

Trinity Stones of Creation

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THE TRINITY STONES

CREATION OF A TRINITY

In the beginning, God created the Heavens and the Earth. A singularity of reality from whence space was formed, energy was made, and time unraveled. A trinity of reality to be unbroken forever.

No matter the story of beginning, it all arrives at the same principles. Space, time, and matter. A trinity of reality stemming from the creation itself. For none can exist without another, and in existence all must come simultaneously. These forces of the cosmos work in unison and cannot be broken from each other. At least that's how we've perceived it.

CREATION OF THE STONES

It is said that those who can harness the power of reality itself would have unrivaled power. The outcomes of reality itself would be for them to decide. Unfortunately to harness the trinity would be to harness the universe, a space incomprehensible to perceive. In ancient times, there existed an organization known as the Celestial Guard. This group of people extended through all races and across the entire world. A common goal among them was to understand and tap into this trinity. Through centuries, hidden mysteries of the universe began to be unraveled, bringing forth the secrets of magic and powers known today. The Celestial Guard was the primary source of the advancements of knowledge. It is said that the knowledge and understandings of these ancients vastly surpassed anyone from todays era.

Over time, the Celestial Guard became segregated. After discoveries pertaining to parallel realms, there became hidden agendas. A civil war on a global scale ensued among the Celestial Guard. A war on such great of a scale that the majority of knowledge was lost as a consequence. As it is told, the council of seven (the last leaders of the Celestial Guard) had unlocked an understanding that has never before been known. Through this they were able to create what we call the Infinity Stones.

A minuscule part of reality was harnessed into three stones, space, time, and matter. Each stone is unique in appearance but all mesmerizing in appearance. The stones are said to bring immeasurable powers to the users. Not by their powers themselves, but through the understanding they bring. The stones were created as a milestone in understanding. Unfortunately, due to the war and the hastily actions of the council, the stones were hidden away. A powerful spell was placed on the stones such that they cannot be found save all together. If any stone is found apart from a counterpart, reality itself will bend around the stone, hence placing it back in hiding. The stones have a unique ability to act on their own each in a unique way.

THE CELESTIAL GUARD

The Celestial Guard is an ancient world-wide coalition of beings. The Guard was started by a group of elite warriors whom banded together to dethrone a corrupt kingdom. Seven warriors in total were among the original Guard. They were able to take down an entire kingdom from within and established a new council of seven where their goals and actions carried enough weight to gain the allegiance of the masses. After establishing a new government, they created what was known as the Celestial Guard, where knowledge and understandings were all but the property of the world.

Once established, the advancements of the era accelerated at a growing rate. This was before the time of wizards and sorcerers. However, through time, as secrets became unraveled, these classes became commonplace. Each generation, the council kept the same size of seven. Seven elite members based on their accomplishments. After a few hundred years, the council became involved with the discovery of the trinity of reality. The focus of the council's research became focused on this and this alone. Breakthroughs in this field lead to new spell discoveries and new ways to shape reality. Unfortunately the surface of knowledge was barely scratched, until one day.

In one era, a generation of six master sorcerers, wizards, and warlocks existed as part of the council. The seventh member was a warrior named Kurdran. It was rare that the whole council would get together, and just as rare for only six of them to get together. There was a find by one of the members, however, where all of the members got together save Kurdran. Together, the six members explored a new concept that one of them had discovered. After only a few short days, a rift in space was created. A single point in space was expanded and shown to contain energy and time in the absence of space (at least, the space that had been known about). This was the void. The six members were not prepared for what followed and one of them was lost to sealing the rift. This rift had unforeseen consequences throughout all of space. Space became unstable and rifts began to appear at random.

This incident created changes on a global scale, which negatively impacted the incentives of many. New possibilities in magic were being opened to many. The council was now down to six total. Somehow, through a chain of small events, news got out of the council and rumors were put together with the new changes that the rift brought. The council was blamed and civil war broke out. This was a war to drown out all other wars. The war went on for years, between new factions that had broken out within the Celestial guard. The six council members appeared to have all dissipated. In reality, they were hidden. With the opening of the void, plane shifting was now an option. The council members banded together as six hidden in reality on a new plane. There they were able to focus on their studies. They believed the only way to reverse what they had done with the initial rift is to understand the other elements of the trinity.

First, the council had to disrupt time itself, creating a reality of only space and matter. One mistake doing this and they would have been trapped in a single moment for eternity. Following this, matter had to be torn from reality to create existence pertaining of only space and time. A pure vacuum in which anything matter would be instantly annihilated. With each advancement, reality itself became more unstable. It took much time, but after learning what they could about these new realities, they knew how to stop the chaos.

This is when the Trinity Stones were created. The stones were containers for the tears in our reality. They each bear the power of the trinity to seal each individual tear in reality.

Among returning from hiding, the world was shattered. While away, the void realm had consumed many, time had been warped, energy expanded out of balance. The trinity stones ended the chaos, but the damage was irreparable. The Celestial Guard was no longer a thing, for the members had all been scattered, destroyed, or changed. The stones were then sealed away, behind a powerful spell. The last act of the council before they disbanded. The members each went their own way in order aid and rebuild in different locations. Over time, the Celestial Guard was forgotten by most. The world grew into a new place as it is today and all of this only exists in mere legend.

THE SPACE STONE

The space stone controls elements pertaining to spacial events. The space stone mainly causes objects to randomly move location.

THE MATTER STONE

The matter stone controls elements pertaining to power and lack thereof. The matter stone primarily causes illusionary events such as glowing ponds and rivers as well as transforms beasts into both stronger or weaker than they usually would be.

THE TIME STONE

The time stone controls temporal events. The stone primarily will cause objects to teleport into different locations within the flow of time.

THE CAMPAIGN

At the start of the campaign, the DM needs to decide on a reason for the characters to be coming into Aurushire. This can be any good reason that fits with the player backstories or one from the following list.

JOURNEY TO AURUSHIRE

For the Stones Legend has it that there are rare and priceless artifacts hidden on Statu. It is possible that the player could be hunting the legends which have lead them to Aurushire.

The Rare Sport of Rem Silva It is possible that the rare game in Rem Silva was spoken of and the players could be after the rare sport that resides in this area.

After arriving at Aurushire, there are many options for the players. There is an Inn, where they can get rest. There are farms, where the players could potentially work. There are the mines, run by a Pandaren brother, where players could also work. There is a blacksmith, which is run by one of the three Pandaren brothers. There is the brewery/tavern, which is run by another Pandaren brother for players to socialize, learn, and relax. There is also Bob's Guns. Bob is a strange fella who claims he is from a more modern time. He has things that you cannot find anywhere else. To the northeast there is an old witch named Nevár. To the northwest a wizard named Baba. Together the two are sometimes referred to as the Ying-Yang. For one appears good, and one appears the opposite. Though this name comes from the matter of looks, and not actions.



BABA

Gnome Wizard, Neutral Good

Armor Class 24

Hit Points 302

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	19 (+4)	20 (+5)	20 (+5)	19 (+4)

Senses —

Languages Common, Elvish, Dwarvish, Gnomish, Halfling, Orc, Pandaren, Celestial, Draconic, Primordial

Challenge 20 (25,000 XP)

Telekinesis. The ability to move objects with your mind. There is no limitation to how the objects can be moved if the objects belong to you.

Cerebral Warp. You can place humanoids into a deep illusion that seems completely real. The subjects cannot

be harmed in the illusion.

Illusionary Presence. When you are near others, you feel to them to be in multiple places at once. If struck by a melee attack, you can relocate to an alternate location within 10 feet.

ACTIONS

Spells. A lot of spells.

DESCRIPTION/INFORMATION

Baba lives in seclusion. She is an extremely small gnome that does not mind helping others when asked. She is extremely intelligent and powerful, even though she does not look it.



NEVÁR

?? ??, Neutral ??

Armor Class ??

Hit Points ??

Speed ?? ft

STR	DEX	CON	INT	WIS	CHA
(-5)	(-5)	(-5)	(-5)	(-5)	(-5)

Senses —

Languages Common

Challenge 20 (25,000 XP)

DESCRIPTION/INFORMATION

Nevár is an old sorcerer. Not much is known about her. She is tall and frail (or at least appears so). It is impossible to tell anything about her from looking at her. This NPC is a wildcard. It can be used with the story as seen fit (save the important things she contains to the campaign).

THE YING-YANG

The Ying-Yang (Baba and Nevár) plays an important part of this campaign.

Baba is a wizard that is interested in helping the party learn. She contains a vast library of knowledge and knows much about the Trinity stone legends and myths. She can assist the party in learning more. Similarly, she will insist the party is not ready if they claim they are seeking Aethereu and if they insist they are will put the party through tests to confirm it. One test is to teleport the party to the halls of no end. Another would be to send them into Rem Silva after something that would help them on their journey. These challenges would be designed to assist them in their journey.

Nevár is an old witch. She appears to contain vast knowledge of the trinity stone legends as well, but acts as if she knows nothing. She can assist the party in acquiring clues and items that will help find their way to their goal. Specifically, she contains a map of Aethereu (the inside) which appears as a blank piece of paper until entering Aethereu. This map is pivotal to easily navigating the chamber. Alternatively, she can contain clues regarding successful passage through The Pluvian Forest, along with Baba.

THE ZONES

THE STATU PENINSULA

The Statu peninsula (commonly referred to as just Statu) is largely un-mapped area. As the name suggests, Statu is a peninsula that cannot be accessed from foot to the north. It contains very dense forestation and mountainous regions to the northern area that are not possible to travel through. The south is colonized by Aurushire where a small number of people settle. There are generally a small number of visitors to Statu, save those who are trading and working with the mines to the East of Aurushire. The best way to access Statu is through the Aurushire port.

To the West of Aurushire, there is a large forest that is significantly less dense than the northern regions. To the north of this is very dense un-explored forest and mountainous regions. Directly north of Aurushire is The Pluvian Forest. This region is not very often visited. Strange occurrences pertaining to what some call 'strange spatial events' occur in The Pluvian Forest which generally ward off visitors. To the southeast of Aurushire, there is a hostile tribe of river Naga which attack travelers and visitors on sight. Because of this, the area to the southeast and the forest regions to the East of Aurushire are unexplored. What is known of this region is that there is a large valley that leads from the Naga camps into the mountain/forest region.

AURUSHIRE

Aurushire (also commonly referred to as Goldshire) is a small village located on the southern end of the Statu peninsula. Just East of Aurushire is a large mountain containing mine shafts used for gold mining. It is not well known, other by those who work in the mines, but strange things happen within these mines where mined gold will spontaneously be regrown after being removed from the mines. This phenomenon is where Aurushire (Goldshire) retrieved its name from and is thought to be related to the spacial occurrences reported in The Pluvian Forest.

NPC'S

Aurushire is full of NPC characters. Many of them are just normal workers or village folk, however some serve an important purpose.

ARRYN

Halfling Wizard, Neutral Good

Armor Class 17

Hit Points 172

Speed 40 ft

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

Senses —

Languages Common, Elvish, Dwarvish, Gnomish, Halfling, Orc, Pandaren

Challenge 10 (5,900 XP)

Mystical Senses. If a target tries to deceive you, it must make a DC19 deception saving throw.

Water sight. You can see clearly up to two miles over water.

ACTIONS

Bladesinger: Extra Attack. You can attack twice on your turn.

Hold Monster. A creature you can see within 90 feet must succeed on a wisdom saving throw or be paralyzed for 1 minute. Target can make a wisdom saving throw at the end of each of it's turns to end the spell.

Magic Jar Master. Allows Arryn to use Magic Jar on a nearby jar instantly and without being in a jar himself.

Magic Jar. Long description, look it up.

DESCRIPTION/INFORMATION

Arryn is the first NPC most encounter when entering Aurushire from sea. He is the watcher of the ports and lives on a small farm right at docks where all sea traffic enters from.

REM SILVA

Rem Silvia is the name of the Forest that is located to the West of Aurushire. This forest,

along with The Pluvian Forest often experiences strange spacial phenomenon. Unlike The Pluvian Forest, temporal phenomenon have also commonly been reported as occurring in this region. The occurrences of these random phenomenon do not appear marginally as often or as strong as in The Pluvian Forest which makes this region of particular interest to experienced hunters.

The same strange effects that can occur in the Pluvian forest can also occur here in Rem Silva only less frequently. As a DM, you can periodically roll a 1d20 to see if any of the irregular effects from The Pluvian Forest will also occur here. Subtract 5 from each DC throw to see if the effects occur in this region.

This area is full of a large number of creatures, from large spiders, to night elves. Due to the trinity stone effects, many creatures not belonging to this region also appear here.

RANDOM ENCOUNTERS

At any time, a party traveling through this area could run into a creature. To determine a random encounter you can roll 1d100 and choose what the party will encounter. If the roll is odd, choose a miscellaneous creature from Appendix A of the monster manual (page 317-337 in monster manual, roll 1d20 to decide page of creature to choose), otherwise if the roll is even, choose from the table below. Similarly, Page 97 of Xanathars may be useful for creating random encounters.

1-10: Displacer Beast

11-20: Basilisk

21-25: Dinosaur (page 79-80 of monster manual)

26-30: Unicorn (page 294 of monster manual)

31-40: Night elf(s)

41-45: Ettin (page 132 of monster manual)

46-50: troll (page 291 of monster manual)

51-55: Galeb Duhr (page 139 of monster manual)

56-60: Yeti (page 305 of monster manual)

61-65: Ghost (page 147 of monster manual)

66-70: Hook Horrer (page 189 of monster manual)

71-75: Griffon (page 174 of monster manual)

76-80: Hippogriff (page 184 of monster manual)

81-85: Hell Hound (page 182 of monster manual)

86-90: Jackalwere (page 193 of monster manual)

91-95: Homunculus (page 188 of monster manual)

96-99: Treant (page 289 of monster manual)

100: Mythical Beast

NPC'S/MODIFIED CREATURES



REXXAR

Large humanoid, unaligned

Armor Class 21

Hit Points 457

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Char +11

Skills Perception +16, Stealth +9

Senses darkvision 90 ft., passive perception 26

Languages common, Dwarvish

Challenge 21 (27500 XP)

Legendary Resistance (3/day). If Rexxar fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Rexxar can make three attacks, one with each Axe and one with another weapon he has.

Axe knock. Melee Weapon Attack: +15 to hit, reach 10ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage. The target must succeed a DC 15 strength check or be knocked unconscious.

Axe Slash. Melee Weapon Attack: +15 to hit, reach 10ft., one target. Hit: 18 (3d6 + 8) slashing damage.

Axe Throw. Ranged Weapon Attack: +15 to hit, reach 35 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Legendary Throw. Rexxar Drops one of his large Axes and hurls the other through the air with all his strength. This attack consumes all three of Rexxars attacks. Ranged Weapon Attack: +15 to hit, reach 45 ft., one target. Hit: 60 (10d10+10) damage. This attack will deal triple damage to a target that does not see it coming. Rexxar also gains 1 level of exhaustion from this attack.

LEGENDARY ACTION

Rexxar can take 3 legendary actions per day. **Unbroken**

Will. Rexxar Can use his sheer strength to free himself from any immobilizing effect or device.

DESCRIPTION/INFORMATION

Rexxar has lived in Rem Silva his entire life. He gets his strength from when he was a boy. Due to the effects of the energy stone on a fountain he drank out of, he is blessed with extraordinary strength. Along with his life of successful hunts, Rexxar has legendary strength and wit.

BELLA (REXXAR'S PET)

Large Beast (Bear), unaligned

Armor Class 14

Hit Points 84

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	4 (-3)	15 (+2)	9 (-1)

Skills Perception +5

Senses passive perception 15

Languages —

Challenge 3 (700XP)

Keen Smell. The bear has advantage on Wisdom

(Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft ., one target. Hit: 12 (2d6 + 5) slashing damage.

DESCRIPTION/INFORMATION

Bella was saved as a cub by Rexxar. Her parents were attacked by an ancient dinosaur that appeared due to the space stone. Rexxar raised Bella and trained her to follow commands and she has stuck by his side ever since.

DISPLACER BEAST

Large Monstrosity, lawful evil

Armor Class 13

Hit Points 85

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive perception 11

Languages —

Challenge 3 (700XP)

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Displacement. The displacer projects a magical illusion that makes it appear to be standing near its actual location, causing attack tolls against it to have disadvantage. Due to the space stone effect on this beast, this trait is always active.

ACTIONS

Multiattack. The displacer can make two attacks with its tentacles.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 3 (1s6) piercing damage.

DESCRIPTION/INFORMATION

These creatures roam Rem Silva, but due to the effect of the space stones, they can fade in and out of reality (at random but not at will).

BASILISK

Medium Monstrosity, unaligned

Armor Class 15

Hit Points 52

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive perception 9

Languages —

Challenge 3 (700XP)

Petrifying gaze. If a creature starts its turn within 30 ft and they can see each other, the basilisk can force a DC12 constitution saving throw (If the basilisk isn't incapacitated). One a fail, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature not surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does it cannot see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection in bright light, it targets itself with its gaze.

Irregular Stone Skin. As a byproduct of the energy stones effect on the basilisk, enemies must roll at disadvantage if the basilisk succeeds a DC 12 strength save. Upon a failed attack against the basilisk, its skin hardens to absorb the impact of an attack.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit 10 (2d6+3) piercing damage plus 7(2d6) poison damage.

DESCRIPTION/INFORMATION

These creatures roam around Rem Silva. Due to the effect of the energy stone, these creatures can be small or large with their stats adjusted accordingly.

BULLYWUG

Medium humanoid, neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 +2)

Speed 20 ft, swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills stealth +3 senses=passive perception 10

Senses —

Languages —

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Swamp Camouflage. The bullywug has advantage on Dexterity (stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 ft. and its high jump is up to 10 ft.

ACTIONS

Multiaction. The bullywig makes two melee attacks: one with its bite and one with its spear.

Bite. Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 3(1d4 +1) bludgeoning damage.

Spear. Melee or ranged weapon attack: +3 to hit, reach 5 ft. or range 20/60., one target. Hit 4(1d6 +1) piercing damage or 5(1d8) piercing damage if used with two hands to make a melee attack.

DESCRIPTION/INFORMATION

These creatures inhabit the river running through the center of Rem Silva. They have a camp at the southern end just before the opening to the sea.

ANKYLOSAURUS

Huge Beast, unaligned

Armor Class 15

Hit Points 68

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses passive perception 11

Languages —

Challenge 3 (700XP)

ACTIONS

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft. one target. Hit: 18 (4d6 +4) bludgeoning damage. If the target is a creature, it must succeed a DC14 strength saving throw or be knocked prone.

DESCRIPTION/INFORMATION

Because of the time stone, prehistoric creatures like this can appear throughout Rem Silva.

NIGHT ELF ELITE WARRIOR

Medium humanoid (elf), unaligned

Armor Class 18

Hit Points 71

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive perception 14

Languages Elvish, undercommon, common

Challenge 5 (1800 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Innate Spellcasting. The elf's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

1. At will: dancing lights
2. 1/day each: darkness, faerie fire, levitate (self only)

Sunlight Sensitivity. While in sunlight, the elf has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The elf can make two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

Parry. The elf adds 3 to its AC against one melee attack that would hit it. To do so, the elf must see the attacker and be wielding a melee weapon.

DESCRIPTION/INFORMATION

The night elves roam Rem Silva hiding in plain sight. They are the watchers of the forest.

NIGHT ELF ELITE MARKSMAN

Medium humanoid (elf), unaligned

Armor Class 18

Hit Points 71

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	11 (+0)	13 (+1)	13 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive perception 14

Languages Elvish, undercommon, common

Challenge 5 (1800 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Innate Spellcasting. The elf's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

1. At will: dancing lights
2. 1/day each: darkness, faerie fire, levitate (self only)

Sunlight Sensitivity. While in sunlight, the elf has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The elf can make two longbow attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 10 (2d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

Skillful Avoidance. The elf adds 3 to its AC against one attack that would hit it. To do so, the elf must see the attacker and be wielding a longbow.

DESCRIPTION/INFORMATION

The night elves roam Rem Silva hiding in plain sight. They are the watchers of the forest.

TEMPLATE

Medium Monstrosity, unaligned

Armor Class 15

Hit Points 52

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses passive perception 9

Languages —

Challenge 3 (700XP)

Petrifying gaze.

ACTIONS

Bite.

DESCRIPTION/INFORMATION

IRREGULAR DAYS

As a byproduct of the time stone effecting the region, often the days find themselves to be shortened or lengthened due to the time stone effect from Aethereu. As a DM, you can determine periodically if there is any effect on travelers by rolling a 1d20 and succeeding a DC11 time throw. If failed, roll a 1d20 to determine the effect on the party.

1: Party transported 1 year into the future.

2: Party transported 3 months into the future.
This may induce a season change.

3: Party transported 2 weeks into the future. This may induce a temperature change.

4-5: Party transported 1 day into the future.

6-7: Party transported 5 hours into the future.

8-10: Party transported 1 hour into the future.

11-13: Party transported 1 hour into the past.

14-15: Party transported 5 hours into the past.

16-17: Party transported 1 day into the past.

18: Party transported 2 weeks into the past. This may induce a temperature change.

19: Party transported 3 months into the past.
This may induce a season change.

20: Party transported 1 year into the past.

THE PLUVIAN FOREST

The Pluvian Forest is the name of the forest that is located to the North of Aurushire. The forest is known for strange spacial occurrences happening within it. Those who travel into The Pluvian Forest do not generally return or will return very confused or changed.

The Pluvian Forest is largely effected by the contents of the Spati Aethereu Thalamun (Aethereu). It is a normal forest in itself but it's close proximity to Aethereu makes this region dangerous. The forest is heavily affected by the space stone such that visitors can be lost for weeks while only traveling through a few days worth of terrain. Similarly, the time stone has the strongest connection to the space stone and thus has a great influence on the area. Often, travelers find the days lasting longer or shorter than usual. The energy stone has an effect on this region which amplifies the effect of the other two stones.

IRREGULAR CREATURES

As a byproduct of the time stone working in conjunction with the space stone effecting the region, often creatures of objects of strange origin can appear in the area. As a DM, you can determine periodically if there is any effect on travelers by rolling a 1d20 and succeeding a DC13 space-time throw. If failed, roll a 1d20 to determine the effect on the party.

1: A prehistoric dinosaur appears in a nearby area.

2: A long known-to-be extinct creature appears in a nearby area.

3: A creature not native to this area appears in a nearby area.

- 4:** An ancient item appears in a nearby area.
- 5-6:** A creature native to the area appears behind the party.
- 7-10:** An item owned by a player vanishes and teleports to a location shortly behind them on their path.
- 11-14:** An item owned by a player vanishes and teleports to a location shortly ahead of them on their path.
- 15-16:** A creature native to the area appears ahead of the party.
- 17:** A futuristic item appears in a nearby area.
- 18:** A creature not native to this area appears in the nearby area.
- 19:** A natural creature that has never been seen before appears in the area.
- 20:** A robotic creature appears in the area.

IRREGULAR MOVEMENT

As a byproduct of the space stone effecting the region, often the party finds themselves being moved around to different areas or places they have been before. As a DM, you can determine periodically if there is any effect on travelers by rolling a 1d20 and succeeding a DC15 space throw. If failed, roll a 1d20 to determine the effect on the party.

- 1:** One member of the party is teleported to the entrance of The Pluvian Forest.
- 2:** The party members are teleported to a random location in The Pluvian Forest (chosen by the DM or completely random).
- 3:** The party is instantly moved to the last place they teleported from. If they have not been teleported yet, nothing will happen.
- 4:** Roll a DC12 save. Upon failing, the party is teleported to Rem Silvia.
- 5-6:** An object being carried by a member of the party is teleported just behind them on their path.
- 7-8:** The party is turned around.

9- 10: The party is teleported to a place just ahead of where they were. If they pass a DC15 perception check they will know they have moved.

11-12: The party is teleported to a place they recently were. If they pass a DC15 perception check they will know they have moved. The party may see tracks left by them which would lead them back to where they were.

13-14: The party is turned around.

15-16: An object being carried by a member of the party is teleported just ahead of them on their path.

17: Roll a DC12 save. Upon failing, the party is teleported to Aurushire.

18: The party is instantly moved to the last place they teleported from. If they have not been teleported yet, nothing will happen.

19: The party members are teleported to a random location in The Pluvian Forest (chosen by the DM or completely random).

20: One member of the party is teleported to the end of The Pluvian Forest.

IRREGULAR ENERGY

As a byproduct of the energy stone effecting the region, often creatures are either not as strong as they seem or have extraordinary strength.

As a DM, you can determine periodically if there is any effect on travelers by rolling a 1d20 and succeeding a DC11 energy throw. If failed, roll a 1d20 to determine the effect on the party.

1-5: A member of the party acquires a level of exhaustion.

6: A member of the party loses a spell slot.

7: A member of the party loses 10 HP.

8-10: A creature has all of its strength sapped and is very easy to defeat.

11-15: Objects or areas of the forest glow and irradiate magical power. This can be trees, a stream, a pond, creatures, the ground, the path, or anything else.

16-17: A creature of the forest is bestowed with extraordinary strength (depending on party condition).

18: A member of the party gains 10 HP.

19: A member of the party gains a missing spell slot.

20: A member of the party loses a level of exhaustion.

In order to successfully navigate through The Pluvian Forest and find Aethereu, the party must follow a simple set of instructions, while not getting turned around by the irregular occurrences. These set of instructions may be given to the party in a variety of ways (see below).

SUCCESSFUL NAVIGATION

Guidence of Time When nature calls, you must follow it's guidance. You must follow the hoot of the owls and the sounds of the wolves.

Guidence of Space The correct path points to the stars. Follow the hills up and not down.

Guidence of Energy The forest seeks to distract. Avoid illusions created by the energy stone.

Guidence of the Trinity When the trinity is broken, search for the missing link. When two of the rules above are broken, look for the third to act.

NPC'S

All of the creatures that can appear in The Pluvian forest are the same as those of Rem Silva Except the night elves and Rexxar/Bella.

SPATI AETHEREU THALAMUN

Spati Aethereu Thalamun (Space chamber, also sometimes referred to as just Aethereu) is the name of one of the Three Trinity Stone chambers. Specifically, This one is the space chamber. It was created by The Space Stone with remnants of the time and matter stones. Not much is known about this chamber. It

is presumed to have been made when the Incantation to hide the Trinity stones was finished. The only way to reach Spati Aethereu Thalamun is to successfully travel through The Pluvian Forest. The reasons for the strange occurrences within The Pluvian Forest are believed to originate from this chamber by those who know the stories of it.

AURU CONVALLIS

This is the area to the East of Aurushire. This area is unexplored and all is known about it is that it is heavily dense with mountainous and forest terrain and the only known entrance path is through the southern shore which is blocked by a hostile Naga tribe.

MAPS

AURUSHIRE



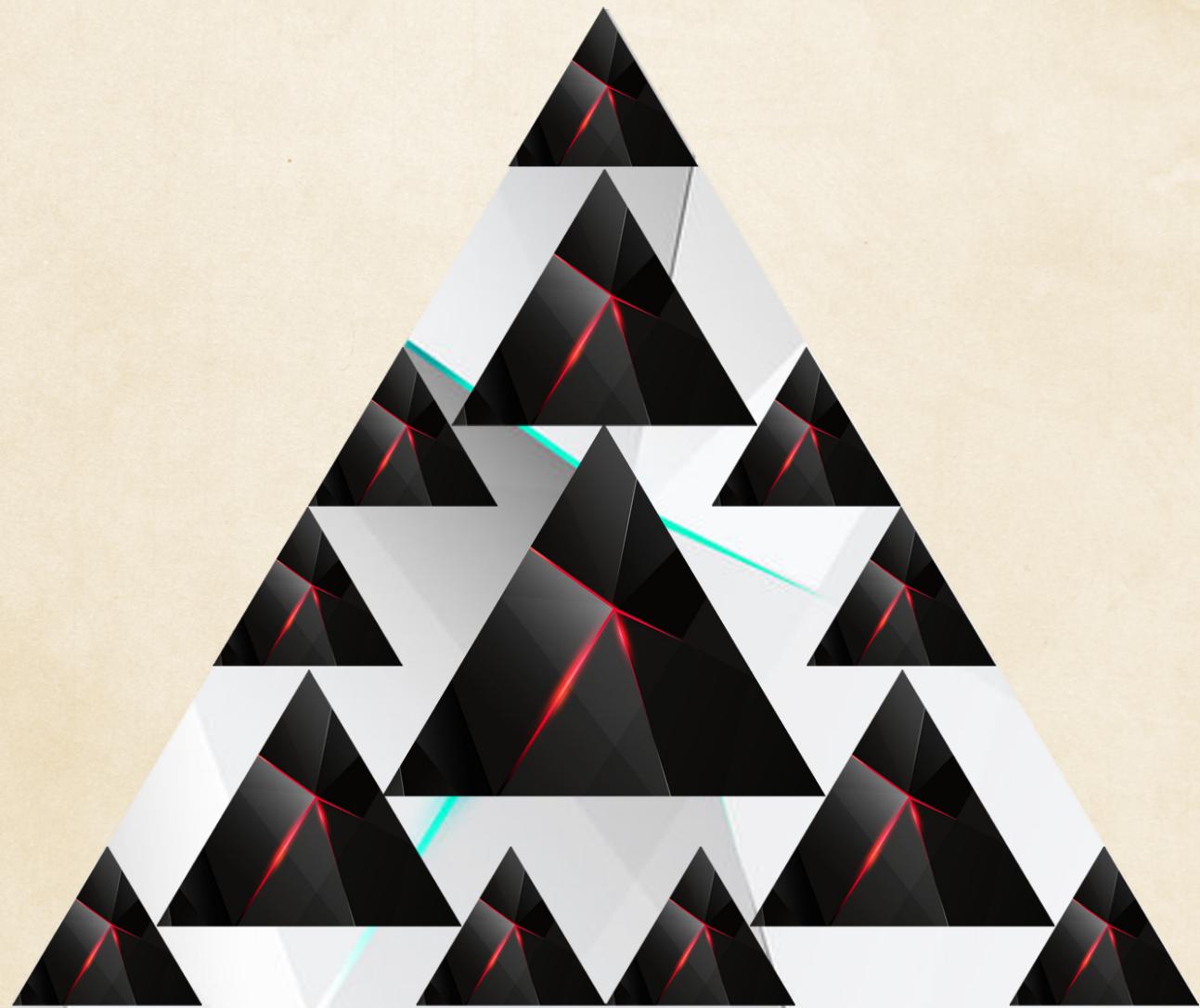
Aurushire: To the south is the sea entrance. In the northwest is a secluded area where Baba Lives. To the northeast is a secluded area where Belmod lives. The North path leads to The Pluvian Forest and the West path leads to Rem Silva. The East side of the village is the location of Auru Convallis and the Naga camps are on the southeast side of the area leading into the eastern forest.

REM SILVA



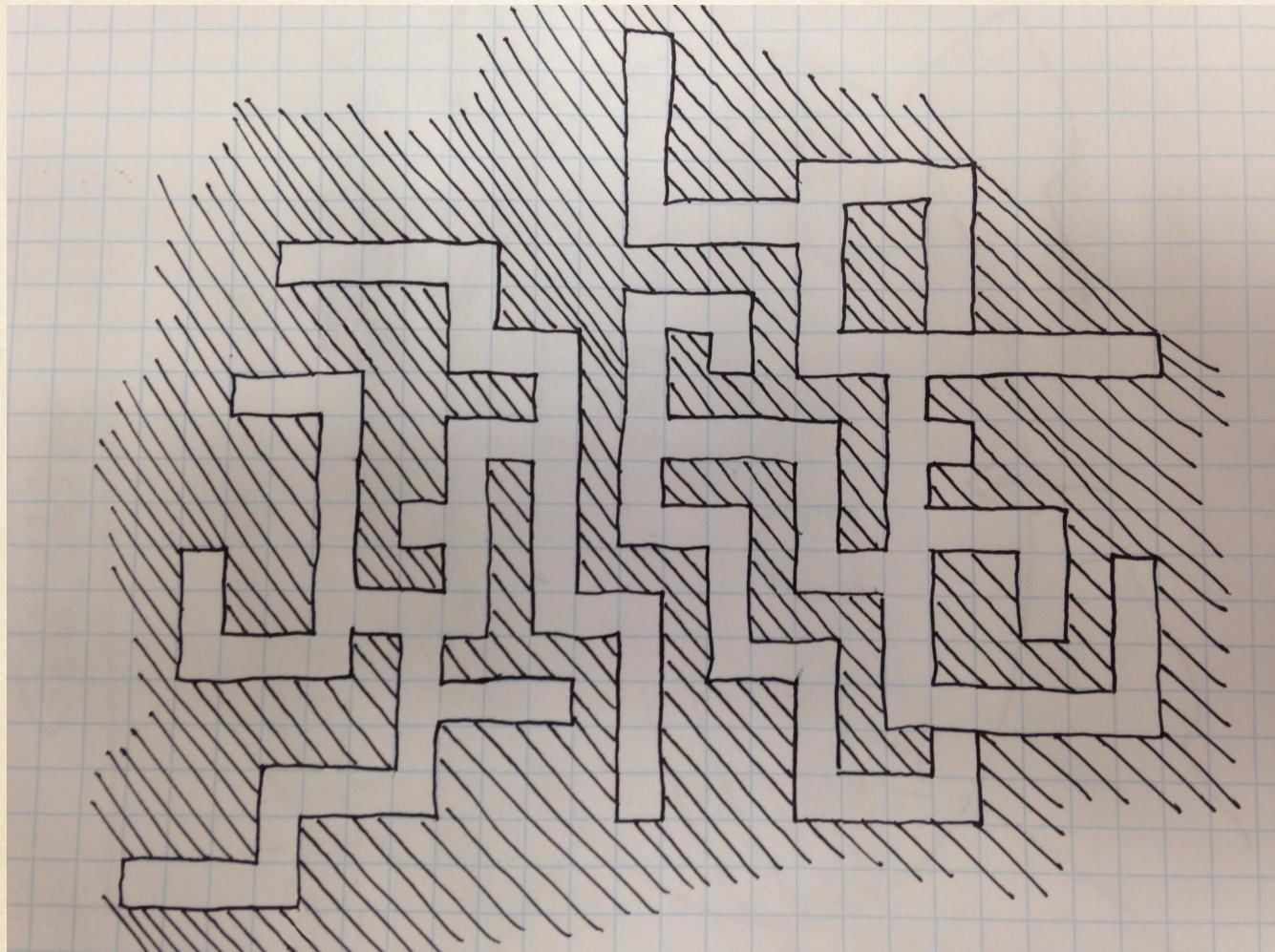
Rem Silva: A forest to the west of Aurushire. To the north/Northeast is The Pluvian Forest but the forest is too dense to travel between the two.

SPATI AETHEREU THALAMUN



Aethereu: The space chamber is composed of multi layered triangle rooms that can rotate about one another.

THE HALLS OF NO END



Aethereu: The Halls of no end is a puzzle area. There is one exit and it's the dead end.