated adventure stories	
4	Bard performing, takes requests	
5	Two patrons arguing about politics	
6	Job board has several quests posted	
7	Information broker subtly offers services	
8	Local noble slumming incognito	
9	Merchant seeking bodyguards for dangerous delivery	
10	Gambling den in back room (risk/reward)	
11	Mysterious stranger buys party a round, asks cryptic questions	
12	Bar fight breaks out (4 thugs vs 4 guards)	
13	Assassin sizing up target, party may intervene	
14	Spy exchanging information via dead drop	
15	Syndicate members conducting "business meeting"	
16	Wanted criminal hiding among patrons	
17	Cultist recruiting members with promises of power	
18	Drunk reveals significant plot information accidentally	
19	Armed raid by city watch looking for fugitive	
20	Demon cultist about to activate hidden summoning circle	

NAVAL/COASTAL ENCOUNTERS

d20 Roll	Encounter	CR
1	Dolphins swimming alongside ship (good omen)	-
2	Flying fish leap onto deck	-
3	Passing merchant ship, friendly waves	-
4	Floating wreckage from recent battle	-
5	Seabirds circling (land nearby or feeding frenzy)	-
6	Storm clouds gathering (DC 12 Survival to navigate)	-
7	Sahuagin scouts observing from distance	1/2 each
8	Giant shark circling ship	5
9	Pirate ship on horizon (chase or flight?)	Varies
10	Reef visible beneath water, navigation hazard	-
11	Merfolk seeking trade or assistance	-
12	Sea hags disguised as drowning victims	2 each
13	Water elemental disturbed by ship passage	5
14	Kraken tentacle surfaces briefly (ominous)	-
15	Mutiny attempt on ship (crew divided)	Varies
16	Ghost ship drifting past, possibly boardable	-
17	Hydra living in cove, attacks ships	8
18	Sahuagin war party (10 warriors) attacking	1/2 each
19	Young bronze dragon seeking conversation	8
20	Adult dragon turtle surfacing near ship	17

RANDOM NPC GENERATOR

Use this when party talks to someone you didn't prepare!

NAME (d20)

d20	Race
1-5	Human (roll human names)
6-10	Dwarf (roll dwarf names)
11-15	Elf (roll elf names)
16-18	Halfling
19	Half-Orc
20	Tiefling

OCCUPATION (d20)

d20	Occupation
1	Guard
2	Farmer
3	Blacksmith
4	Merchant
5	Innkeeper
6	Scholar
7	Priest
8	Miner
9	Fisher
10	Baker
11	Carpenter
12	Tailor
13	Leatherworker
14	Hunter
15	Healer
16	Scribe
17	Performer
18	Sailor
19	Criminal
20	Noble

PERSONALITY QUIRK (d20)

d20	Quirk
1	Talks very loudly
2	Whispers constantly
3	Laughs at own jokes
4	Very suspicious
5	Overly friendly
6	Nervous fidgeting
7	Uses big words incorrectly
8	Speaks in rhyme
9	Has tic/twitch
10	Forgetful
11	Obsessed with cleanliness
12	Smells bad
13	Collects weird things
14	Superstitious
15	Chronic liar
16	Brutally honest
17	Extremely polite
18	Constantly eating
19	Refers to self in third person
20	Has imaginary friend

SECRET (D12)

d12	Secret
1	Owes money to loan shark
2	Witnessed a crime
3	Is having an affair
4	Secretly wealthy
5	Wanted in another city
6	Actually a spy
7	Knows hidden treasure location
8	Related to someone famous
9	Cursed by witch
10	Member of secret society
11	Is being blackmailed
12	Knows major plot information

PLOT HOOKS (D20)

Roll when you need an adventure seed on the fly:

d20	Plot Hook
1	The Vanishing: People disappearing from specific location, pattern emerging
2	The Theft: Valuable item stolen, multiple factions want it back
3	The Murder: High-profile killing, evidence points to innocent person
4	The Plague: Mysterious illness spreading, unusual symptoms
5	The Haunting: Undead/spirits emerging from old battleground
6	The Ritual: Cultists gathering for ceremony, must be stopped
7	The Blackmail: NPC being blackmailed, needs evidence destroyed
8	The Artifact: Ancient item discovered, everyone wants it
9	The Prophecy: Old prediction coming true, interpretation disputed
10	The Invasion: Monster/army gathering nearby, imminent attack
11	The Betrayal: Trusted ally revealed as traitor/spy
12	The Curse: Ancient curse affecting location/family
13	The Discovery: New location/dungeon uncovered
14	The Rescue: Important person kidnapped, ransom demanded
15	The Competition: Rival group seeking same goal
16	The Natural Disaster: Earthquake/flood/eruption threatening settlement
17	The Political: Alliance forming/breaking, sides must be chosen
18	The Investigation: Crime spree with pattern, catch culprit
19	The Lost Heir: True heir revealed, succession crisis
20	The Planar: Barrier weakening, otherworldly incursion

DM TIPS FOR USING THESE TABLES

Modifying Difficulty:

- Lower CR encounters by reducing number of enemies
- Increase difficulty by adding environmental hazards
- Adjust tactics based on party strength

Making Encounters Memorable:

- Add unique twist to standard encounter
- Give named NPCs personality quirks
- Connect random encounters to main plot occasionally

When NOT to Roll:

- Party just finished major encounter
- Story pacing requires uninterrupted travel
- Scene is already dramatic enough

Encounter Frequency:

- Safe Roads: 10% chance per day
- Wilderness: 25% chance per day
- Dangerous Areas: 50% chance per 4 hours
- Dungeons: 1 encounter per 30 minutes exploring

APPENDIX B. MAGIC ITEMS

BORDER CAPTAIN'S BADGE

Wondrous Item • Uncommon

- +2 to Persuasion checks
- Free passage at borders
- Command respect
- Identifies wearer as

NPC: Border patrol officers

CLOAK OF ELVENKIND - SILVERPINE VARIANT

Wondrous Item • Uncommon

- Advantage on Stealth
- Pull hood to obscure face
- Forest green with leaf
- Silverpine craftsmanship
- Blends into nature

Region: Silverpine Forest

NECKLACE OF ADAPTATION

Wondrous Item • Uncommon

- Breathe in any environment
- Underwater, poison gas,
- Does NOT grant swim speed
- Ocean-themed design
- Perfect for Goldshore

NPC: House Goldshore

POTION OF FIRE RESISTANCE

Potion • Uncommon

- Drink as action
- Grants fire resistance
- Orange flames swirl inside
- Heat smoke rises from cork
- Single use

Campaign: Universal

POTION OF GREATER HEALING

Potion • Uncommon

- Drink as action
- Heals 4d4+4 hit points
- Red liquid with sparkles
- Most common healing potion
- Single use

Campaign: Universal

RING OF MIND SHIELDING (TIRVANDOR VARIANT)

Wondrous Item • Uncommon

- Immune to magic reading
- Can't be detected by
- Soul trapped on death
- Communicate with soul

Campaign: Blood & Coin

WAND OF MAGIC MISSILES

Wondrous Item • Uncommon

- 7 charges
- Cast Magic Missile:
- Regain 1d6+1 at dawn

Campaign: Universal

ADMIRAL'S TELESCOPE

Wondrous Item • Rare

- See 10× normal distance
- Advantage on Perception
- Identify ships 5 miles out
- Brass nautical design
- House Goldshore heirloom

NPC: House Goldshore

AMULET OF HEALTH

Wondrous Item • Very Rare

(Requires Attunement)

- Constitution becomes 19
- Does not stack with items
- Perfect for frail wizards
- Classic D&D item
- Red gemstone design

Campaign: Universal

CHAINS OF BINDING

Wondrous Item • Rare

- DC 25 to break (STR)
- DC 25 to pick (Thieves')
- Suppresses abilities
- Extends up to 30 feet
- Cannot be broken by magic

Campaign: Shattered Oaths

DRAGON SLAYING ARROWS (SET OF 3)

Ammunition • Rare

- +1 ammunition
- +6d10 damage vs dragons
- Phoenix feather fletching
- Golden glowing arrowheads
- Runic engravings on shaft

Campaign: Universal

DRAGON WARDING AMULETS (SET OF 4)

Wondrous Item (Amulet) • Rare

- 4 amulets, each different:
- Advantage vs Frightful
- Protection Energy 1/day

Campaign: Universal

FLAMING LONGSWORD - PHOENIX VARIANT

Weapon (Longsword) • Rare

- +1 longsword
- Command word: ignite blade
- While lit: +2d6 fire dmg
- Bright light 40ft, dim 40'
- Phoenix wing crossguard

Campaign: Universal

MORNINGSTAR - HOLY RADIANT

Weapon (Longsword) • Uncommon

- +1 morningstar
- 1d8+1 bludgeoning +
- Advantage vs undead
- Sheds light 10/20ft
- Cast Daylight 1/day

Campaign: Universal

PROPHECY FRAGMENT

Wondrous Item • Rare

- Part 1 of 3 fragments
- Reveals portion of
- Glowing golden runes
- Weathered stone tablet
- Collect all 3 for truth

Campaign: Shattered Oaths

RED WOLF'S LONGBOW

Weapon (Longsword) • Rare

- +1 longbow
- 1d8+1 piercing damage
- Range 150/600 feet
- Dark wood with red accents
- Wolf motif carvings

NPC: Red Wolf rangers

RING OF PROTECTION - SEVEN GODS VARIANT

Wondrous Item • Rare

- +1 to AC and saving throws
- Seven colored gemstones
- Each = one of Seven Gods:
- UNIQUE TIRVANDOR DESIGN

Campaign: Shattered Oaths

RING OF SHADOWS

Wondrous Item • Rare

- Cast Invisibility 1/day
- Advantage on Stealth in
- Shadow tendrils when used
- Dark aesthetic
- Perfect for rogues

Campaign: Shattered Oaths

RING OF SPELL STORING

Wondrous Item • Rare

- Store up to 5 spell levels
- Anyone can cast stored
- Cosmic nebula stone
- Swirling colors inside
- Classic D&D utility item

Campaign: Universal

SCALES OF JUSTICE

Wondrous Item • Rare

- Cast Zone of Truth 1/day
- Advantage on Insight vs
- Symbol of law and order
- Used in official trials
- Glows when lie detected

Campaign: Shattered Oaths

BELT OF GIANT STRENGTH (FROST GIANT)

Wondrous Item • Very Rare

- Strength becomes 23
- Does not stack with items
- Classic D&D item
- Transforms weakling into

Campaign: Universal

CROWN OF THE DEPTHS

Wondrous Item • Legendary

- Water breathing
- Swim speed 60 feet
- Cast Control Water 1/day
- Freedom of Movement
- Summon Water Ele 1/week

NPC: House Goldshore

ETERNAL WINTER SHARD

Wondrous Item • Very Rare

- Material component
- Resistance to cold damage
- Cast Ice Storm 1/day
- Cold spells +1d6 damage
- Freeze water permanently

Campaign: Universal

GOLDSHORE ANCESTRAL BLADE

Wondrous Item • Very Rare

- +2 shortsword
- 1d6+2 slashing +
- Ship engraved on blade
- Lighthouse on pommel
- Grant swim = walk speed

NPC: House Goldshore heir

ORB OF PROPHECY

Wondrous Item • Very Rare

- Cast Scrying 3/day
- Cast Divination 1/day
- Cast Commune 1/week
- Visions in swirling mists
- DC 15 Arcana to interpret

"The future is mist and

Campaign: Shattered Oaths

SHADOW RAPIER +2

Wondrous Item • Very Rare

- +2 rapier
- 1d8+2 piercing +
- Advantage on Stealth
- Shadow Teleport bonus
- Lord Shadows' signature

NPC: Lord Corvus Blackwood

STAFF OF CORVUS

Weapon (Staff) • Very Rare

- +2 quarterstaff/focus
- Store 3 levels necromancy
- Advantage on necromancy
- Cast Animate Dead 1/day
- Purple crystal top

NPC: Lord Corvus Blackwood

STAFF OF DYNASTIES

Weapon (Staff) • Very Rare

- +2 quarterstaff/focus
- Advantage Persuasion with
- Cast Legend Lore 1/day
- Reveals true bloodlines
- Crown and emerald design

Campaign: Universal

STAFF OF POWER

Weapon (Staff) • Very Rare

- +2 quarterstaff, +2 AC,
- 20 charges for spells
- Fireball, Lightning Bolt,
- Classic D&D legendary

Campaign: Universal

VOIDBLADE LONGSWORD

Wondrous Item • Very Rare

- +2 longsword
- 1d8+2 slashing +
- Ignores resistance to
- Dimension Door 1/day
- Crits: +2d8 force damage

Campaign: Universal

AMULET OF THE BLACK RAVEN

*Wondrous Item (Amulet) • Legendary
(Requires Attunement)*

- +2 to all saving throws
- Immunity to divination
- Dimension Door 3/day
- Shadow Step ability
- Lord Shadows' phylactery

NPC: Lord Corvus Blackwood

ARMOR OF THE UNBREAKABLE

Armor (Plate) • Legendary

- +3 plate armor (AC 21)
- Resistance nonmagical dmg
- Immunity to critical hits
- Advantage vs being prone
- Cannot be broken/damaged
- Cannot be moved vs will

Campaign: Universal

BOOK OF FORGOTTEN NAMES

Wondrous Item • Legendary

- Contains 20 spells (1-9)
- Learn: DC 15 Arcana check
- Each spell: DC 12 Wis save
- Reveals true names
- Cast Legend Lore 3/day

Campaign: Shattered Oaths

CLOAK OF INVISIBILITY

Wondrous Item • Legendary

- Pull hood: become
- No duration limit
- Attacks/spells end effect
- Classic D&D legendary item
- Ultimate stealth tool

Campaign: Universal

CROWN JEWELS OF THALDROS

Wondrous Item • Legendary

- Symbol of royal authority
- +3 to Persuasion/Intimidation
- Cast Command at will
- Cast Geas 1/week
- Only lawful can attune

NPC: King of Thaldros

DREAD KING'S CROWN

Wondrous Item • Legendary

- +3 to cold/necrotic DC
- Immunity to cold damage
- Aura: 30ft Sleet Storm
- Command undead 60ft
- Cast Cone of Cold at will
- ICE LICH ARTIFACT

Campaign: Villain Artifact

LORD SHADOWS' VOID STAFF

Weapon (Staff) • Legendary

- +3 quarterstaff/focus
- Void spells cast at +2 lvl
- Hunger of Hadar at will
- Finger of Death 1/day
- Crits: banish to void
- CORRUPTS: Daily Wis save

NPC: Lord Shadows (boss form)

MERCY'S EDGE

Weapon (Longsword) • Legendary

- +3 longsword
- 1d8+3 slashing +
- Advantage vs undead/fiends
- Immunity to fear
- Dispel Evil/Good 1/day
- SEVEN GODS BLESSING

Campaign: Shattered Oaths

NECROMANCER LORD'S PHYLACTERY

Wondrous Item • Legendary

- Soul container for lich
- Cannot be destroyed by
- Lich reforms if this
- QUEST OBJECTIVE
- Multiple protections

Campaign: Universal

SCEPTER OF RULERSHIP

Wondrous Item • Legendary

- +3 Persuasion/Intimidation
- Command 500 people at once
- Cast Command at will
- Mass Suggestion 1/day
- Cast Geas 1/week
- Ruby gemstone top

NPC: Kings, nobles

UNBOUND DARK BLADE

Weapon (*Longsword*) • Legendary

- +3 longsword (CURSED)
- 1d8+3 slash + 2d8 lightning
- Cannot remove w/o Remove
- Whispers: DC 15 Wis daily
- Chain Lightning 1/day

“Power unbound, chaos

Campaígn: Villain Artifact

THE WORLD SPLITTER (COMPLETE)

Wonderous Item • Unique

- Two pyramids floating
- Purple lightning between
- Split Thaldros/Aethoria
- Cannot be destroyed
- Activation = world ends
- CAMPAIGN MACGUFFIN

“The Sundering made real.

Campaígn: Shattered Oaths

LOOT TABLES BY LEVEL TREASURE GENERATION FOR TIRVANDOR

Use these tables for: Random treasure, quest rewards, monster hoards

HOW TO USE THESE TABLES

Individual Treasure:

- Roll on appropriate level table
- Adjust for monster CR/difficulty
- Not every enemy carries loot

Hoard Treasure:

- Use when clearing dungeon/lair
- Roll on table + add coins
- Include 1-2 magic items from campaign lists

Quest Rewards:

- Use as baseline for quest payments
- Adjust based on quest difficulty
- Add unique items for major quests

LEVELS 1-4 (COMMON TREASURE)

INDIVIDUAL ENEMIES

d20	Loot
1-10	Nothing of value
11-14	2d10 copper pieces
15-17	1d10 silver pieces
18-19	1d6 gold pieces
20	2d6 gold pieces + roll on trinkets

SMALL HOARD (BANDIT CAMP, GOBLIN LAIR)

Coins: 6d6 × 10 cp, 3d6 × 10 sp, 2d6 × 10 gp

Items (roll 1d6):

1. Nothing additional
2. 1d4 gems (10 gp each) - rough garnets, turquoise
3. Simple weapon +1 (longsword, shortsword, or bow)
4. Potion of Healing (2d4+2)
5. Scroll of 1st level spell
6. Roll on Magic Item Table A (see below)

MEDIUM HOARD (BEAST LAIR, SMALL DUNGEON)

Coins: 2d6 × 100 cp, 2d6 × 10 sp, 6d6 × 10 gp

- Items (roll 1d8):** 1-2. 2d6 gems (10 gp each) 3-4. 1d4 art objects (25 gp each) - silver statuettes, carved bone
5. Potion of Healing × 3 6. Scroll with 2 first-level spells
7. +1 weapon or armor 8. Roll twice on Magic Item Table A

MAJOR HOARD (DUNGEON BOSS, YOUNG DRAGON)

Coins: 4d6 × 100 cp, 1d6 × 1000 sp, 1d6 × 100 gp, 5d6 × 10 gp

- Items (roll 1d10):** 1-2. 3d6 gems (50 gp each) 3-4. 1d10 art objects (25 gp each) 5-6. 1d4 art objects (250 gp each) - paintings, tapestries 7. +1 weapon or armor + Potion of Greater Healing 8. 2d4 Potions of Healing + 1d4 other potions 9. Roll on Magic Item Table B 10. Roll twice on Magic Item Table B

LEVELS 5-10 (UNCOMMON TREASURE)

INDIVIDUAL ENEMIES

d20	Loot
1-8	Nothing of value
9-12	2d10 silver pieces
13-16	2d10 gold pieces
17-18	1d6 × 10 gold pieces
19	2d6 × 10 gold pieces + 1 gem (50 gp)
20	3d6 × 10 gold pieces + roll on minor magic items

SMALL HOARD (CULTIST BASE, ORGANIZED BANDITS)

Coins: 2d6 × 100 sp, 6d6 × 100 gp, 3d6 × 10 pp

Items (roll 1d8):

1. Nothing additional
2. 3d6 gems (50 gp each)
3. 1d6 art objects (250 gp each)
4. +1 weapon or armor
5. 1d4 Potions of Greater Healing
6. Scroll with 2nd-3rd level spells
7. Roll on Magic Item Table B
8. Roll on Magic Item Table C

MEDIUM HOARD (UNDERGROUND COMPLEX, MONSTER LAIR)

Coins: 3d6 × 1000 sp, 1d6 × 1000 gp, 1d6 × 100 pp

Items (roll 1d10): 1-2. 4d6 gems (50 gp each) 3-4. 2d4 art objects (250 gp each) 5. 1d4 art objects (750 gp each) - fine furniture, suits of armor 6-7. +1 or +2 weapon/armor 8. 2d4 Potions (various types) 9. Roll on Magic Item Table C 10. Roll twice on Magic Item Table C

MAJOR HOARD (ADULT DRAGON, MAJOR VILLAIN)

Coins: 1d6 × 1000 gp, 1d6 × 1000 pp

Items (roll 1d12): 1-3. 3d6 gems (100 gp each) 4-6. 1d10 art objects (250 gp each) 7-8. 1d4 art objects (2,500 gp each) 9. +2 weapon or armor + 1d6 potions 10. Roll on Magic Item Table C + Table D 11. Roll twice on Magic Item Table D 12. Roll on Magic Item Table E (Very Rare)

LEVELS 11-16 (RARE TREASURE)

INDIVIDUAL ENEMIES

d20	Loot
1-6	Nothing of value
7-10	3d6 × 10 gold pieces
11-14	1d6 × 10 platinum pieces
15-17	2d6 × 10 platinum pieces + 1 gem (500 gp)
18-19	3d6 × 10 platinum pieces + 1d4 gems (500 gp)
20	5d6 × 10 platinum pieces + roll on magic items

SMALL HOARD (POWERFUL MONSTER, EVIL TEMPLE)

Coins: 1d6 × 1000 gp, 1d6 × 1000 pp

Items (roll 1d8): 1-2. 3d6 gems (500 gp each) 3-4. 1d10 art objects (750 gp each) 5-6. +2 or +3 weapon/armor 7. Roll on Magic Item Table D 8. Roll on Magic Item Table E

MEDIUM HOARD (ANCIENT LICH, VAMPIRE LORD)

Coins: 1d6 × 10000 gp, 1d6 × 1000 pp

Items (roll 1d10): 1-2. 1d8 gems (1,000 gp each) 3-4. 1d4 art objects (2,500 gp each) 5-6. 1d4 art objects (7,500 gp each) 7-8. +3 weapon or armor 9. Roll on Magic Item Table E + 1d4 potions 10. Roll on Magic Item Table F (Very Rare/Legendary)

MAJOR HOARD (ANCIENT DRAGON, ARCHVILLAIN)

Coins: 2d6 × 10000 gp, 2d6 × 1000 pp

Items (roll 1d12): 1-2. 3d6 gems (1,000 gp each) 3-4. 1d10 art objects (2,500 gp each) 5-6. 1d4 art objects (7,500 gp each) 7-8. 1d8 magic items (various rarities) 9-10. Roll twice on Table E 11. Roll on Table F 12. Roll on Table G (Legendary)

LEVELS 17-20 (LEGENDARY TREASURE)

INDIVIDUAL ENEMIES

d20	Loot
1-5	Nothing (these enemies carry little physical wealth)
6-10	5d6 × 10 platinum pieces
11-15	1d6 × 100 platinum pieces
16-18	2d6 × 100 platinum pieces + 1d4 gems (5,000 gp)
19	3d6 × 100 platinum pieces + 1d6 gems (5,000 gp)
20	5d6 × 100 platinum pieces + roll on legendary items

SMALL HOARD (DEMIGOD, PIT FIEND)

Coins: $2d6 \times 10000$ gp, $2d6 \times 1000$ pp

Items (roll 1d6): 1-2. 2d6 gems (5,000 gp each) 3-4. 1d10 art objects (7,500 gp each) 5. Roll on Magic Item Table F 6. Roll on Magic Item Table G

MEDIUM HOARD (LESSER DEITY SHRINE, PLANAR VAULT)

Coins: $5d6 \times 10000$ gp, $5d6 \times 1000$ pp

Items (roll 1d8): 1-2. 3d6 gems (5,000 gp each) 3-4. 1d6 art objects (25,000 gp each) 5-6. 1d4 legendary items 7. Roll twice on Table G 8. Roll on Table H (Artifact)

MAJOR HOARD (GOD'S TREASURY, WORLD-ENDING THREAT)

Coins: $10d6 \times 10000$ gp, $10d6 \times 1000$ pp

Items: Multiple legendary items, artifacts, unique treasures

At this level, treasure becomes narrative rather than random.

MAGIC ITEM TABLES

TABLE A: MINOR UNCOMMON ITEMS (LEVELS 1-4)

d20	Item
1	Potion of Healing
2	Potion of Climbing
3	Potion of Animal Friendship
4	Bag of Holding
5	Cloak of Protection
6	+1 Weapon (any simple or martial)
7	+1 Shield
8	+1 Armor (light or medium)
9	Boots of Striding and Springing
10	Bracers of Archery
11	Goggles of Night
12	Immovable Rod
13	Pearl of Power
14	Ring of Mind Shielding
15	Rope of Climbing
16	Sending Stones (pair)
17	Wand of Magic Detection
18	Wand of Secrets
19	Ring of Feather Falling
20	DM's choice or roll twice

TABLE B: UNCOMMON ITEMS (LEVELS 5-10)

d20	Item
1	Potion of Greater Healing
2	Potion of Growth
3	Potion of Resistance (roll for type)
4	Broom of Flying
5	Cape of the Mountebank
6	+2 Weapon (any martial)
7	+2 Shield
8	+2 Armor (any)
9	Boots of Levitation
10	Gauntlets of Ogre Power
11	Helm of Telepathy
12	Periapt of Proof Against Poison
13	Ring of Evasion
14	Ring of Protection
15	Ring of Spell Storing
16	Slippers of Spider Climbing
17	Wand of Web
18	Wings of Flying
19	Decanter of Endless Water
20	DM's choice or roll twice

TABLE C: RARE ITEMS (LEVELS 5-10)

d20	Item
1	Potion of Superior Healing
2	Potion of Flying
3	Potion of Invulnerability
4	Amulet of Health
5	Belt of Giant Strength (Hill)
6	Boots of Speed
7	Cloak of Displacement
8	Flame Tongue
9	Frost Brand
10	Horn of Valhalla (Silver or Brass)
11	Manual of Bodily Health
12	Necklace of Fireballs
13	Periapt of Wound Closure
14	Ring of Free Action
15	Ring of Regeneration
16	Ring of Shooting Stars
17	Rod of Absorption
18	Staff of Fire
19	Wand of Fireballs
20	DM's choice or roll twice

TABLE D: RARE ITEMS (LEVELS 11-16)

d20	Item
1	Potion of Supreme Healing
2	Potion of Storm Giant Strength
3	Belt of Stone Giant Strength
4	+3 Weapon (any)
5	+3 Shield
6	+3 Armor (any)
7	Animated Shield
8	Arrow of Slaying
9	Cloak of Arachnida
10	Dancing Sword
11	Dwarven Plate
12	Efreeti Bottle
13	Figurine of Wondrous Power (any)
14	Helm of Teleportation
15	Instant Fortress
16	Ioun Stone (various)
17	Manual of Gainful Exercise
18	Ring of Spell Turning
19	Staff of Power
20	DM's choice or roll twice

TABLE E: VERY RARE ITEMS (LEVELS 11-16)

d20	Item
1	Belt of Fire Giant Strength
2	Belt of Cloud Giant Strength
3	+3 Weapon with special ability
4	Armor of Invulnerability
5	Cloak of Invisibility
6	Crystal Ball (any)
7	Defender
8	Dragon Scale Mail
9	Efreeti Chain
10	Horn of Valhalla (Bronze)
11	Manual of Quickness of Action
12	Nine Lives Stealer
13	Oathbow
14	Ring of Djinni Summoning
15	Ring of Elemental Command
16	Ring of Telekinesis
17	Robe of Stars
18	Rod of Lordly Might
19	Staff of the Magi
20	DM's choice or roll twice

TABLE F: VERY RARE/LEGENDARY ITEMS (LEVELS 17-20)

d12	Item
1	Belt of Storm Giant Strength
2	Holy Avenger
3	Ring of Three Wishes
4	Vorpal Sword
5	Armor of Resistance (all types)
6	Cloak of Invisibility
7	Iron Flask
8	Manual of Bodily Health
9	Ring of Regeneration
10	Robe of the Archmagi
11	Scarab of Protection
12	Roll on Table G

TABLE G: LEGENDARY ITEMS (LEVELS 17-20)

d10	Item
1	Deck of Many Things
2	Luck Blade
3	Ring of Three Wishes
4	Sphere of Annihilation
5	Talisman of Pure Good/Ultimate Evil
6	Universal Solvent
7	Vorpal Sword
8	Well of Many Worlds
9	Tirvandor Legendary Item (DM choice)
10	Roll on Table H (Artifact)

TABLE H: ARTIFACTS (LEVEL 20)

These are unique items from Tirvandor lore:

1. Thrandil's Edge (King's legendary sword)
2. Amulet of the Black Raven (Lord Shadows' focus)
3. Crown of the Depths (Goldshore heirloom)
4. Obsidian Keystone (controls volcanic seals)
5. Fragments of the Sundering (reality-breaking shards)

GEMS & ART OBJECTS

GEMS BY VALUE

10 gp Gems:

- Azurite, hematite, lapis lazuli, malachite, obsidian, turquoise

50 gp Gems:

- Bloodstone, carnelian, citrine, jasper, moonstone, onyx, quartz

100 gp Gems:

- Amber, amethyst, garnet, jade, jet, pearl, spinel, tourmaline

500 gp Gems:

- Alexandrite, aquamarine, black pearl, blue spinel, peridot, topaz

1,000 gp Gems:

- Black opal, blue sapphire, emerald, fire opal, opal, ruby, star sapphire

5,000 gp Gems:

- Black sapphire, diamond, jacinth, ruby (large)

ART OBJECTS BY VALUE

25 gp:

- Silver ewer, carved bone statuette, small gold bracelet, cloth-of-gold vestments

250 gp:

- Gold ring set with bloodstones, carved ivory statuette, large gold bracelet, silver necklace with gemstone

750 gp:

- Silver chalice set with moonstones, silver-plated steel longsword, carved harp of exotic wood with ivory inlay

2,500 gp:

- Gold chalice set with emeralds, gold jewelry box with platinum filigree, painted gold war mask

7,500 gp:

- Jeweled gold crown, jeweled platinum ring, small gold idol (10 lbs)

25,000 gp:

- Large diamond, throne made of solid gold, ancient magical tome

TIRVANDOR-SPECIFIC LOOT REGIONAL TREASURES

From Kaer Thandros (Military):

- Military medals and commendations (50-100 gp each)
- Royal seals and documents (evidence/blackmail)
- Family swords with history (500-2,000 gp)
- Battle standards (historical value)

From Goldreach (Merchants):

- Trade contracts (can be valuable or worthless)
- Foreign coins and currencies
- Spice shipments (50 gp/lb)
- Merchant ledgers (information value)

From Aethermere (Elves):

- Ancient elven texts (500-5,000 gp to collectors)
- Star charts and divination tools (100-1,000 gp)
- Elven poetry scrolls (cultural value)
- Crystal focus gems (100 gp each)

From Ironhold (Dwarves):

- Masterwork tools (50-200 gp)
- Mining maps (100-500 gp to miners)
- Clan tokens and heirlooms (worthless to outsiders, priceless to clan)
- Uncut gemstones (50-500 gp each)

From Ashmar (Volcanic):

- Volcanic glass weapons (50 gp, +1 fire damage)
- Fire opals and obsidian (100-500 gp)
- Elemental binding scrolls (rare)
- Heat-resistant gear (100 gp)

QUEST REWARDS GUIDE

BY QUEST DIFFICULTY & PARTY LEVEL

Levels 1-4:

- Easy quest: 10-50 gp per person
- Medium quest: 50-100 gp per person
- Hard quest: 100-500 gp per person + item

Levels 5-10:

- Easy quest: 100-200 gp per person
- Medium quest: 200-500 gp per person
- Hard quest: 500-1,000 gp per person + uncommon item

Levels 11-16:

- Easy quest: 500-1,000 gp per person
- Medium quest: 1,000-2,500 gp per person + rare item
- Hard quest: 2,500-5,000 gp per person + rare/very rare item

Levels 17-20:

- Easy quest: 5,000-10,000 gp per person
- Medium quest: 10,000-25,000 gp per person + very rare item
- Hard quest: 25,000+ gp per person + legendary item

DM TIPS FOR LOOT

Loot Pacing:

- Don't give magic items every session
- Balance gold and items
- Rare items should feel rare

Party Balance:

- Try to give items useful to different party members
- Don't let one player monopolize magic items
- Offer trades with NPCs if distribution is uneven

Economic Impact:

- Too much gold breaks economy
- Offer non-cash rewards (land, titles, favors)
- High-level parties need places to spend wealth

Story Integration:

- Loot with lore is more interesting
- Former owner's backstory adds flavor
- Items can be quest hooks

Custom Items:

- Reskin existing items for Tirvandor flavor
- Family heirlooms have emotional value
- Legendary items should have legendary stories

APPENDIX C. ESSENTIAL NPCs FOR TIRVANDOR



THESE STAT BLOCKS PROVIDE QUICK REFERENCE for major NPCs across both campaigns. Each includes roleplaying notes, motivations, and combat statistics.

KING ALDRIC IV THANDRIS

Medium humanoid (human), lawful neutral

Armor Class 20 (plate armor, shield)

Hit Points 165 (22d8 + 66)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	14 (+2)	16 (+3)	17 (+3)

Saving Throws Str +9, Con +8, Wis +8

Skills Athletics +9, History +7, Intimidation +8, Perception +8

Senses passive Perception 18

Languages Common, Dwarvish, Elvish

Challenge 12 (8,400 XP)

Indomitable (3/Day). Aldric can reroll a failed saving throw.

Second Wind (1/Short Rest). Aldric regains 1d10 + 15 hit points as a bonus action.

Action Surge (2/Short Rest). Aldric can take one additional action.

ROLEPLAYING NOTES

Title: High King of Thaldros **Personality:** Stern but fair military commander, no-nonsense warrior-king **Voice:** Deep, commanding. Always stands with military posture. Scar on left cheek. **Wants:** Reunification of the kingdoms, strong borders, respect for tradition **Knows:** Complete military situation, border threats, political landscape

ACTIONS

Multiattack. Aldric makes three attacks with Thrandil's Edge.

Thrandil's Edge (Legendary Longsword). Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 12 (1d8 + 8) slashing damage plus 7 (2d6) radiant damage.

Leadership (Recharge 5-6). For 1 minute, Aldric can utter a special command. Any ally within 30 feet can add a d4 to attack rolls and saving throws.

"The mountain bows to no one—neither shall we."

HIGH QUEEN AELINDRA AETHERMERE

Medium humanoid (high elf), lawful good

Armor Class 17 (robe of the archmagi)

Hit Points 105 (14d8 + 42)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	18 (+4)	16 (+3)

Saving Throws Int +11, Wis +10

Skills Arcana +11, History +11, Insight +10, Perception +10

Senses darkvision 60 ft., passive Perception 20

Languages Common, Elvish, Celestial, Draconic, Sylvan

Challenge 14 (11,500 XP)

Fey Ancestry. Advantage on saves vs. charm, immune to magical sleep.

Portent (2/Day). After a long rest, Aelindra rolls 2d20 and can replace any attack, save, or check with these results.

Spellcasting. Aelindra is a 16th-level spellcaster (DC 19, +11 to hit). She has the following wizard spells prepared:

Cantrips: *mage hand, prestidigitation, light, message* 1st (4 slots); *detect magic, identify, shield, magic missile* 2nd (3 slots); *detect thoughts, see invisibility, misty step* 3rd (3 slots); *clairvoyance, counterspell, dispel magic* 4th (3 slots); *arcane eye, divination, greater invisibility* 5th (2 slots); *scrying, legend lore* 6th (1 slot); *true seeing* 7th (1 slot); *foresight* 8th (1 slot); *mind blank*

ROLEPLAYING NOTES

Title: High Queen of Aethoria **Personality:** Wise, patient, otherworldly. Values knowledge over force. **Voice:** Soft, melodic. Serene demeanor. Silver hair shimmers. **Wants:**

Preservation of elven knowledge, peace through wisdom

Knows: Ancient prophecies, magical secrets, true nature of threats

"The stars remember what mortals forget. We are their keepers."

SULTAN RASHID AL-SAHIR

Medium humanoid (human), lawful good

Armor Class 18 (unarmored defense)

Hit Points 126 (16d8 + 48)

Speed 40 ft.



STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	14 (+2)	20 (+5)	18 (+4)

Saving Throws Wis +10, Cha +9

Skills Insight +10, Medicine +10, Persuasion +9, Religion +7

Senses passive Perception 15

Languages Common, Celestial, Primordial

Challenge 11 (7,200 XP)

Blessed Healer. When Rashid casts a healing spell on another, he regains 2 + spell level HP.

Unarmored Defense. While unarmored, AC = 10 + DEX + WIS.

Spellcasting. Rashid is a 14th-level spellcaster (DC 18, +10 to hit). He has the following cleric spells prepared:

Cantrips: *guidance, light, sacred flame, spare the dying, thaumaturgy* 1st (4 slots): *bless, cure wounds, healing word, sanctuary* 2nd (3 slots): *lesser restoration, prayer of healing, spiritual weapon* 3rd (3 slots): *beacon of hope, mass healing word, revivify* 4th (3 slots): *death ward, guardian of faith* 5th (2 slots): *greater restoration, mass cure wounds* 6th (1 slot): *heal* 7th (1 slot): *regenerate*

ROLEPLAYING NOTES

Title: Sultan of Sundara, “The Twice-Blessed” **Personality:** Wise spiritual leader, grandfatherly, deeply compassionate **Voice:** Warm, gentle. Moves gracefully despite age. White braided beard. **Wants:** Peace and prosperity, balance between tradition and progress **Knows:** Desert secrets, religious prophecies, trade routes

“The desert teaches patience. Water comes to those who wait, death to those who rush.”

LORD COMMANDER GARETH LIGHTBANE

Medium humanoid (human), lawful good

Armor Class 20 (plate armor, shield)

Hit Points 142 (15d10 + 60)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +7, Cha +9

Skills Athletics +9, Insight +7, Persuasion +9, Religion +6

Damage Immunities disease

Condition Immunities frightened

Senses passive Perception 12

Languages Common, Celestial

Challenge 12 (8,400 XP)

Aura of Protection. Gareth and allies within 10 ft. add +4 to saving throws.

Divine Smite. When hitting with a melee weapon, Gareth can expend a spell slot to deal extra radiant damage (2d8 per slot level, +1d8 vs undead/fiends).

Lay on Hands (75 points). Gareth can heal or cure disease/poison.

Spellcasting. Gareth is a 15th-level paladin (DC 17, +9 to hit).

ROLEPLAYING NOTES

Title: Leader of the Iron Council **Personality:** Noble paladin, unwavering honor, inspirational leader **Voice:** Firm but kind.

Commands respect. Perfect posture. **Wants:** Protect the realm, uphold oaths, unite factions **Knows:** Military tactics, undead/demon threats, secret alliances

ACTIONS

Multiattack. Gareth makes three melee attacks.

Holy Avenger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage plus 7 (2d6) radiant damage.

Inspiring Smite. After using Divine Smite, Gareth can distribute temporary HP equal to 2d8 + 4 among creatures within 30 ft.

"Our oath is our bond. We stand between darkness and the innocent."

TRADE PRINCE LUCIAN GOLDFINGERS

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather)

Hit Points 96 (12d8 + 36)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +8, Int +8

Skills Deception +13, Insight +11, Perception +7, Persuasion +13

Senses passive Perception 17

Languages Common, Dwarvish, Elvish, Thieves' Cant

Challenge 9 (5,000 XP)

Master Tactician. Lucian and allies within 30 ft. can't be surprised. He has advantage on initiative rolls.

Sneak Attack (6d6). Once per turn, extra damage when Lucian has advantage or an ally within 5 ft. of target.

Master of Intrigue. Lucian can mimic speech patterns and accents. Advantage on Deception to pass as a native speaker.

ROLEPLAYING NOTES

Title: Leader of the Merchant League **Personality:** Cunning merchant-prince, charming but ruthless **Voice:** Smooth, persuasive. Always calculating. Excessive jewelry. **Wants:** Trade monopoly, political influence through wealth **Knows:** Economic secrets, market manipulation, blackmail material

ACTIONS

Multiattack. Lucian makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Misdirection. When targeted by an attack, Lucian can use his reaction to have another creature within 5 ft. become the target instead.

Insightful Manipulation (Recharge 5-6). Lucian targets one creature within 30 ft. Target must make DC 17 Wisdom save or Lucian learns its surface thoughts and has advantage on all checks against it for 1 minute.

"Everything has a price, my friend. Even principles."

MASTER CRIMSON

Medium humanoid (unknown), neutral evil

Armor Class 18 (studded leather +2)

Hit Points 112 (16d8 + 40)

Speed 35 ft.



STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	18 (+4)	16 (+3)	16 (+3)

Saving Throws Dex +10, Int +9

Skills Deception +13, Perception +8, Sleight of Hand +10, Stealth +15

Damage Resistances poison

Senses blindsight 10 ft., passive Perception 18

Languages Common, Thieves' Cant, three others

Challenge 13 (10,000 XP)

Assassinate. During first round, Crimson has advantage on attacks vs. creatures that haven't acted. Any hit against a surprised creature is a critical hit.

Death Strike. When Crimson hits a surprised creature, it must make DC 18 Con save or take double damage.

Evasion. No damage on successful Dex save, half on failure.

Sneak Attack (8d6). Extra damage with advantage or ally nearby.

ROLEPLAYING NOTES

Title: Shadowy Leader of The Syndicate **Personality:** Mysterious, calculating, operates through fear **Voice:** Distorted through mask. Never shows face. Red mask is signature. **Wants:** Control criminal underworld, remain untouchable **Knows:** Everyone's secrets, hidden treasures, powerful figures' weaknesses

ACTIONS

Multiattack. Master Crimson makes two dagger attacks.

Poisoned Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage plus 21 (6d6) poison damage. Target must make DC 16 Con save or be poisoned for 1 minute.

Vanish. As a bonus action, Crimson can Hide. He leaves no traces and can't be tracked except by magical means.

"You can't fight what you can't see. And you'll never see me coming."

GRAND WARDEN VOLCANUS REX

Medium humanoid (fire genasi), lawful neutral

Armor Class 16 (natural armor)

Hit Points 122 (15d8 + 45)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Con +8, Cha +9

Skills Arcana +6, Intimidation +9, Perception +7

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 17

Languages Common, Ignan, Primordial

Challenge 11 (7,200 XP)

Fire Walk. Volcanus can move through fire and lava without taking damage.

Wild Magic Surge. After casting a sorcerer spell, roll d20. On 1, roll on Wild Magic table.

Spellcasting. Volcanus is a 14th-level sorcerer (DC 17, +9 to hit).

Cantrips: *control flames, fire bolt, prestidigitation, shocking grasp* 1st (4 slots): *burning hands, chromatic orb, shield* 2nd (3 slots): *hold person, scorching ray* 3rd (3 slots): *counterspell, fireball* 4th (3 slots): *fire shield, wall of fire* 5th (2 slots): *immolation* 6th (1 slot): *investiture of flame* 7th (1 slot): *fire storm*

ROLEPLAYING NOTES

Title: Leader of the Ashwardens **Personality:** Gruff but dedicated, lives for duty, obsessed with preventing eruptions **Voice:** Gravelly. Skin flickers with fire. Intense, burning eyes. **Wants:** Prevent eruptions, maintain the Ashen Seal **Knows:** Volcanic science/magic, elemental plane connections

ACTIONS

Fire Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. Hit: 22 (4d10) fire damage.

"We hold back the inferno. If we fail, the world burns."

COUNCIL SPEAKER AQUILA CLEARWATER

Medium humanoid (high elf), lawful neutral

Armor Class 15 (mage armor)

Hit Points 84 (12d8 + 24)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +6, Cha +9

Skills History +7, Insight +11, Perception +7, Persuasion +13

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Dwarvish, Sylvan

Challenge 8 (3,900 XP)

Fey Ancestry. Advantage on saves vs. charm, immune to magical sleep.

Silver Tongue. Minimum roll of 10 on Persuasion and Deception checks.

Universal Speech. As an action, Aquila can speak to any creature in a language it understands for 1 hour.

Spellcasting. Aquila is a 12th-level bard (DC 17, +9 to hit).

Cantrips: *friends, mage hand, message, vicious mockery* 1st (4 slots); *charm person, dissonant whispers, healing word* 2nd (3 slots); *calm emotions, suggestion, zone of truth* 3rd (3 slots); *hypnotic pattern, sending, speak with dead* 4th (3 slots); *compulsion, dimension door* 5th (2 slots); *dominate person, hold monster* 6th (1 slot); *mass suggestion*

ROLEPLAYING NOTES

Title: Speaker of the Aethorian Council **Personality:** Pragmatic diplomat, balances idealism with reality **Voice:** Clear, eloquent. Measured words. Natural authority. **Wants:** Effective governance, balance tradition with progress **Knows:** Political alliances, council secrets, elven precedent

"Words are the foundation of civilization. Choose them wisely."

WARDEN COMMANDER THALIA MOONBOW

Medium humanoid (wood elf), neutral good

Armor Class 18 (studded leather +2)

Hit Points 112 (14d10 + 28)

Speed 35 ft.



STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Str +7, Dex +10

Skills Nature +6, Perception +14, Stealth +15, Survival +14

Senses darkvision 60 ft., passive Perception 24

Languages Common, Elvish, Sylvan, Druidic

Challenge 10 (5,900 XP)

Mask of the Wild. Thalia can hide when lightly obscured by natural phenomena.

Foe Slayer. Once per turn, +4 damage against favored enemies (giants, monstrosities, undead).

Vanish. Thalia can Hide as a bonus action. She can't be tracked except by magical means.

Spellcasting. Thalia is a 14th-level ranger (DC 17, +9 to hit).

1st (4 slots): *cure wounds*, *ensnaring strike*, *hunter's mark* 2nd (3 slots): *pass without trace*, *spike growth* 3rd (3 slots): *conjure barrage*, *lightning arrow* 4th (1 slot): *freedom of movement*

ROLEPLAYING NOTES

Title: Leader of the Ironspine Rangers **Personality:** Fierce protector of wilderness, distrusts civilization **Voice:** Quiet.

Moves like a ghost. Always has bow ready. **Wants:** Preserve wild places, stop nature's destruction **Knows:** Secret wilderness paths, monster lairs, druidic sites

ACTIONS

Multiattack. Thalia makes three longbow attacks.

+2 Longbow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. **Hit:** 12 (1d8 + 8) piercing damage.

Volley. Thalia fires arrows at all creatures within 10 ft. of a point within range. Each must make DC 17 Dex save or take 12 (1d8 + 8) piercing damage.

"The forest keeps its own counsel. We merely listen and protect."

FORGE-MASTER RURIK IRONANVIL

Medium humanoid (mountain dwarf), lawful neutral

Armor Class 17 (half plate)

Hit Points 98 (12d8 + 36)

Speed 25 ft.



STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Con +8, Int +8

Skills Arcana +8, History +8, Investigation +8, Perception +6

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 16

Languages Common, Dwarvish, Primordial

Challenge 8 (3,900 XP)

Dwarven Resilience. Advantage on saves vs. poison.

Master Smith. Rurik can identify any weapon or armor's properties. He can craft magic items of up to very rare quality.

Tool Expertise. Double proficiency with smith's tools (+16).

Infusions. Rurik has infused: Enhanced Defense (armor), Enhanced Weapon (warhammer), Replicate Magic Item (bag of holding).

ROLEPLAYING NOTES

Title: Master of the Forgebound Guild **Personality:** Perfectionist craftsman, gruff exterior but kind heart **Voice:** Booming. Smells of forge smoke. Constantly examining craftsmanship. **Wants:** Create perfect masterwork items, train worthy apprentices **Knows:** Legendary item creation, rare metal locations, ancient forging secrets

ACTIONS

Multiattack. Rurik makes two warhammer attacks.

+2 Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Steel Defender. Rurik is accompanied by a Steel Defender (AC 15, HP 52, +6 to hit, 1d8+4 damage).

Flash of Genius. When Rurik or an ally within 30 ft. makes a check or save, Rurik can add +4 to the roll (4/long rest).

"A blade ain't just metal. It's a promise. And I keep my promises."

ARCHDRUID SILVARIS OAKENHEART

Medium humanoid (wood elf), neutral

Armor Class 16 (natural armor from barkskin)

Hit Points 128 (16d8 + 48)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Int +7, Wis +10

Skills Animal Handling +10, Medicine +10, Nature +12, Perception +10

Senses darkvision 60 ft., passive Perception 20

Languages Common, Elvish, Druidic, Sylvan, Primordial

Challenge 12 (8,400 XP)

Wild Shape (2/Short Rest). Silvaris can transform into beasts up to CR 5 for up to 8 hours.

Fey Ancestry. Advantage on saves vs. charm, immune to magical sleep.

Spellcasting. Silvaris is a 16th-level druid (DC 18, +10 to hit).

Cantrips: *druidcraft, guidance, produce flame, shillelagh* 1st (4 slots): *cure wounds, entangle, speak with animals* 2nd (3 slots): *barkskin, moonbeam, pass without trace* 3rd (3 slots): *call lightning, dispel magic, plant growth* 4th (3 slots): *conjure woodland beings, polymorph* 5th (2 slots): *awaken, tree stride* 6th (1 slot): *transport via plants, wall of thorns* 7th (1 slot): *regenerate* 8th (1 slot): *animal shapes*

ROLEPLAYING NOTES

Title: Leader of the Druidic Circle **Personality:** Ancient wisdom, connected to nature's rhythms **Voice:** Deep, resonant. Speaks slowly. Animals gather nearby. **Wants:** Prevent corruption of nature, maintain natural balance **Knows:** Natural disasters/omens, secret druid lore, beast languages

"The trees have memories. Listen, and they will teach you."

PRINCE ALDRIC THANDRIS

Medium humanoid (human), chaotic good

Armor Class 19 (plate armor)

Hit Points 82 (10d10 + 20)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Str +6, Con +5

Skills Athletics +6, History +4, Intimidation +6, Persuasion +6

Senses passive Perception 10

Languages Common, Dwarvish, Elvish

Challenge 5 (1,800 XP)

Second Wind (1/Short Rest). Prince Aldric can regain 1d10 + 8 HP as a bonus action.

Action Surge (1/Short Rest). Prince Aldric can take one additional action.

Inspiring Athlete. When Aldric makes an Athletics or Acrobatics check, allies within 30 ft. can use his result instead of their own if they make the same check within 1 minute.

ROLEPLAYING NOTES

Title: Crown Prince, Heir to Thaldros **Personality:** Idealistic young warrior, wants to prove himself, slightly reckless **Voice:**

Energetic, passionate. Eager to please father. Impulsive. **Wants:**

Prove worthy of crown, earn father's respect, forge own legend

Knows: Military training (less experienced), court politics, secret desire for adventure

ACTIONS

Multiaction. Prince Aldric makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) if wielded two-handed.

Glorious Strike (2/Short Rest). When Aldric hits, he can deal extra 2d8 damage and allies within 30 ft. gain temporary HP equal to half the extra damage dealt.

"I will not hide behind my father's shadow. I will forge my own legend!"

PRINCESS ELANIL AETHERMERE

Medium humanoid (high elf), neutral good

Armor Class 15 (mage armor)

Hit Points 65 (10d8 + 15)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Int +8, Wis +6

Skills Arcana +8, History +8, Investigation +8, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Celestial, Draconic

Challenge 6 (2,300 XP)

Fey Ancestry. Advantage on saves vs. charm, immune to magical sleep.

Arcane Ward. Elanil has a magical ward with 20 HP that absorbs damage.

Projected Ward. When an ally within 30 ft. takes damage, Elanil can use her reaction to have her ward absorb the damage instead.

Spellcasting. Elanil is a 10th-level wizard (DC 16, +8 to hit).

Cantrips: *light, mage hand, prestidigitation, shocking grasp* 1st (4 slots): *mage armor, magic missile, shield, detect magic* 2nd (3 slots): *arcane lock, misty step, see invisibility* 3rd (3 slots): *counterspell, dispel magic, protection from energy* 4th (3 slots): *banishment, fire shield* 5th (2 slots): *wall of force*

ROLEPLAYING NOTES

Title: Princess of Aethoria, Daughter of High Queen **Personality:**

Curious scholar, diplomatic but adventurous **Voice:** Melodic.

Constantly reading. Asks many questions. **Wants:** Experience

world beyond palace, learn practical magic, unite kingdoms

Knows: Arcane theory, secret passages in Aethermere, mother's visions (partial)

"Knowledge without experience is just words on a page. I want to write my own story."

MERCHANT PRINCE DAVOS GOLDSHORE

Medium humanoid (human), neutral evil

Armor Class 17 (studded leather +1)

Hit Points 98 (14d8 + 28)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +8, Int +8

Skills Deception +12, Insight +11, Perception +7, Persuasion +12, Stealth +8

Senses passive Perception 17

Languages Common, Dwarvish, Elvish, Thieves' Cant

Challenge 10 (5,900 XP)

Master Tactician. Davos and allies within 30 ft. can't be surprised. He has advantage on initiative rolls.

Sneak Attack (7d6). Once per turn, extra damage when Davos has advantage or ally within 5 ft. of target.

Evasion. No damage on successful Dex save, half on failure.

Soul of Deceit. Davos's thoughts can't be read. Insight checks against him have disadvantage. He can present false thoughts.

ROLEPLAYING NOTES

Title: Merchant Prince (**VILLAIN** - Blood & Coin) **Personality:** Charming publicly, ruthless privately. Master manipulator.

Voice: Smooth, trustworthy (deceptive). Warm smile hides cold eyes.

Wants: Monopolize all trade, become wealthier than kings

Knows: Criminal networks, blackmail on nearly everyone, smuggling routes

ACTIONS

Multiattack. Davos makes two rapier attacks.

+1 Rapier. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 5) piercing damage.

Network of Spies. Davos can spend 1 minute to learn the location, condition, and activities of any named person within 10 miles. 1/day.

PRIMARY ANTAGONIST - Blood & Coin Campaign

"Business is war by other means. And I always win."

ARCHMAGE VERIDIAN STARWEAVER

Medium humanoid (high elf), lawful neutral

Armor Class 17 (robe of protection)

Hit Points 112 (16d8 + 32)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	20 (+5)	16 (+3)	14 (+2)

Saving Throws Int +11, Wis +9

Skills Arcana +17, History +11, Investigation +11, Perception +9

Damage Resistances damage from spells

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Draconic, Celestial, Abyssal, Primordial

Challenge 13 (10,000 XP)

Fey Ancestry. Advantage on saves vs. charm, immune to magical sleep.

Sculpt Spells. When Veridian casts an evocation spell, he can protect 1 + spell level creatures from the spell's effects.

Empowered Evocation. Veridian adds +5 to damage of evocation spells.

Spellcasting. Veridian is a 16th-level wizard (DC 19, +11 to hit).

Cantrips: *fire bolt, light, mage hand, prestidigitation, shocking grasp* 1st (4 slots): *magic missile, shield, thunderwave* 2nd (3 slots): *mirror image, scorching ray, shatter* 3rd (3 slots): *counterspell, fireball, lightning bolt* 4th (3 slots): *ice storm, wall of fire* 5th (2 slots): *cone of cold, bigby's hand* 6th (1 slot): *chain lightning, disintegrate* 7th (1 slot): *delayed blast fireball* 8th (1 slot): *incendiary cloud*

ROLEPLAYING NOTES

Title: Archmage of the Starlight Academy **Personality:** Brilliant but absent-minded, obsessed with magical research **Voice:** Speaks quickly. Often distracted. Arcane symbols float around him. **Wants:** Unlock new magic, train next generation, prevent catastrophes **Knows:** Rare/forbidden spells, planar connections, artifact locations

"Magic is the language of reality. I merely speak it fluently."

LORD COMMANDER THRAIN IRONOAK

Medium humanoid (dwarf), lawful neutral

Armor Class 19 (plate armor)

Hit Points 156 (16d10 + 64)

Speed 25 ft.



STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Str +10, Con +9

Skills Athletics +10, History +7, Intimidation +7, Perception +7

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 17

Languages Common, Dwarvish, Elvish, Orc

Challenge 11 (7,200 XP)

Indomitable (3/Day). Thrain can reroll a failed saving throw.

Action Surge (2/Short Rest). Thrain can take one additional action.

Rage (3/Day). Thrain can rage as a barbarian, gaining resistance to bludgeoning, piercing, and slashing damage and +2 to melee damage for 1 minute.

Dwarven Resilience. Advantage on saves vs. poison.

ROLEPLAYING NOTES

Title: Lord Commander of Thaldros Forces **Personality:** Gruff veteran, honorable, hates cowards **Voice:** Gravel voice.

Missing an eye. Tells war stories. Refused magical healing for scars. **Wants:** Protect Thaldros borders, train soldiers, earn scars honorably **Knows:** Complete military history, border vulnerabilities, secret dwarf strongholds

ACTIONS

Multiattack. Thrain makes three battleaxe attacks.

+2 Battleaxe. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 9) slashing damage, or 14 (1d10 + 9) if wielded two-handed.

Battle Cry (Recharge 5-6). Thrain roars. Enemies within 30 ft. must make DC 17 Wisdom save or be frightened for 1 minute. Allies gain 10 temporary HP.

"Good dwarves earn their scars. I've earned plenty."

LADY SHADOWLEAF (NIRIEL)

Medium humanoid (wood elf), lawful neutral

Armor Class 18 (studded leather +2)

Hit Points 108 (14d8 + 42)

Speed 35 ft.



STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Dex +10, Int +8

Skills Acrobatics +10, Deception +7, Perception +14, Stealth +15

Senses darkvision 60 ft., passive Perception 24

Languages Common, Elvish, Thieves' Cant, Dwarvish

Challenge 11 (7,200 XP)

Assassinate. During first round, Niriel has advantage on attacks vs. creatures that haven't acted. Any hit against a surprised creature is a critical hit.

Evasion. No damage on successful Dex save, half on failure.

Sneak Attack (7d6). Extra damage with advantage or ally nearby.

Mask of the Wild. Can hide when lightly obscured by natural phenomena.

Favored Terrain. Niriel has advantage on Stealth and Survival in forests and urban environments.

ROLEPLAYING NOTES

Title: Spymaster of Aethoria **Personality:** Mysterious, pragmatic, does dark deeds for greater good **Voice:** Whisper-quiet. Appears from shadows. Never makes sound. **Wants:** Protect Aethoria by any means, eliminate threats, serve the High Queen **Knows:** Every secret in the realm, assassination techniques, hidden passages

ACTIONS

Multiattack. Niriel makes two shortsword attacks.

+2 Shortsword. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 10 (1d6 + 7) piercing damage plus 7 (2d6) poison damage.

Shadow Step. As a bonus action, Niriel teleports up to 60 ft. to an unoccupied space in dim light or darkness.

"Secrets are currency. And I am very, very rich."

KAEL SHADOBANE

Medium humanoid (human), chaotic neutral

Armor Class 17 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Deception +6, Intimidation +6, Stealth +10

Senses passive Perception 11

Languages Common, Thieves' Cant

Challenge 6 (2,300 XP)

Cunning Action. Kael can Dash, Disengage, or Hide as a bonus action.

Evasion. No damage on successful Dex save, half on failure.

Sneak Attack (4d6). Once per turn, extra damage when Kael has advantage or ally within 5 ft. of target.

ROLEPLAYING NOTES

Title: Leader of the Black Chains **Personality:** Ruthless pragmatist, survival above all, respects competence **Voice:** Cold, calculating. Direct and to the point. No wasted words. **Wants:**

Profit, power, survival of his organization above morality

Knows: Criminal networks, smuggling routes, mercenary contracts, who to bribe

ACTIONS

Multiattack. Kael makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Poisoned Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 9 (2d8) poison damage. Target must make DC 14 Con save or be poisoned for 1 minute.

MAJOR ANTAGONIST - Blood & Coin Campaign (Act I)

"Loyalty is a commodity. I simply pay better than the alternative."

MASTER SMITH DURGAN FORGEFIRE

Medium humanoid (mountain dwarf), lawful neutral

Armor Class 17 (half plate)

Hit Points 98 (14d8 + 28)

Speed 25 ft.



STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Str +7, Con +6, Int +7

Skills Arcana +7, Athletics +7, History +7, Perception +5

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish, Primordial

Challenge 7 (2,900 XP)

Dwarven Resilience. Advantage on saves vs. poison.

Master Smith. Durgan can identify any weapon or armor. He can craft magic items up to legendary quality given time and materials.

Tool Expertise. Double proficiency with smith's tools (+14).

Battle Ready. Durgan can use Intelligence instead of Strength or Dexterity for weapon attacks.

ROLEPLAYING NOTES

Title: Legendary Dwarven Smith **Personality:** Perfectionist, grumpy but fair, loves his craft above all **Voice:** Gruff, dismissive of poor work. Braided beard. Covered in soot. **Wants:** Create legendary masterwork, preserve ancient smithing arts, find star metal **Knows:** Magical weapon forging, mythril vein locations, adamantine secret

ACTIONS

Multiattack. Durgan makes two warhammer attacks.

+1 Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 4 (1d8) fire damage.

Flame Belch (Recharge 5-6). Durgan exhales fire in a 15-foot cone. Each creature must make DC 15 Dex save, taking 21 (6d6) fire damage on failure, half on success.

"Steel don't lie. Either it's good or it ain't. This ain't."

COUNCIL MISTRESS ELARA SILVERLEAF

Medium humanoid (high elf), lawful neutral

Armor Class 14 (mage armor)

Hit Points 78 (14d8 + 7)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +6, Cha +8

Skills Deception +12, History +7, Insight +11, Perception +7, Persuasion +12

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Dwarvish, Celestial

Challenge 7 (2,900 XP)

Fey Ancestry. Advantage on saves vs. charm, immune to magical sleep.

Silver Tongue. Minimum roll of 10 on Persuasion and Deception checks.

Cutting Words. As a reaction when a creature within 60 ft. makes an attack, check, or damage roll, Elara can subtract 1d10 from the roll.

Spellcasting. Elara is a 14th-level bard/wizard (DC 16, +8 to hit).

Cantrips: friends, message, minor illusion, vicious mockery 1st (4 slots): charm person, detect magic, disguise self 2nd (3 slots): detect thoughts, suggestion, zone of truth 3rd (3 slots): hypnotic pattern, major image 4th (3 slots): compulsion, greater invisibility 5th (2 slots): dominate person, modify memory 6th (1 slot): mass suggestion

ROLEPLAYING NOTES

Title: Aethorian Council Member, House Silverleaf Matriarch

Personality: Political strategist, values elven tradition, pragmatic

Voice: Formal, precise. Commands attention. Silver jewelry.

Wants: Preserve elven culture, advance House Silverleaf,

balance tradition **Knows:** Political leverage, noble house secrets, council voting patterns

"The council decides the fate of nations. We do not take that lightly."

NPC QUICK REFERENCE INDEX

BY ROLE

Rulers (Cards 1-3)

NPC	CR Role
King Aldric IV	12 High King of Thaldros
High Queen Aelindra	14 High Queen of Aethoria
Sultan Rashid	11 Sultan of Sundara

Faction Leaders (Cards 4-11)

NPC	CR Faction
Lord Commander Gareth	12 Iron Council
Trade Prince Lucian	9 Merchant League
Master Crimson	13 The Syndicate
Grand Warden Volcanus	11 Ashwardens
Council Speaker Aquila	8 Aethorian Council
Warden Commander Thalia	10 Ironspine Rangers
Forge-Master Rurik	8 Forgebound Guild
Archdruid Silvaris	12 Druidic Circle

Royal Heirs (Cards 12-13)

NPC	CR Role
Prince Aldric	5 Crown Prince of Thaldros
Princess Elanil	6 Princess of Aethoria

Specialists (Cards 14-20)

NPC	CR Role
Davos Goldshore	10 Villain - Blood & Coin
Archmage Veridian	13 Starlight Academy
Lord Commander Thrain	11 Thaldros Military
Lady Shadowleaf	11 Aethoria Spymaster
Kael Shadowbane	6 Villain - Blood & Coin
Master Smith Durgan	7 Legendary Smith
Council Mistress Elara	7 House Silverleaf

USING THESE NPC CARDS

AT THE TABLE

- Keep printed copies in your DM binder
- Reference stat blocks during combat
- Use roleplaying notes for improvisation
- Quote key phrases for character voice

COMBAT TIPS

- **Low CR (5-8):** Single boss or with minions
- **Mid CR (9-11):** Dangerous 1v1, needs party
- **High CR (12-14):** Major encounters, prepare!

CAMPAIGN INTEGRATION

BLOOD & COIN

Focus on: Davos Goldshore, Lucian Goldfingers, Master Crimson, The Scarlet Knife

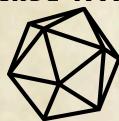
SHATTERED OATHS

Focus on: King Aldric IV, High Queen Aelindra, Lady Shadowleaf, Prince Aldric

UNIVERSAL

All faction leaders and specialists work in any campaign

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