**Livorumia**

**Cultures and races:** Dragon born and tieflings, basically Vikings of this world.

**Population: ~**5000 db, ~100 Tiefling db.

**Method of ruling (find the correct translation here):** council of elders.

**Clans:**

1. Ice db (near the water)
   1. Niandra the storm caller – lvl 10 ice/water sorceress
2. magic db (near the astral border)
   1. Quarah the Defender, lvl 10 eldrich knight
3. fire db (near the border with drow).
   1. Milarg the legion, lvl 10 blade master (yeah, it’s wc3 blade master)

**Place of each race:** Tiefling dbs are great warlocks, so they are placed highly in their society. (they are “shamans” of the clans)

**Details:**

**Quests:**

Help from the White Tower. (Quest start is placed in Arbede). That’s the waypoint to Levorum, where all other questlines start

1. Astral problems
2. Problems with drow.

**Astral problems**

**Reward:** 2000gp (for 4 people) + 1000gp (if counterattack were successful)

Contract for 1 month for party to serve dbs

Magic dbs requested help from White Tower to solve problems with Astral. They don’t have powerful magic walls on the border, so astral winds are an often thing in their country. With those winds come different creatures, some of them harmful and some are not.

1. Defend Cantia’s fort from Astral creatures.
2. The astral fog will turn back opening Ventum, which can be raided for 2 days, then the fog will return to border, obscuring the town once again
3. Raid to Ventum (optional)
4. If Ventum is successfully raided astral creatures will be pushed back for 2 months, otherwise raids will continue. At certain point dbs will say that they are overwhelmed, and they should retreat.
   1. Raid route
      1. Ventum is old fort of Dark, which was transformed under Astral influence. Now it is a place with no space rules and impossible geometry. That means a lot of curses and guardians of the old imperium. Every building is a different world. Every 3 buildings 1 guardian encounter (they can be sneaked)
      2. To enter the city, it is necessary to fight or sneak through guardians of old.
      3. The main target will be purple crystal on top of the high tower.
      4. After crystal destruction tower will lose its otherworldly traits and become usual watch tower. PCs can return to the bottom by simply walking on stairs 5 floors. There will be 5 pieces of studded leather armor, 5 pikes, 5 bows, 5 swords. Everything is +1/+1
         1. After True crystal destruction all buildings will slowly lose their astral traits. After 2 hours they’ll become usual ones. And city will be captured back from Astral
         2. Upon False crystal destruction, astral fog traps everyone in the city and takes them all
            1. PCs are sent to the red and blue army world. If PCs already encountered this world in the Ventum city, they’ll be sent to tavern, where they’ll be recognized by opposite side of the conflict and the fight will start. Otherwise just use plane (9) from the list
            2. Reward: 20 food points and 100 gold coins with strange engraving
            3. Upon entering the door PCs will find themselves Cantia fort
   2. No raid route
      1. Mass attack on Cantia. 5 waves of enemies.
      2. At certain point dbs will say that they are overwhelmed at retreat is required

**Cantia fort:**

Garrison: 55 db fighters lvl 5 and 5 tiefling warlocks lvl 7

Ballista 20 bolts, 1 action to load and aim, 1 action to fire 3d12+8 dmg, +8 to hit against huge creatures and -4 to hit against smaller ones.

Wave 1 : <https://www.aidedd.org/dnd/monstres.php?vo=sahuagin-baron> x2

<https://roll20.net/compendium/dnd5e/Sahuagin#content> x 8 with ladders

Wave 2 : <https://roll20.net/compendium/dnd5e/Specter#content> x 8

Wave 3 : <https://roll20.net/compendium/dnd5e/Harpy#content> x 8

Wave 4 : <https://www.aidedd.org/dnd/monstres.php?vo=shadow-demon> x3

Wave 5 : <https://roll20.net/compendium/dnd5e/Hezrou#content> x2

Wave 6: be extremely careful this may TPK the party

General of this encounter Razaar the astral carrier CR 10 is near the gates with his

4 <https://roll20.net/compendium/dnd5e/Sahuagin#content>

Crystal is his most vulnerable part and it’s quite big, so 19 – 20 attack throw is a critical hit

HP: 263

AC: 17

SPD: 20ft

+7 to int and wisdom saves, +5 to str and const save, -2 to dex save, -2 to charisma save

Astral mist: 60 ft radius. Every 3 rounds at the start of the turn PC make wisdom and int save DC 16, if both are failures hallucination of creature DC 2 appears. (Will make a list of such creatures). The creature has its usual dmg but only 1 hp, may be killed only by PC who is hallucinating and can attack only hallucinating PC.

Spells:

Astral Gates: summon DC 2 creature (will make a list of them).

Arcane missiles: 3rd level arcane missiles. 5d4 + 5 dmg

Arcane blast: charge for 2 rounds on chosen place, then deal 6d12+8 dmg in line 3x10 ft^2 on chosen (basically a way to make PC hit him with a ballista 2 times, while Razaar tries to break the gates of the fort)

Maybe make astral mist a spell I’m not sure

On his turn Razaar may cast 1 spell and make 1 melee attack with its hands

Hands: +7 to hit, 4d12 dmg + 4

Upon death all summoned creatures will take ¾ of their max health dmg and all hallucinations will disappear.

Ventum the astral city

PC’S CAN RETREAT FROM ANY PLANE AT WILL

The tower

1. Door of shadows <https://www.youtube.com/watch?v=A7i5MdIt4Q8>
2. Heads of deities <https://www.youtube.com/watch?v=ZmWkMxjXiWU>
3. Eyes of obelisk <https://www.youtube.com/watch?v=kLYrIU-b6eQ>

List of planes:

1. Plane of Hadar (1-10)
   1. Basically limbo
   2. Anything can be found here and encountered here. Reward is corrected depending on CR of enemy encountered.
   3. Roll d100 and ask players for number of page in MM, than roll d20 and change page depending on the throw. If it’s 37 out of 100 than players encounter Hadar himself

CR ??? basically whole plane will try to speak with PCs, ( if someone is rude to Hadar he will DUEL this player with his twisted mirror entity, upgraded and given +3/+3 variant of all his gear and able to teleport anywhere and create any obstacle once per round. If PC lost throw d4+1 for blessing loss and d4 for curse gain. If PC somehow won that, PC would gain true Hadar’s blessing gaining the ability to change class/race completely and Hadar will help player in hard situations.)

If everything is fine, Hadar will ask for one story from party. Story must be interesting, funny or chaotic

1. Plane of Ice (11-20)

PCs must make a saving throw every 2 rooms of the dungeon DC 15 constitution or take 1d8 freezing dmg and slow down for 10 ft

* 1. Party find themselves near the frozen ruins of house.

1. Plane of Tortures (31-40)
   1. There are several plants that are parts of bodies growing from each other
   2. Every room PC make DC 15 saving throw or get feared for 1 minute
   3. Roll up several creatures like in Darkest Dungeon CR 2 (infested bandits), 3(infested cultists), 4(infested pillars), 4 ,5(scorpion like creature with human torso) , 5 , 5 ,6(butcher) , 6 , 6, 6…
2. Plane of water and sea (41-50)
   1. PCs find themselves on the ocean beach. They will find small camp of tritons with 8 tritons and 1 triton general
   2. Rewards for camp: blade of silverfish. Deal additional 1d6 bleed dmg if of course the creature can bleed. (Dropped from general)
   3. If players investigate, they will find out that the rest of the tritons are under water.
3. Abyssal plane (51-60)
   1. Roll dice for demon encounter. Reward depends on the encounter (it cannot be lower CR than the PCs are)
4. Plane of dinosaurs (61-70)
   1. PCs find themselves in cave. The next moment they will find Trak the Hunter. He always speaks in 3rd person and will ask PCs for help with diamonds which he left in the other cave, while he was fleeing from dinos. He needs diamonds for his new blade which “cut good”.
   2. Random this mines-caves and swarm them with dinos
   3. Rewards: each PC gain 1 diamond worth 200 gp. And the other half Trak will take for himself
5. Plane of concentration camps (71-80)
   1. The camp is ruled by high elves; halflings are prisoners. All guards dressed in black and prisoners are dressed in orange uniform.
      1. There is 1 general Lirail Le Kraim. 3 scientists and 16 lvl 3 ranger guards in the camp. 2 guards in each watchtower. General Lirail Le Kraim in the main building with 2 guards. 2 guards are controlling prisoners and will try to humiliate them as much as possible, they have a permission to kill them at will.
      2. There are 60 prisoners.
   2. Party start this mission in one of the barracks of the camp. There are halflings with the leader of their village Trir Quellitas. He will suggest hiding under the floor to strike, when guards come. He knows where the armory is.
   3. Rewards: 500 gp, 100 +1d4 poison arrows, mantle which help hiding in mountains. If players successfully defeated the general and saved his amulet (defends from amulets of Orchis) from prisoners, they get the amulet itself.
6. Undead (81-90)
   1. [file:///D:/Marat/D&D/maps/dungeons/Undead%20Ventum%20house.html](file:///D:\Marat\D&D\maps\dungeons\Undead%20Ventum%20house.html)
7. Plane of Red and Blue army (91-100)
   1. <https://hand-of-fate-2.fandom.com/wiki/Warring_Kingdoms>
   2. After choosing a side a small battle against soldiers of the opposing army CR = to PC party level
   3. <https://imgur.com/a/aO8yx>

**Problems with Drow**

Currently db and drow are neutrally aggressive to each other, no db is allowed in Quizhou and vice versa, no drow is allowed in Livorumia.

One of the elders of fire db asks your party to infiltrate Drow country to gain information about one of the spies of the db in Quzhou. Because of often attacks from astral, dbs are afraid of drow attack, so they can’t send all their forces to astral to defend from it. They would like to know if an attack from drow side is possible and if their spy is alive. 2-3 month for mission. Info on Houshi Czou see in Quizhou file, exile countries)

1. Elder suggests infiltrating peninsula(полуостров) and hiring a ship there to travel to parta(if there are no db in party, otherwise he will suggest hiding their voice and appearance). After that party should infiltrate the one of the exile countries and find someone called “Houshi Czou”, the agent under cover. Password: “Yarmungar”. Be careful, Quizhou is quite zealous country, and is famous for its tortures.