

The Mystery of the Trinity Stones

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THE TRINITY STONES: BACK STORY AND HISTORY

CREATION OF A TRINITY

In the beginning, The Celestials 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 seen 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. Each stone has a unique look which three sections. The stones are cut in such a way that they all fit together. The stones each have remnants of the others glow within it and parts of each stone will turn dark when the others are not near.

THE CELESTIAL GUARD

The legend of 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 CELESTIALS

The reality of the Myths laid by the Trinity Stones follow from an Ancient sect developed from the Celestial Guard. The understandings brought about by the age of the celestial guard lead to greater understandings of consciousness¹ and the infinite universe. The world was not thrown into chaos like legend claims but rather destroyed by its own inhabitants a millennium later. Within a few thousand years of research and after the creation of the stones and understandings brought about from the multidimensional discoveries of the time, a sect of beings discovered a way of shedding their spirits from their physical bodies and existing on a higher plane of existence.

This shedding of the soul was known as ascension and was seen by many as a way of ultimate understanding. Unfortunately some of these beings discovered there was a connection between the mortal souls and the ascended souls and in the mortals worshiped the ascended beings their power and understanding was enhanced. Others decided that with this existence as an ascended being, they do not have the right or purpose or need to affiliate with lower life forms and took off into the universe to gain a greater understanding. The ascended beings who stayed called themselves the celestials after the Celestial Guard and believed they had achieved the ultimate destiny and form of understanding. These beings looked at themselves as gods and thought it appropriate to rule over the lower beings.

The Celestials created a religion known as Celestas in which they had mortals worshiping them with the false hope of ascension. The religion was based on the Celestas Writings (or the Book of Celestas). Through time, the celestials convinced all of their followers that the unbelievers must be destroyed which inevitably lead to world wars. This lead to the destruction of almost the entire population and loss of most knowledge. The myth of the Trinity stones was preserved through a group of knights lead by Myrddin who was a member of a break off group from the Celestial Guard known as the Alterans.

Through the power of the Celestials, they "enhance" individuals (priors of Celestas) to spread the word of Celestas throughout the lands. These priors cannot easily be defeated because they have powers pertaining to understandings from the Celestials that protect them. However, the priors are generally peaceful and only harm via the armies they command. They will send themselves in if something really needs done but mainly stick to preaching while their armies are off conquering. After the destruction of the world, many centuries went by as the Celestas followers rebuilt their population as well as the rest of the planet did too.

The Book of Celestas refers to the day of the Lamb, which is a prophesied day of conquest through all of Orilla. To fulfill this conquest, they have a three-fold plan (PFS - pestilence, famine, sword) that they use in the various regions and locations. The basic plan can be outlined by the below steps and is only deviated from in unique or rare situations.

1. Send in a prior for one day/night to give word of the Celestials and perform miracles that are outlined in the Book of Celestas.
2. Leave the area and after approximately a week, a plague starts to appear on the people. This plague spreads to the food and water thus appearing as though that is how it's transmitted. This leads to a

¹The Ideas for this are from Stargate SG-01

famine in the land.

3. Next, the prior returns after a few weeks with some of his followers.
4. The prior then performs miracles to solve the issue of the plague and famine and attempts to convert all of the people as believers. If they are converted he will leave followers there to teach the people in how to worship and live in the Celestial lifestyle. If they do not want to be converted, the prior will say "Hallowed bin de Celestas. Herem die LOCATION" (Where LOCATION is the place/region in question). This statement containing "herem" means to utterly destroy in the name of the gods and is an order to purge the area.
5. The army is sent in to takeover if they reject the ways of Celestas.

MYRDDIN

Myrddin was an Alteran. His name, Myrddin can also be translated to Merlin, regarding Merlin and the knights of the round table. Merlin was a member of the Celestial guard whom figured out the secrets to ascension but saw the negative consequences it could have on the planet and universe. He decided to not ascend himself and instead rebelled against the Celestials. In doing so, none of the other Alterans (the ones who could ascend) stayed with Merlin and he was left alone with his beliefs. Myrddin was one of the first to determine the secrets behind ascension and was one of the most knowledgeable of people at that time.

Myrddin put it upon himself to create a technology allowing him to destroy ascended beings, which was not thought possible. However, he could not do such a thing outright because the Alterans and Celestials would have interfered and destroyed him, but instead he had to find a way to mask his work by shifting himself between dimensions. He was able to create a device known as the San'graal (The Holy Grail) which had the capabilities of destroying the Celestials but was unable to activate it due to him closely being watched by the Celestials. Myrddin instead left his work hidden behind secrets, like the Trinity stones and kept his secrets safe guarded by the knights of the round table throughout the generations.

Myrddin's end research was left in a secret lab which can only be accessed via the Trinity stones. Myrddin froze himself in stasis within his lab and he contains the knowledge of how to create the San'graal by its base particles. If the Trinity Stones are fitted together (after being found of course), the users will be transported to Myrddin's Laboratory. Myrddin and his various other labs were all located in the Pluvian Forest. One of such places is referred to as Avalon which is a place where him and his knights kept all of the treasures from that age.

MORGANA

Morgana (also known as Morgen La Fey where La Fey means the fairy) was an Alteran from Myrddin's time. She was greatly opposed to Myrddin advancing his capabilities to combat ascended beings due to her plans to ascend herself. Unfortunately, due to herself convincing that Myrddin succeeded in creating the San'graal, she never ascended herself. She dedicated her life to studying the Trinity stones and to determine Myrddin's secrets to destroy the San'graal before ascending. However, during her lifetimes, she was able to understand the true threat that the Celestials posed and changed her mind to side with Myrddin. Myrddin was significantly more clever than Morgana and Morgana determined that there were safeguards around the San'graal preventing her from finding it. Due to this, she is lying in wait to assist those who can actually find it.

MORGANA LORE IN THE CAMPAIGN

Morgana, also known as Morgan the fairy was a powerful enchantress in the Arthurian legend. She was a goddess, a sorcerer, benevolent and related to King Arthur, as his magical savior and protector.

In many of her iterations, she has potential for both good and evil. Her prominence increased over time and some sources portray her in a cyclical prose such as the Vulgate cycle. The Vulgate cycle adds dimension to the King Arthur tradition, and the birth of Merlin as the son of a devil who gained the ability to see future events after transforming into a prophet. The earliest account of her equates her with the isle of apples (Avalon), which is where Arthur was taken after being fatally wounded. These claims state she was removed from goddess status and became a mortal but retained all her powers.

THE CAMPAIGN

TEMPESTAS

At the start of the campaign, the DM needs to decide on a reason for the characters to be coming into Tempestas. This can be any good reason that fits with the player backstories or one from the following list. Tempestas is a large city with many things to do. The city will start closed off due to the impending threat of the Celestials attacking nearby cities. From Tempestas, the players can be lead to Aurushire. Different reasons can lead them to Aurushire such as the sport of the jungles or the search for the Trinity stones. Little do they know that the Trinity stones are the key to obtaining the San'graal to defeat the Celestials.

The players can start out in Tempestas either by living there, being in the prison there, or arriving there by spice trade (depending on the character backgrounds). While in Tempestas, they can encounter a few important characters such as Dastan and the fortuneteller. While in Tempestas, a Prior of the Celestas will also arrive and start his preaching.

JOURNEY TO AURUSHIRE

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 leaving Tempestas by boat (If the party gets to this), they will have some rest time on the ship they are on. The trip is generally only about a day or two away from Statu, however the party will encounter rough weather. The rough weather will turn into a massive storm in which the ship will be knocked around, back and forth. The party will be knocked unconscious and awake on the coast due east on Aurushire (without knowing of course) with only the players that are in their party and none of the NPCs from the ship. The cost will have rock and cliff faces to their east, and rough forest and mountains (appears unclimbable) to the North. Their only option is the the west. The west will lead into the Convallis swamp and marsh area's which is directly east of the Naga encampments. A thick fog will appear as they are traveling and they will need to navigate through rough swampy regions where they will encounter serpent Naga forces and some magical beasts like a witch hunter. After navigating through this region, the party will arrive and Aurushire, battered and beaten.

After arriving at Aurushire, there are many options for the players. There is an Inn (Prancing Pony 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 is he 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

Baba is a powerful wizard who has spent many lifetimes studying the flow of time and impacts of the time stone on the surrounding regions. Baba can be found throughout the time line as different versions of herself. At one point she found a way to manipulate the temporal and spacial fluctuations throughout the region to create copies of herself in different space-times. From this, there are Baba's hidden throughout the time line all living as separate entities.

Baba's role can be whatever the DM likes. She was intended to persuade the users to seek the trinity stones. Along with this, Baba knows the powers and trickery of the stones and would not believe the party is ready no matter how experienced. Because of this, she can teleport them to various locations for trials such as the halls of no end or the various surrounding regions.



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.

BABA AS MORGANA

Within the campaign, Baba can be used as Morgana. Myrddin was much more crafty, intelligent, and clever than Morgana was. In regards to creating the San'graal, he created the Trinity stones and was able to manipulate and parse through temporal (time) events. Due to this, he was able to hide his clues throughout time.

Morgana realized this but did not have the same understanding and Myrddin. She found a way to manipulate the trinity stones in order to essentially clone herself throughout different space-times. This has allowed Baba to wait in different temporal locations for mysteries of Myrddin.



NEVÁR

?? ??, Neutral ??

Armor Class ??

Hit Points ??

Speed ?? ft

STR (-5)	DEX (-5)	CON (-5)	INT (-5)	WIS (-5)	CHA (-5)
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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 wild card. 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.

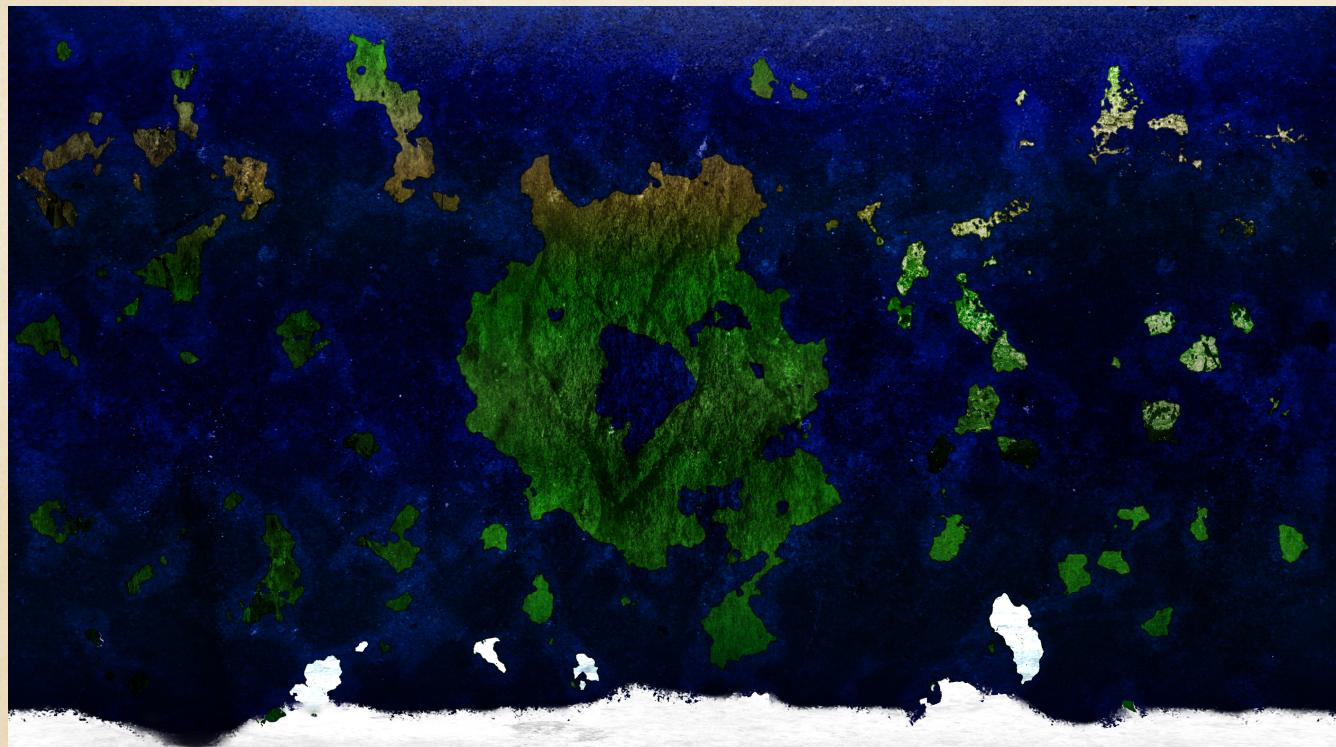
Baba is a wizard that is interested in helping the party learn. She contains a vast library of knowledge and knows much about the Trinity stone legends and myths. She can assist the party in learning more. Similarly, she will insist the party is not ready if they claim they are seeking Athereu and if 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

ORILLA

The planet the campaign takes place on is known as Orilla. Orilla is vastly larger than Earth. It is made of large continents that span a huge ocean. The area of land mass is about six times that of Earth. For this reason, there is a large separation between different regions. Orilla is rich in neutronium which plays a pivotal role in the technological advancements of the time of the Celestials. The climate of Orilla varies based on location. The southern regions are colder but most area's are tropical and mountainous. There are some desert regions in the north east.



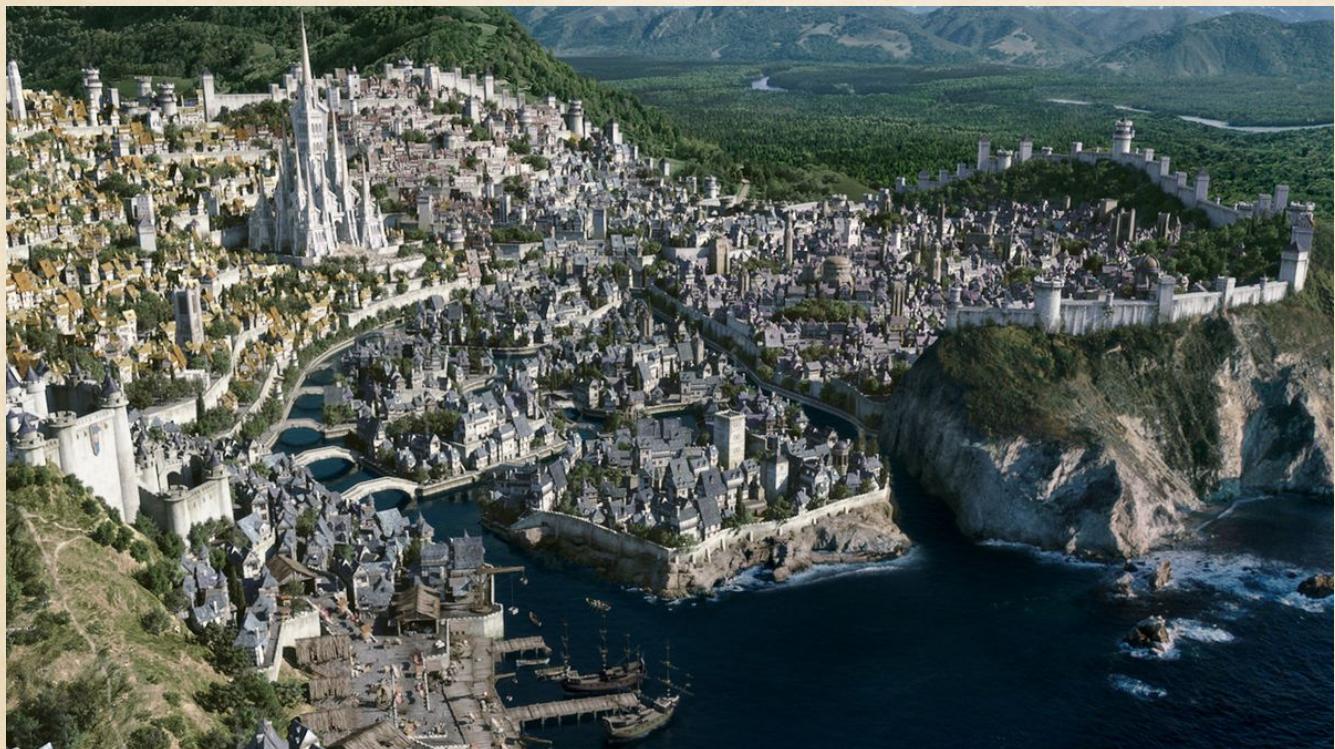
Orilla: The massive planet of Orilla



The south eastern region of Orilla.

TEMPESTAS

Tempestas is a large city located in the south west region of the world. This is a major trading location for people all over the region. A map of the different things found in Tempestas can be seen below.



Tempestas: Tempestas is a marvelous sight.



- 1. The Blue Recluse (Tavern)
- 2. Larson Clothiers
- 3. Alchemy Needs
- 4. Duncan's Textiles
- 5. Tempestas Staves
- 6. Ancient Curios
- 7. The Slaughtered Lamb (Pub)
- 8. Pyrotechnics
- 9. The Scribe of Tempestas
- 10. Academy of Arcane Arts
- 11. Cordell's Enchanting
- 12. Tempestas Prison
- 13. Gallina Winery
- 14. Canal Tailor and Fit shop
- 15. Tempestas Counting House (Bank)
- 16. The Gilded Rose (Inn)
- 17. Tempestas Trade House
- 18. Everyday Merchandise
- 19. Pestle's Apothecary
- 20. Trias' Cheese
- 21. Tempestas Visitor's Center
- 22. Weller's Arsenal
- 23. Lionheart Armory
- 24. Barbara's Barbor
- 25. Fragrant Flowers
- 26. Denman Family Jewelers
- 27. The Protective Hide
- 28. Champion's Hall
- 29. SI:7
- 30. Command Center
- 31. Limited Immunity (Armors)
- 32. Honest Blades
- 33. Pig & Whistle Tavern
- 34. Heavy Handed Weapons
- 35. The Silver Shield
- 36. Thane's Boots
- 37. Tempestas Keep
- 38. Pott's Plates
- 39. The Shady Lady
- 40. Stonehand Mining
- 41. Auction House
- 42. Royal Bank of Tempestas
- 43. The Golden Keg (Tavern)
- 44. Engineering Ward
- 45. Deeprun Tram
- 46. Hunters Hovel
- 47. Ol' Emmas
- 48. The Three Winds
- 49. Just Maces
- 50. Rightous Plates
- 51. The Argent Dawn

52. City Hall	55. Graveyard	58. Audrey Burnhep
53. Orphanage	56. Maximum Security	59. Earthshrine
54. Cathedral	57. Varian Wrynn Memorial	60. Royal Library

TEMPESTAS HIERARCHY

Within Tempestas, there is a hierarchy of power and rule. The Hierarchy of who is in charge is as follows.

1. King and Queen.
 - (a) The King is at the head of the City. He controls the military and decisions of the Nobles. His family is at the head of the government and economic system in Tempestas.
2. Royal Advisory.
 - (a) Royal Guard. The Royal Guard is the Kings personal protection for him and his family. These guards are specially trained in matters of combat and intelligence.
 - (b) Royal Council. The Royal Council is a group of wise men and advisors that the King uses in making decisions pertaining to the times. These include Daniel the Prophet, Kinsey the military advisor, Turelyon the religious advisor, and Nicholas the economic advisor.
3. Nobles
 - (a) Nobles. The Nobles are the rich elite that control different sub-sections of the city. There are seven Nobles in total which each essentially control a different part of the city.
 - i. Sir Francis Lancelot. He is head over the Trade district. He is the big economic power in Tempestas as he controls teh trade markets and the banking system. He oversees a Nobles vault within the bank which is like a security deposit system for rare and valuable items.
 - ii. Saint Palagius the Wise. This is the Noble overhead of the Cathedral Square and all of its businesses. This includes the Cathedral and Graveyard of Tempestas.
 - iii. Delgore Zuba de Hut. This is the Noble overhead of the Storm wind Harbor. He has control over trade and harbor security. When the city is in lock down, the only way to enter or leave is through his permission or the Kings.
 - iv. Gimley Bronzebeard. This is the Noble over the Dwarven District. He is head of the Brawler's Guild which is an underground club where the black market is located and run.
 - v. Others
 - (b) Noble Families. Right below the Nobles, the Noble families have a large amount of power just through affiliation with the Nobles.
 - (c) Noble Guards. Since the Nobles have a vast amount of power and money, they have their own guards and watch over different parts of the cities. The King is ahead of all of these troops in times of National security but in general they are lead by the Noble above them.
 - (d) Noble Councils. The Nobles generally have their own councils and workers directly under them.
4. Tempestas Officials.
 - (a) Mayor. This is the head of civil affairs. He has minor control over laws and resources used throughout the city.
 - (b) District leaders. These are generally appointed by the Nobles (indirectly) through a 'democratic' voting system. They are in charge of affairs relating to the businesses throughout each sector.
 - (c) Trade leaders. These are the head business men in each division (trade, religion, crafting, etc).
 - (d) Tempestas Guards. These are normal guards appointed to be on duty throughout the city. Much like a police force.

5. Shop keepers.

6. Citizens.

BRAWLERS GUILD

The Brawlers guild is a secret underground club that was created by black market leaders and allowed to exist by the Nobles. Any corrupt business dealings will generally go on here as it is privately guarded with Mercenary bouncers. Entrance to the Brawlers Guild requires a scroll of approval (Brawlers pass) with the signatures of the Brawler officials. These passes are hard to obtain and generally extremely expensive. Within the Brawlers guild is an underground sand arena where fights and battles are waged. There is a custom orchestra playing music for the fights and bets are placed on the battles. The champion of the arena (Jay Maul) is essentially Darth Maul from Star Wars only wields a duel bladed stave with electrical capabilities. He is an agile fighter who makes many small attacks quickly in succession and is hard to hit.

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 its 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 Silvia 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

Multiaction. 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

Multiaction. 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 rolls 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). On 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

Huges 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 od 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.

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 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.

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

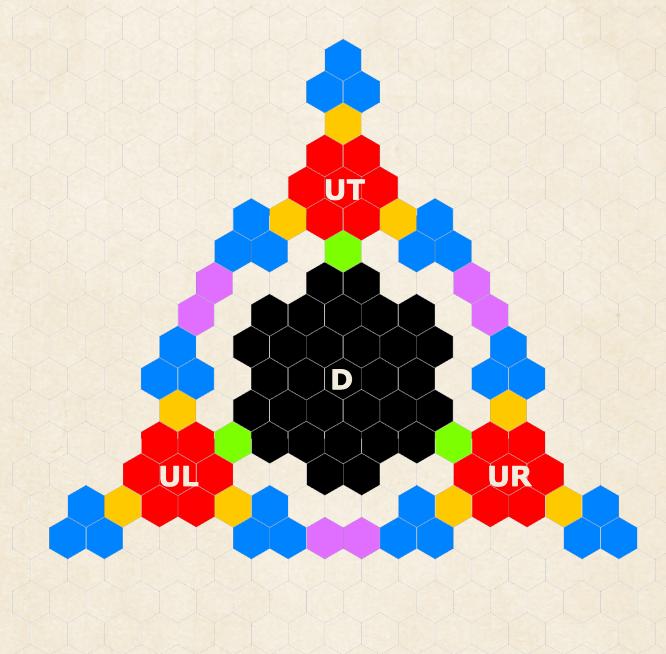
All of the creatures that can appear in The Pluvian forest are the same as those of Rem Silva Except the night elves and Rexxar/Bella.

SPATI AETHEREU THALAMUN

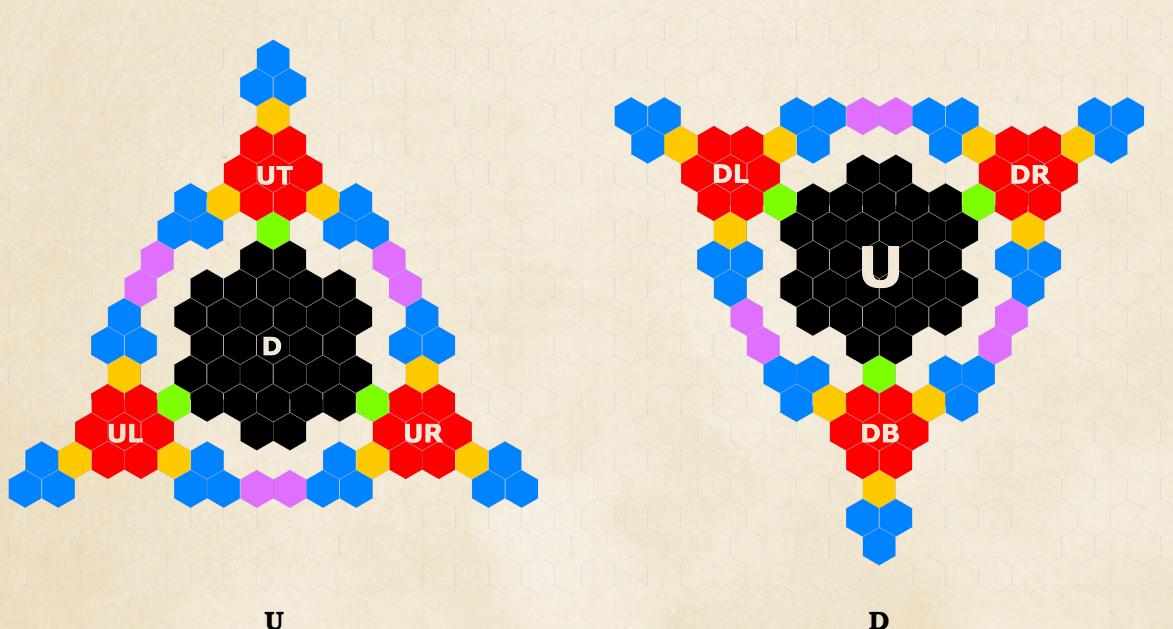
Spati Aethereu Thalamun (Space chamber, also sometimes referred to as just Aethereu) is the name of one of the Three Trinity Stone chambers. Specifically, This one is the space chamber. It was created by The Space Stone with remnants of the time and matter stones. Not much is known about this chamber.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

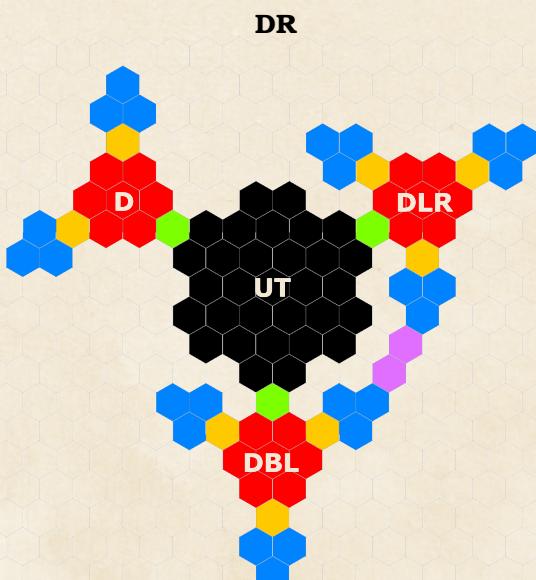
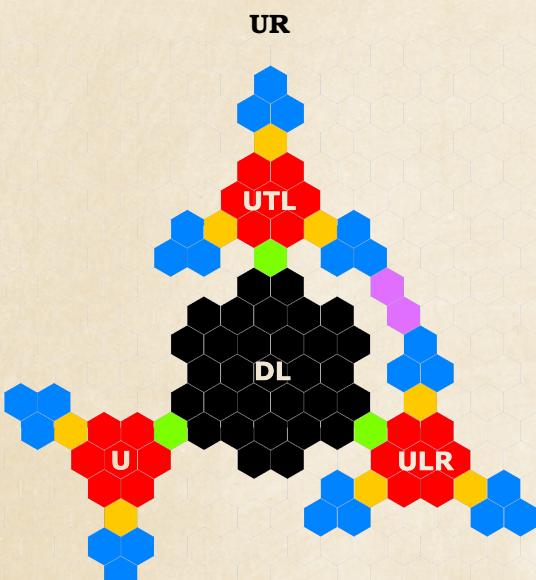
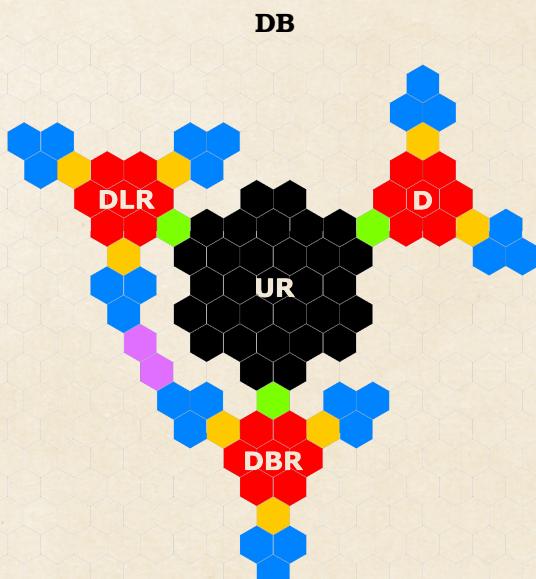
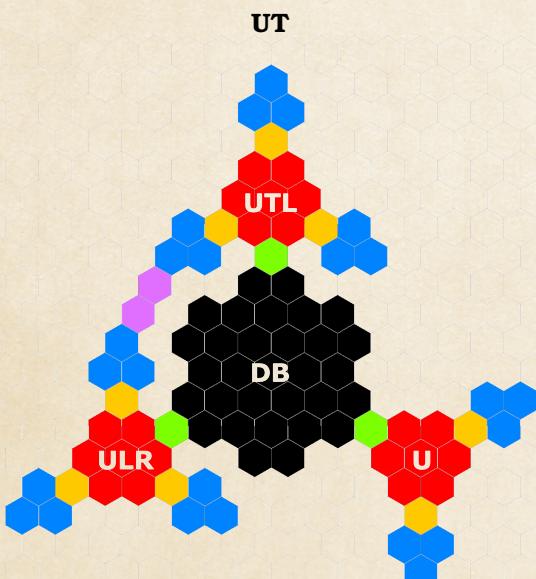
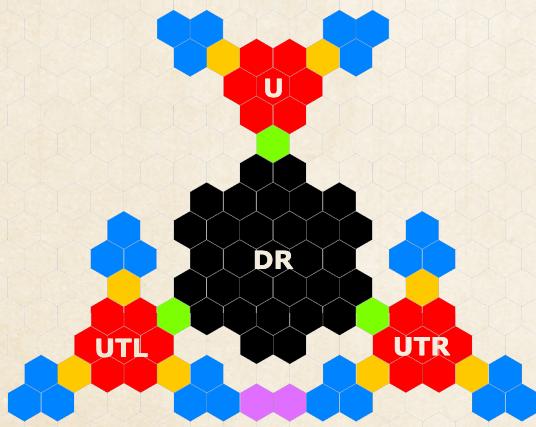
Aethereu is a trinity puzzle. There are many ways to navigate it but only one successful. Wrong navigations will lead to negative consequences. Each stone has an effect on the chamber which needs to be navigated simultaneously. If one, or two of three are done successfully but not the third, this is when a negative consequence happens.

First, the chamber consists of 13 triangular rooms. It can be represented by a hexagonal diagram like the one below.



The black, red, and blue colors represent rooms. Black is the main chamber, red are slightly smaller chambers, and blue are small rooms. The rooms are designed such that they can rotate about one another. The red rooms can rotate around the black, and the blue can rotate around the red. The orange and purple colors represent connections between the rooms (where doorways would appear). The rooms rotate when exited and the label in a room exited represents the rotation that is undergone. This rotation is instant and any doorways would disappear and reappear in new locations if necessary. The DM can choose whether to have them rotate when the entire party is entering or just one player based on the situation. The rotation is always clockwise. The possible configurations are as follows.

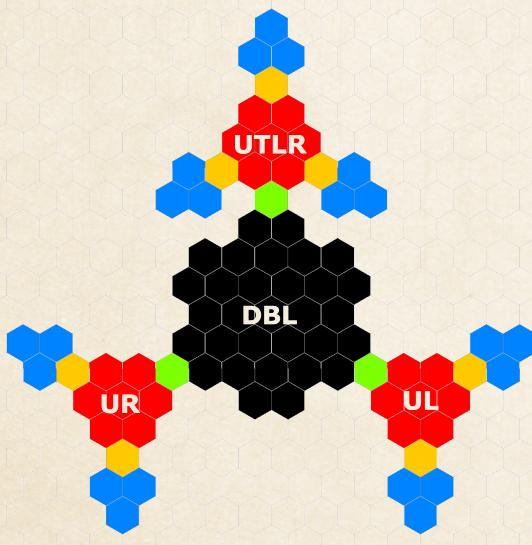




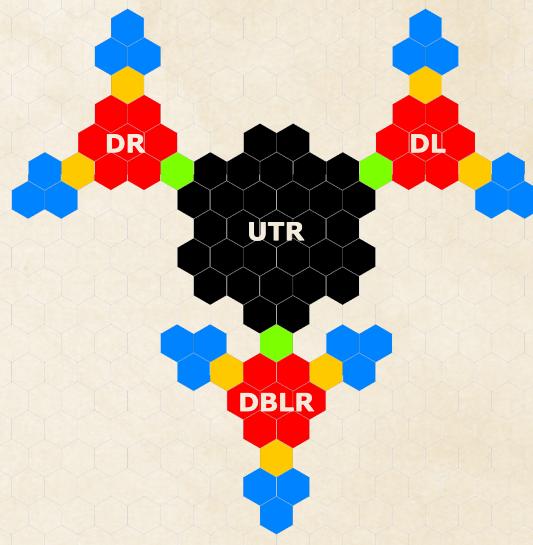
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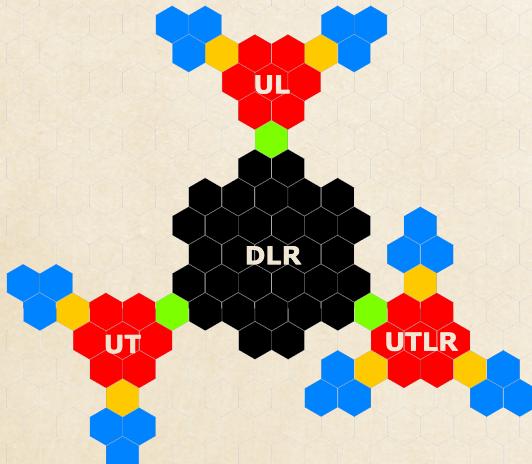
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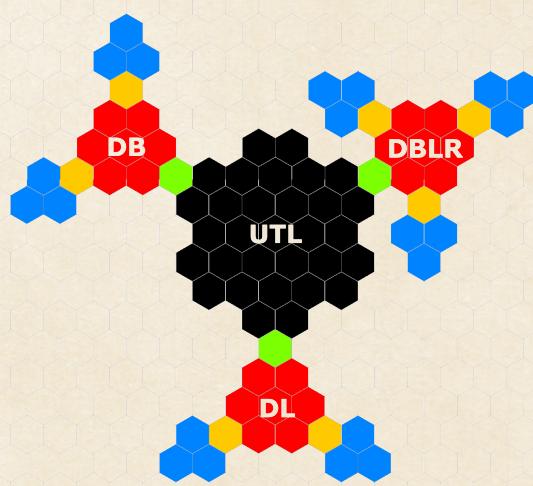
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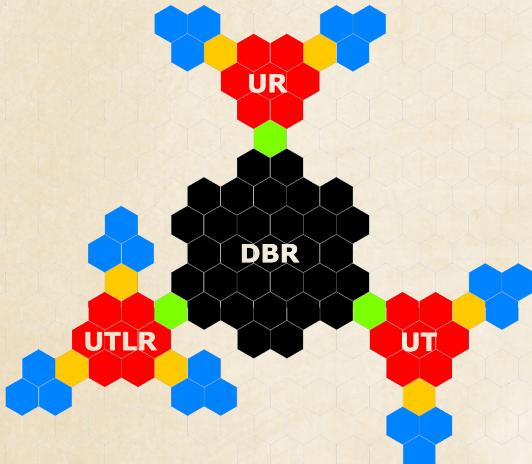
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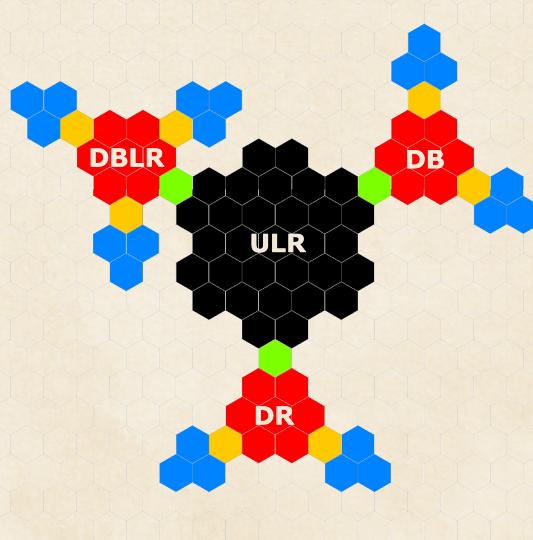
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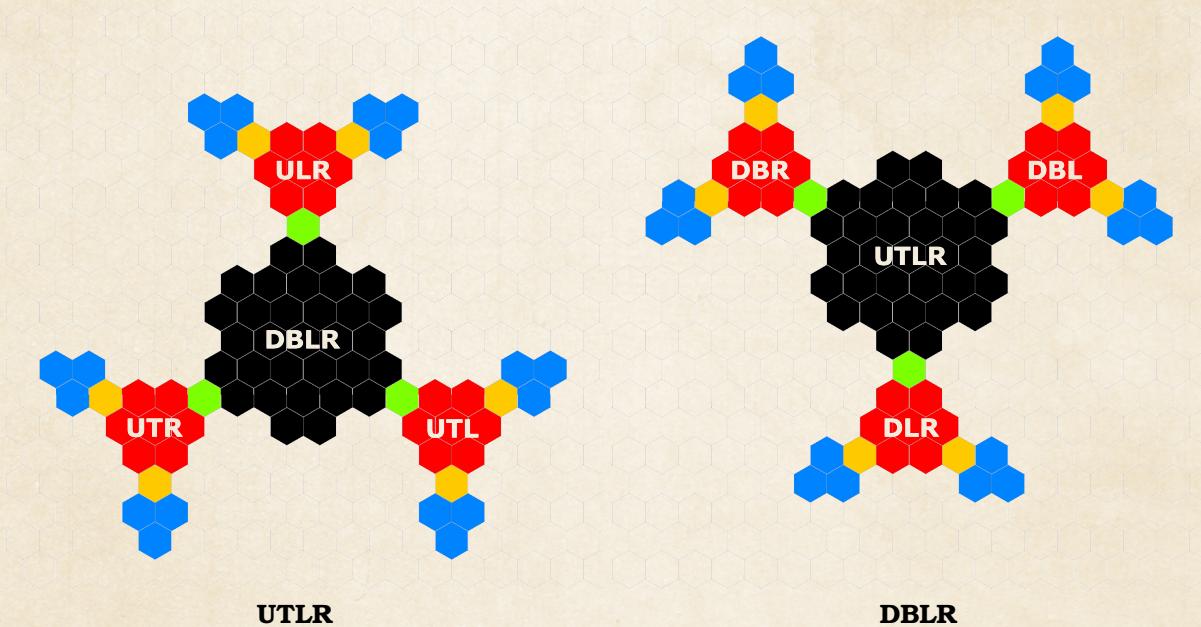
DBL



UTR



DBB



The labels on the different chamber configurations are labels for how they are oriented. These follow as

Label	Meaning
U	Up Facing Triangle
D	Down Facing Triangle
L	Left Room Turned
R	Right Room Turned
T	Top Room Turned
B	Bottom Room Turned

To successfully navigate through the chamber the party must move around such that the rooms are in the **U** configuration. If done properly, a pedestal will arise from the center chamber containing the space stone. The pedestal will be slightly off centered towards the peak of the triangle. If the party attempts to grab the stone in this state, they will be slowly torn from reality and returned to when they entered The Pluvian Forest (backwards in time). As this is happening, Nevár will appear and give a spiel about how they helped her free her pet. Then, after being torn from the moment, they will be taken through time to a vision of a great beast/demon being captured in the energy stone (an unrecorded piece of lore per-say). As a penalty of the un-seen energy stone, a great demon lord will have arrived at the location of Aethereu destroying it and summoning creatures from other dimensional realms (void creatures, demonic creatures, and beast creatures).

Throughout the time in Aethereu, there will be occasional glimpses through and ahead of time. This can be party member images entering a specific door, or party member images calling out something. The flow of time wants to be preserved and the party must act out these that they see as they see them so that there are no inconsistencies in the temporal flow. If done correctly, then once the configuration of the rooms is correct, two pedestals will appear instead of one. The second to the left of the first, forming sort of half a tri-force. This second pedestal will contain the time stone. If the party attempts to grab the stone(s) in this state, the same effect described above will happen due to the energy stone, but not the time stone.

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.

ENDOR (MOON)

Endor is one of the two moons orbiting Orilla. Endor is where Camelot is located as a town/civilization established by Myrrdin. After Terra-forming Endor, a small group of individuals have been able to exist here to live by the law laid out by Myrddin. The moon itself is mainly dense forest and jungle region with some small mountains and a few open plains. There is limited wildlife other than what the villagers shepherd and breed.

CAMPAIGN QUESTS AND SIDE STORIES

THE 'ESCAPE' OF DASTAN

Whilst in Tempestas, an ingenious plan to bust out of prison is underway by the infamous Dastan. Dastan was one of the most wanted criminals for over 9 years when he was finally captured and thrown in prison within the last week. Unfortunately, that is exactly what Dastan wanted. He is to be put to death 9 days after he was thrown in Prison.

Out of nowhere, a huge explosion. Another immediately following from the opposite direction. Moments later, a distinguishable horn, screams, and more. Two guards from every post head off towards the explosions. Its a prison break. The city goes on further lock down and no one can leave.

Dastan VanCleef is one of three triplets. Each one refers to himself as Dastan and act as one being but are able to perform miraculous crimes because there are three of them. Dastan is also after the Trinity Stones after learning of the holy crusades the Celestials have been starting in surrounding regions. He has read the Book of Celestas and has a great understanding of the past events that it could be referring to or future events it could be predicting. He has a great understanding because him and his brothers essentially work as one and thus are able to develop a greater understanding of events around them. Dastan getting thrown in prison was meant to disband the team assembled by the Nobleman of Tempestas to hunt down Dastan. This team was formed because of the great crimes Dastan was able to commit against the nobleman and higher officials throughout the lands. After their disbanding, the other two Dastans are able to secure a prison break and use the overall distraction as a distraction to rob the Tempestas bank and the Nobles Vault. The Dastans have secured passage from Tempestas via one of the noblemans own ships. This is one of the ships able to travel out of Tempestas within the lock down due to the ranking of the nobleman and urgencies of the message they need to send (About the desecration of neighboring towns).

Dastan (1) got himself thrown in prison. This caused the VanForce (anti-Dastan special operatives) to be disbanded until his execution. However, Sir Lancelot helped Dastan escape (due to a negotiation with Dastan (2) while Dastan (1) was in prison). Whilst in prison, Dastan (2) was breaking into the Nobles Vault. Dastan (3) was tasked with distracting the guards and creating a fake bank robbery himself. He hired some thugs from the Brawlers Guild who created some key disputes in different city regions and threatening the Kings safety. At the same time, Dastan (2) was impersonating a guard officer in the attempt to stop the bank robbery by Dastan (3). Dastan (2) was to secure vault goods but while 'preventing' the bank robbery he magically sealed himself within the vault itself and has been waiting ever since (only a few days). With the chaos of distractions, the prison break, and the impending holy crusade distracting the majority of the guards (part of the campaign).

Dastan was aware of the holy crusades happening in other regions and timed this all accordingly. Once the prison break occurred, Dastan (2) came out of hiding and robbed the Nobles Vault. He was able to walk right out with what he wanted. Dastan (1) immediately met up with Dastan (2) when leaving prison and handed off the goods following his escape. Some of the goods he acquired are key to securing their passage out of the city. One such item is a Golden Samsun (A gold crafted flower made with magical craftsmanship and covered in jewels that Zuba de Hut desired obtaining from another Noble). During this, Dastan (3) was heading to the Brawlers guild to secure an entrance to the Brawlers guild.

DASTAN VAN'CLEEF

level 10 human rogue mastermind, Neutral Chaotic

Armor Class 18

Hit Points 81

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	16 (+3)	12 (+1)	11 (+0)	17 (+3)

Senses —

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

Challenge 10 (5,900 XP)

Insightful manipulation. If you spend 1 minute observing someone, gain insight on them.

Uncanny Dodge. If you see an attack, half the attack damage.

Cunning action. As a bonus action, you can dash or disengage.

ACTIONS

Dagger Melee. Dagger, +9 to hit. 1d4 +5 piercing damage. Can attack twice if you have one in both hands.

Shortbow ranged. Dagger, +9 to hit. 1d6 +5 piercing damage. Can attack twice if you have one in both hands.

DESCRIPTION/INFORMATION

This is the rogue form of Dastan.

DASTAN MEDIVH

level 10 human Wizard, Neutral Chaotic

Armor Class 14

Hit Points 72

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	20 (+5)	16 (+3)	12 (+1)

Senses —

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

Challenge 10 (5,900 XP)

Matter Shift-Displacement. He can temporarily shift portions of matter into alternate dimensions. This can be used while another attacks to shift part of the floor into another dimension causing people to stumble causing them to gain disadvantage on hit throws.

Cerebral Interception. He can intercept quantum exchanges of information at short range (read thoughts that leave the mind)

Scar of wounds. He can create an artificial scar over wounds. This can also be used to silence others.

ACTIONS

Spells.

- Magic Missile
- Lightning Bolt
- scorching ray
- Mirror Image
- Greater Invisibility
- Blink

DESCRIPTION/INFORMATION

This is the wizard form of Dastan.

DASTAN NATHANOS

level 10 human ranger, Neutral Chaotic

Armor Class 16

Hit Points 85

Speed 40 ft

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

Senses —

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

Challenge 10 (5,900 XP)

Extra Attack. He can make two actions per round of combat.

Hide in plain sight. Spend 1 minute creating a camouflage to gain +10 in stealth.

ACTIONS

Melee. Longsword. +8 to hit. 1d8+4 piercing damage.

Ranged. Longbow. +5 to hit. 1d8 + 1 piercing damage.

DESCRIPTION/INFORMATION

This is the ranger form of Dastan.

A BROTHERS EXPERIENCE

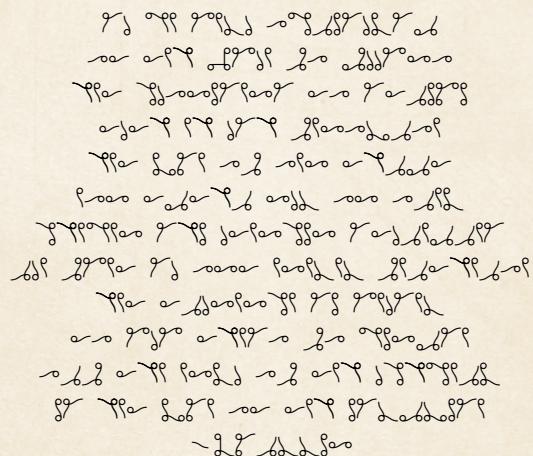
Due to the experience that the Dastan brothers have together, They can use their abilities to assist each other in combat.

1. If a ranged attack misses, Medivh can use Matter-Shift Displacement to relaunch the attack with a new attack throw.
2. If a ranged attack is directed towards a Dastan, Nathanos can attempt to deflect the arrow away by sending an arrow to intercept and by succeeding a DC16 hit.
3. The brothers can form a mental communication with each other to perfectly create strategies against others.
4. Van'Cleef can stab using his daggers at a distance using Medivh's Matter Displacement.

AVALON

This quest line begins with the tablet of apples (since Avalon translates to isle of apples) which contains old encrypted text. How the party acquires the tablet can vary greatly based on the decisions they make. One such way is that the Tablet is in the possession of the librarian in the Tempestas royal library. Dastan or any other NPC can lead the party here to acquire it before leaving Tempestas. Or the party can hear about it from elsewhere and make there way there. An alternate idea is through Vala Mal'Doran.

It begins with a woman named Vala Mal'Doran who has an ancient tablet supposedly leading to an ancient treasure. Vala holds two bracelets that can be placed on a member of the party and herself linking them. If they lead too far from one another or take damage, the other also takes the damage or feels the same effect. Vala can use these bracelets to ensure she is taken along to find the treasure. The tablet reads as follows.



This tablet cannot be understood without the correct verbal password. When it is attempted to be read by any spell, the letters will shift positions and shapes and not make sense to the reader. When the word "Avalon" is spoken, the word Avalon on the tablet will light up and the Tablet will become readable. It will appear to the reader as follows.

sa we led a obrisamsu
ot teh Vlae fo vaalno.
het caonisens to stripi,
tath eh ash fenogroe.
het kye of oen thrut,
eon tuthr nad on orem.
chewen shi atencin stareures
rae flet sa ont eneded fertheroe.
het tranence si leased,
to lal theso fo winuse.
orf the enma of teh achberm,
is het kye ot teh isdugise.
-Myrddin

The letters on this are scrambled in such a way that it is phonetically readable, which can be used in the campaign as a password or something similar. However, each word is a scrambled version of a real word and when solved, it properly reads.

As we lead Ambrosius
to the Vale of Avalon.
The ascension to spirit,
that he has foregone.
The key of one truth,
one truth and no more.
Whence his ancient treasures
are left as not needed therefore.
The entrance is sealed,
to all those of unwise.
For the name of the chamber,
is the key to the disguise.
-Myrddin

Myrddin can also be translated to Merlin pertaining to the story of King Arthur (Ambrosius) and the Knights of the Round table. Avalon can then be placed wherever the DM desires. The entrance to Avalon can be entered via a teleportation system. The system is activated by the phrase "Avalon" when the correct location is found. Teleportation to an ancient cave will then occur. Once inside, the walls will be illuminated by a water fractal as if underwater (the pattern of water reflecting from waves) but surroundings of rock is all that is seen. Two hallways verge off from the chamber.

A square stone sits elevated from the rest of the cavern and when the party looks upon it, a sword appears (the sword in the stone). The sword has a jewel on its hilt and is of impeccable craftsmanship. When trying to pull the sword, a hologram of merlin will appear and speak the following. The sword is not removable.

Welcome ye knights of the round table.
Men of honor followers of the path of righteousness
Only those with wealth of knowledge
and truth of spirit shall be given access to the underworld.
The storehouse of riches of Ambrosius Borealis.
Prove ye worthy and all shall be revealed.

Of the two pathways leading from the chamber are two rooms (one from each hall). When entering each room, the entrance will be sealed with a stone wall. In the first room are two pots, one of silver and one of gold. The gold pot has the following writing under it (The universe is infinite).

THE UNIVERSE IS INFINITE

The silver pot has the following writing under it (The treasure is in this pot).

THE TREASURE IS IN THIS POT

The key to getting this is that there is only one truth (from the tablet). The universe is infinite is the truth, and so the treasure is in that pot. Inside will be a gold coin (only if that pot is opened first). If it is not opened first, they will both be empty until the puzzle is reset. In the second room are 10 numbers written on stones all reflected upon each other which appears to form new symbols. Each number appears on a stone and need to be rearranged in the numerical order. Underneath the stones is the writing (Reflection onto the numeric).

REFLECTION ON THE NUMERIC

In either room, if the puzzle is messed up, the ceiling will start to collapse until the puzzle is completed. When finished, the sword in the stone will be removable. When removing the sword, a hologram knight appears. The only interaction with the sword and the knight can be between the sword puller and the knight must be defeated. All other members will phase through the knight. In order to finish the puzzle after defeating the knight, the sword must be returned. The jewel on the hilt will glow and treasure will appear all around the room. However, this will not work until Vala returns the gold coin she stole from the pots. If the members attempt to leave the cave, the cave will collapse if Vala still has the gold coin (the truth of spirit test). She can suggest perhaps only the sword puller needs to be in the cave for the puzzle to complete which can lead them to leaving. Once she returns the coin and the sword is returned the treasure appears. If the sword is thrown or passed to anyone else, it goes through them. If the sword is never returned the player can have a new (fairly good) sword but the party misses out on all the treasures which can vary widely.

CAMPAIGN ITEMS AND RESOURCES

BOOK OF CELESTAS

Introduction

On the cover of the book it is written "The Book of Celestas. Blessed are the Celestials." The book is broken up like the Bible into different chapters. There are no verses though, just book names and then writings. The book contains prophetic messages, historical writings, letters, songs, sayings, instructions, and more. Here are some short summaries and important passages from a few of the books.

ORIGIN

In the beginning, The Celestials created the Heavens and the Planets. A singularity of reality from whence space was formed, energy was made, and time unraveled. A trinity of reality to be seen forever. From the dust of the ground, all species were made by Them and spread by Them across the cosmos. And as dust, only containing the power of dust. Each with a form of its own but with potential of ascension. Though none comparing to the power of Them.

With a promise of power and nature to assist, They guide those of lower to reach the path of enlightenment. Hallowed are the Celestials.

CELESTIAL DECREE

Truth is the beginning of the Path and from Truth They exist. Blessed are those that deliver us from evil. For the followers are blessed and to greatness they will ascend. The followers walk in unity and by the laws they are led. Hallowed are those who walk in unison.

Fear not the Celestials, fear the darkness that would conceal the knowledge of the universe. Believe in the Truth of all things, and you too may find the Path to enlightenment. Let not the darkness of the infinite universe dismay you. Through Darkness the Celestials exist, as for through Darkness the universe exists. The light of corruption spots the sky like the boils of a plague. Let the vastness of the Dark prove the truth of the Celestials. Blessed are those who follow the Path of Celestas.

Glorious are the Celestials, who didst lead us to salvation, who did fight the evil that would doom us to mortal sin. Did they defeat the old spirits and cast them out? And now, with the strength of our will, they do call upon us to prevail against the corruption of all unbelievers. Guide us on the Path so that we may triumph over the enemy of our salvation and be with you in the End of Ends on the planes of enlightenment. Through the vast Darkness, the Celestials will blot out the falsehood of the stars.

ARODEN

Aroden then took off the mask and revealed his face. 'Your appearance matters not,' he said. 'Only the truth of spirit in your heart'. As born of the ugly, he followed the Celestials with all his heart and soul. To him it was gifted to be a prior, and a prophet among his people he became. Now it came to pass in the latter days of Aroden, that and Angel of the Celestials appeared to him, in the form of the Ether of his dreams. And a vision came upon Aroden. And it was seen that a large boulder came tumbling down a cliffside upon a spotless sheep and damaged the unborn flock. Due to the grace of the Celestials, the sheep lit with the aura of the sea and was raised in health and wellness to its former self.

DIVINE INSTRUCTIONS

Lessons of days gone by teach us what will come to pass. From the smallest seed of doubt springs forth the mighty poisonous tree of evil. Therefore, doubt must be purged, and only those pure to the Celestials can be permitted. Those turned from the knowledge and goal of the ascension must be purged.

ETHER

The only true evil lives in the hearts of those who do not follow the Path. Otherwise, there is always some measure of brightness. And where there is light, the Celestials see all! But where there is Darkness, the Celestials have dominion over. For it is given to the mortals to live among the light, but to be among the Ascended is to be among the infinite.

TOLDATH OF GIGIKEI

This is the genealogy of the great Wanderer, Gigikei. He had six sons and one daughter. Gigikei of Kamelot born of the Island of Castiana, left his home at the age of thirty-five. He was a devout believer and followed the Celestials fervently. By this They blessed him with strength and that of a task to seek a far away treasure. Gigikei left the home of the Celestials and went into the unknown vastness of the sea. Through his generations of searching, he married seven times and had seven children, one with each wife. His children were diverse and spread across the four corners of Orilla.

In the times of his old age, Gigikei had found a forest of majestic features. He concluded it could be nothing other than a special creation of the Celestials. He wandered this region for months until finally he came upon a stone door, appearing as though an entrance. When camping here at night, a dream fell upon him. In his dream, a Celestial being came to him and uttered the words *Et claritas tenebris ad ostium et urget*. Then he awoke and spoke the words he had dreamed to the stone. Then the door began opening before him.

These are the children of Gigikei. Of them, none were taught the ways of the celestials by their father. The firstborn was Proclira, who became a hunter of spirits. Because he did not learn the ways of the Celestials, he and his people struggled to find their ways. They found strife within their families and the Celestials allowed this.

Another was Taonishta, who became a sailor of the seas. He and his people spread far and wide and settled cities throughout Orilla and the Celestials allowed this. Another was Vegenbron, who became a keeper of the dead. He and his people created many temples and spread hidden treasures throughout the southern regions. They did not spread far but built a great city that they dwelt in and the Celestials allowed this.

Another was Nibiron who became a holy man of false gods. Another, was Sahin and was a messenger of false prophets and teachings. These men learned the lifestyles of falsehood and found strife among their neighbors. They spread their false words among others and the Celestials allowed this. The youngest of the brothers was Zebon, who was a troublemaker. He and his people existed throughout the areas of the others. The Celestials allowed this.

Of these six, the two holy men displeased the Celestials the most but they still allowed their actions. The Celestials allowed these things to come to pass so that in the day of the Lamb, They can use their false ways to teach the world Their power and Truth.

The daughter of Gigikei was Abydiss, who had many children and multiplied to a great number of people. The Celestials allowed this because one day, they would be removed from life in a twinkling of the eye for their false beliefs as a show of what the true Path is to follow. These are the descendants of Gigikei who were allowed to spread across the seas to some day be joined back into the Celestial Family. It came to pass that after decades of multiplying, near the ends of their lives, the children of Gigikei learned of their relations and banded together in search for their father. They wandered into the Pluvian realm where they had found the same majestic features as Gigikei. From his great journey, the children were warned by their surroundings but eventually lost in time, and all but forgotten by

their descendants. Never to find their father, for they were seeking not after the Truth of the Celestials, but after the false hopes of carnal pleasures.

MARKON

So, it came to pass that Ver Omesh was gripped by a great famine. So Markon went to the Prophet Articus and asked to go to the forest for food. The prophet bade him be patient, for the Celestials provide for all who have faith. But Markon did not believe. So, the prophet drew a line in the sand and told him, 'Step across and you may do as you wish.' So Markon did and left the village and feasted on wild berries. The fruit was bitter. It did not satisfy him. He longed to return to the village but found that the line had widened to a great chasm. He called out to the Prophet in fear, but the Prophet said, 'The line has not changed; it is you who have changed. Step across if you truly believe.' So Markon prayed for forgiveness and took the first step. And the hands of the Celestials enveloped all those who welcomed him back.

PETRIAS

As he lay there, dying in the sun, the sands of the desert all around him. In his delusion, Petrias imagined a great beast trotting across the sand of the sea. On the beast was a small Lamb, without blemish and of prime age. The Lamb had dominion over the beast and came to Petrias. The Lamb appeared divine in nature and spoke saying By the power of Celestus, faith can save you. He perceived this Lamb as the daughter of the Celestials. But in that moment, the Lamb and the beast vanished into darkness. Petrias spoke to a rock, not with his lips, but with his mind. And the rock wept tears of fresh water, and his thirst was quenched. Find the reward of doing right, in right. The reward of following the Celestials can be seen by following the Celestials. For in great devotion comes great blessings.

AMICA

Amica was forgiven his transgression and found his way back to the Path. For he let unbelievers sway his beliefs and strayed from the Path. Through the herem of the unbelievers, his faith was shown true and he was restored to his rightful Path. Due to the faith that Amica believed with, the Celestials granted him with the powers of foresight and prophesizing.

It came to pass, that in the night of a storm a deep slumber came upon Amica. A vision came upon him which pictured a flock of sheep, and one spotless sheep which was birthing its young. When the firstborn of the flock had been fully removed, an angel of the celestials came and took it up to the heavens. At that instant, the Shepheard of the flock and all of the sheep that remained began to turn young and eventually collapse to nothing. And then it happened, that a great bolt of lightning struck the house of Amica, and it was burned up. By this he knew that this vision was a prophecy of times by the Celestials.

At the end of his life, through dedicated service and prostration all the days of his life, he had ascended as to a Celestial. Forever existing and eternally powered, he now watches over as an angel in the shadows.

APHORISMS

Caelium videri esset. Et terra rus ad sidera tollere vultus. Ex uno discere omnes.

Auf Celestii as heaven was seen. And the countryside will lift its face to the stars. From one, all will learn.

Enim lupin purnum pravus intus.

Auf Celestii as verily, the corrupted sinner will be cleansed from within.

Sanctus Celesti.

Auf Celestii as Holy Celestials.

In fine mundi falsa et agnus pascent et eluentis fidei foci.

Auf Celestii as in the end of the false world, the Lamb will rule with radiant faith.

TOLDATH OF ANDRAS

Andras chose to hunt the lion and was eaten by his prey. When instead become the surrounding he must have. Like a shadow blending in perfect. The followers of Celestas must put on perfection, and blend like a shadow. And when sin shines bright they must blot it out and grow to an infinite cloud, blotting out the shine of the stars. As the vast Darkness of Celestas encompasses the universe, so is the infinite potential of the followers.

And at the death of Andras, he had only three children. The firstborn of Seth was begotten when Andras was only twenty years old, in his prime. As an elder man of forty-five, the same year he was eaten by his prey, he conceived of the eternal twins, Ephraim and Manasseh. In Andras last moment, an angel visited him revealing this to him and revealed to him also that on these two heirs will be built the foundation of all of the Celestial prophets. From this moment to the end, all prophets of the Celestials will follow the bloodline of the eternal twins.

And within the following centuries, Ephraim and Manasseh were fruitful and multiplied. And a great nation was descended from them. These two men were great warriors but at a youthful age they both vanished into the great Pluvian forest and have not been seen or heard of since.

TYOLUS

And then did Tyolus say to the people of the low plains, 'Seek not the wickedness amongst your neighbors, lest it find purchase in your own house'. And he preached to the city of Barbosius and the townsfolk marveled. At the end of the fourth day, they all turned to believers of the Celestials and rose up against the neighboring villages who refused to believe. The Celestials blessed the people of Barbosius with great strength and might and they were able to utterly destroy the unbelievers. In this the Celestials were pleased and blessed the people for years to come. And it came to pass that Tyolus was made a great prophet among the people of the region and set about to convert the whole Island in which he presided.

Tyolus was a gifted prophet of the Celestials and given the gifts of divination and foresight. Through a great trance, he was given a vision. And he looked, and behold a pale Lamb descended from the heavens. Its coat was spotless and small. And this Lamb was gifted to a shepherd to be cared for. And in that moment the Lamb grew into a fine sheep and the trees and fields all blossomed in an instant. Then a toothless wolf came quickly and grabbed the sheep from the field. The wolf took the sheep in its mouth without harm and ran off into the distance with it. The weather outside was fierce and Tyolus awoke to the sound of a tree falling nearby. In that moment he knew that he had been gifted with a great vision from the Celestials.

BELTACHADZER

Let not the words of deceivers lead you to doubt, nor the enticements they offer cause you to stray. For the unbelievers only exist to sway the followers from the teachings of Celestas. As a test of faith, they were formed of matter, so that the true followers will understand the importance of their following. And those who choose disobedience will be stripped away the chance at ascension, and forever be removed from existence. And those who are prideful and refuse to bow down, shall be laid low and made into dust.

Just as Beltachadzer was corrupted and tried to lead astray the followers, others live to preach lies and pose as false prophets. Even through apparent wonders and signs from false gods, the teachings of the false will only lead to false hope. By fire Beltachadzer was destroyed and his soul removed from the promise of ascension.

ASCENSION

The flames of ignorance burn without pain. Beware the power or it will consume you before you know.

AVERNAKIS

Life and death, light and darkness, despair and hope. The rift was created, and on that day, the Celestials were born. But the hatred of those who strayed from the true Path festered and bloomed in the dim corners of the Avernakis to which they have been cast! And consumed by this hatred, they poisoned all they touched, bringing death, suffering and despair. And the souls of their victims knew no peace, until the Celestials came and whispered to them: 'Sleep, for the end draws near!' And on that day, all will rejoice, when the Celestials come and lay them low.

It is we who must seek the Truth of the universe in order to achieve enlightenment. There is only one Truth, Darkness is infinite.

INFINITE PATHWAY

Blessed are the true believers, for only they shall walk the Path, and they shall be welcomed unto the realm of the Celestials and made as one with Them. Make yourself one with the Path, and the journey will lead you to eternity. Just as Darkness lives in eternity, so will the followers of Celestas be made. Our journey towards enlightenment may take us to many unexpected places. When doubts and fears arise, look towards the promise of the Celestials. For with infinite subjugation comes infinite blessings. Ours is not to question, but to rejoice in Their service, for the Celestials are perfection.

Leave not the smallest pebble, for any hindrance will slow the people's progress. Pity not the blind man, for he is hindered not by the visions of this world. But rather, pity yourselves, for he shall see the light before you. For the Darkness that he sees contains more vastness than all the light of the unseen universe. Where we come from and where we are going are all the same.

He spoke to the sky and said: 'And the people shall deliver the wicked unto your divine judgment, where their sins shall be weighed in the balance of all that is just and true'. Enemies of the Celestials will show no mercy in their attempts to lead us astray from the true Path, likewise we must attack with all the Strength with which we have been given.

Those who abandon the Path are evil. Foolhardy are those who do not follow the Path. Those who reach enlightenment shall rejoice with the Celestials forever. The power and the greatness of the Celestials cannot be denied. Those who reject the Path to enlightenment must be destroyed. Those who seek the Path to enlightenment must not be led astray. Those who follow the Path of righteousness shall be raised up high.

REVELATION

Death is only the beginning of the real journey. Truth eludes he who does not seek it with both eyes wide. Paraphrased by Adria as Truth is elusive to those who refuse to see it with both eyes wide. Through salvation the blessings of Celestas are gifted. At the end of a life, when the ascension is reached, there is glory and honor magnified by the stars of the sky. As death comes like a thief in the night, the time for repentance and prostration cannot be delayed, for the gift of ascension will not come without hasty dedication.

In the time of the end, the beginning will start. The end of the corrupt and beginning of the bright shine of Celestus. The Lamb of the Celestials will bring power unending on the plain of the people. And in that day, the priors of Celestia will perform miracles of resurrection and wonders among the multitudes of the people, turning their hearts to the Truth and to righteous repentance and devotion. The Truth of the Celestials will spread across all of existence and all those who oppose will be purged for the good of their souls. She will bring fourth justice and remove all those who could stand in the way. The Celestials will give power to the followers so that none can defy, and She will light the way with an ever-burning radiance. The unbelievers will be removed, and peace and justice will rein in

all places. The Lamb of Celestia will be shielded with the power of faith and Truth and none shall penetrate Her will.

UNIQUE ITEMS

- Pokeball: Captures 1 non-sentient being. Must succeed a hit roll at disadvantage. Creature must fail a DC10 wisdom save.
- Circlet of Instant Transmission (orange circlet with a gem in the middle. Writings on the side that says "This circlet contains the power of the Yardrat"): When placing two fingers (pointer finger and middle finger) on the center gem, the wearer will be instantly transported to a location they are looking at within 60 yards. The circlet contains 3 markings which represent three uses they can use, each with a 24 hour cooldown.
- Ring of Kaio-Ken (Silver ring with a red/orange sphere gem that glows with a fiery aura): Activated by saying "Kaio-Ken". The user takes twice as much damage and deals twice the damage. Takes half the user's level worth of HP damage per round of combat.
- Kamehameha Gauntlets (Blue Gloves with Goku symbol on them): Fires a blue beam of energy doing 1d12 damage per charge turn. Has a 2 hour cd raised to the power of how many charge turns were used (2^{turns} hours CD). Must be used like a kamehameha from Dragonball z.
- Power Pole: Unbreakable pole that can extend up to 100 feet.
- Broly Bracelet (armbands): Adds +5 strength to the wearer but every round of combat they must save a DC17 Wisdom save or go berserk until succeeding the save.

WEAPONS

- Excalibur
- Frostmourne
- The Master Sword
- The Z-Sword
- Adamantium Gauntlet
- Scorpion chain
- Stars of Guiden (throwing stars)
- Blades of Chaos
- Bido's Boomerang
- Sting
- Staff of the white wizard

MAPS

TEMPESTAS



Tempestas: The main trading post of the south west region of the planet. Everything can be found here from crime, to various trade skills.

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



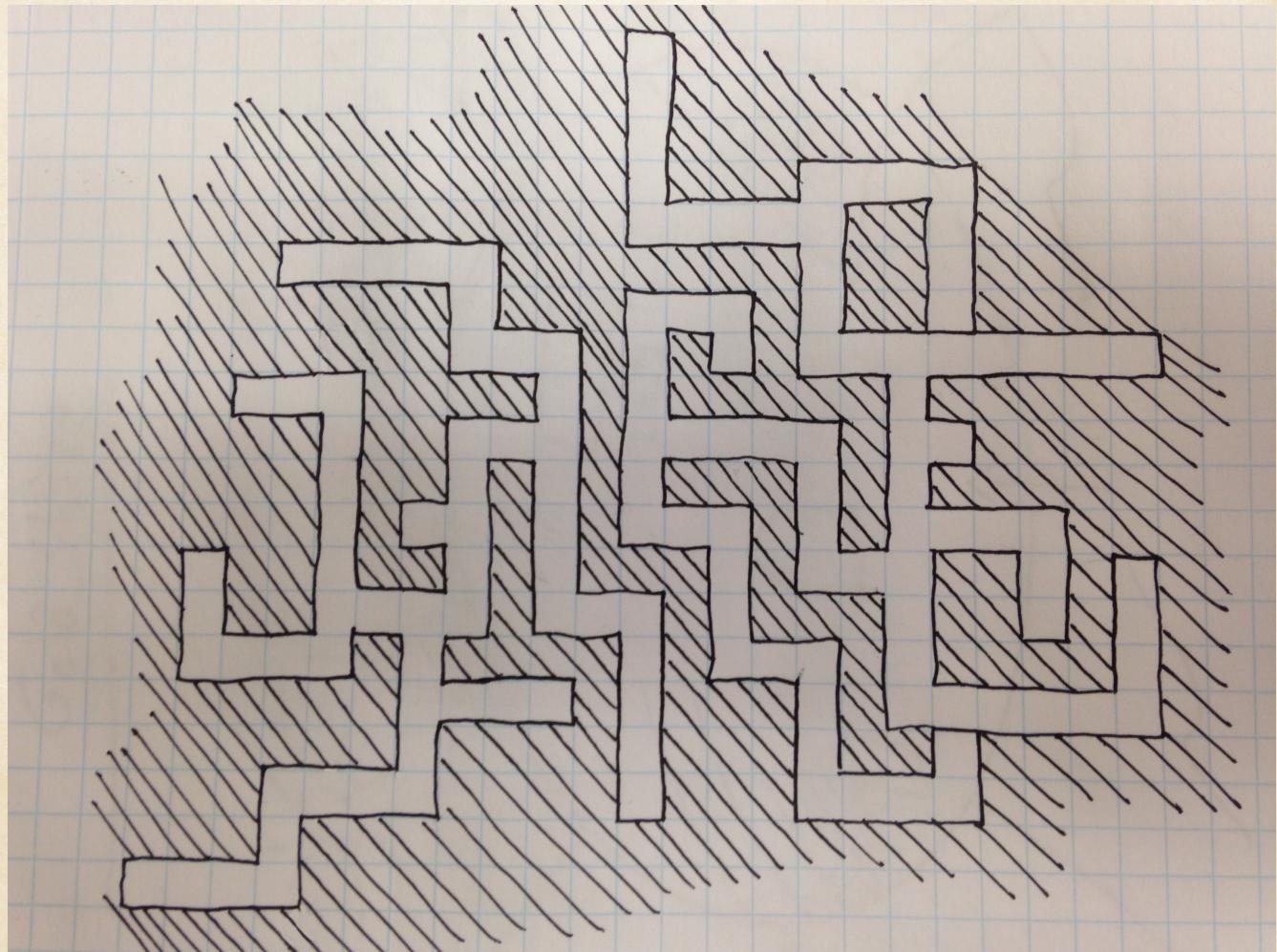
Rem Silva: A forest to the west of Aurushire. To the north/Northeast is The Pluvian Forest but the forest is too dense to travel between the two.

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 which appears on the 2 long hallway to the left. Each hallway continues onto the hallway that is of the same length but opposite direction as it.