Goblin Assassin

CR 1/2 Ambusher

Small Humanoid (Goblin), Any Alignment — 100 XP

Armor Class 15 (studded leather)
Hit Points 16 (3d6 + 6)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	8 (−1)

Skills Stealth +7
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Proficiency Bonus +2

Backstab. When the assassin has advantage on their attack roll against a creature who isn't a Construct or an Undead, their attacks deal an extra 3 (1d6) damage and inflict a bleeding wound on the target that lasts until the bleeding creature regains at least 1 hit point. A bleeding creature loses 2 hit points for each bleeding wound they have at the start of their turn. Any creature who can reach the target can use an action to stanch all the target's wounds, ending the effect.

Crafty. The assassin doesn't provoke opportunity attacks when they move out of an enemy's reach.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

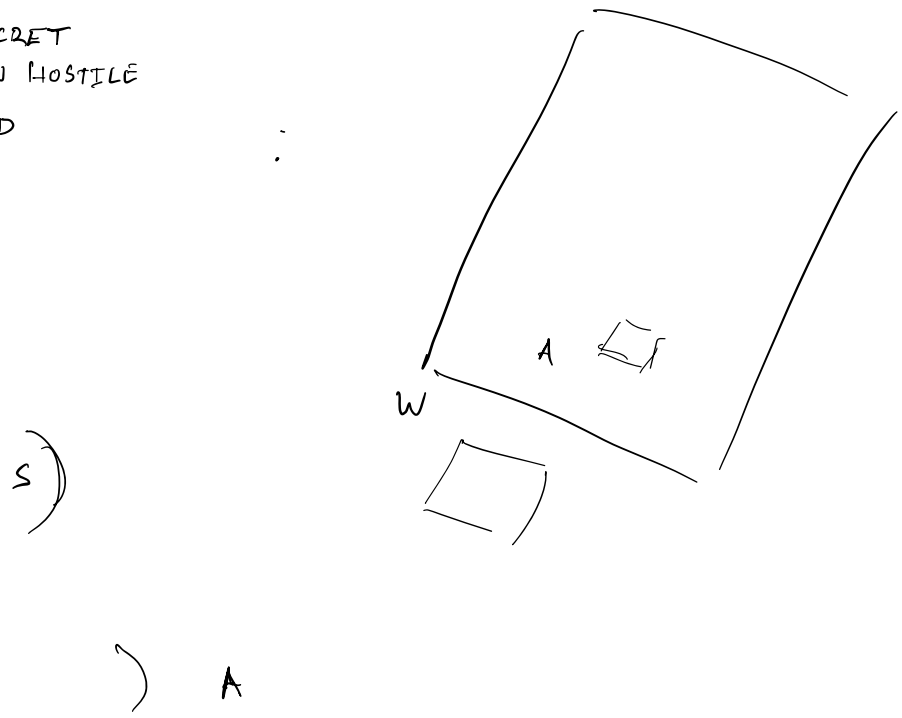
Summon Shadows (1/Day). A 10-foot-radius sphere of magical darkness emanates from a point the assassin can see for 1 minute. The darkness spreads around corners. Except for the assassin, a creature with darkvision can't see through this darkness, and mundane light can't illuminate it. At the start of their turn, the assassin can move the darkness up to 30 feet to a point they can see (no action required). If the assassin takes damage, the effect ends.

Bonus Actions

Sneak. The assassin takes the Hide action.

X2

SECRET
NON HOSTILE
3RD



Goblin Sniper

CR 1/2 Artillery

Small Humanoid (Goblin), Any Alignment — 100 XP

Armor Class 14 (leather armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	8 (−1)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Proficiency Bonus +2

Crafty. The sniper doesn't provoke opportunity attacks when they move out of an enemy's reach.

Sniper. If the sniper misses with a ranged weapon attack while they are hidden, they remain hidden. Additionally, if the sniper hits a target with a ranged weapon attack while they have advantage on the attack roll, the attack deals an extra 3 (1d6) damage.

Actions

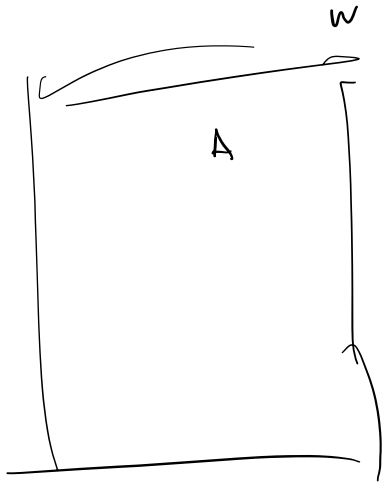
Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Sneak. The sniper takes the Hide action.

X1



Goblin Warrior

CR 1/4 Skirmisher

Small Humanoid (Goblin), Any Alignment — 50 XP

Armor Class 15 (leather armor, shield)
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (−1)

Skills Acrobatics +4, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Proficiency Bonus +2

Crafty. The warrior doesn't provoke opportunity attacks when they move out of an enemy's reach.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

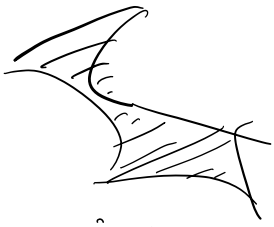
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Fleet Foot. When a creature within 5 feet of the warrior misses them with a melee attack, the warrior can move up to half their speed.

X2

VIOLET: Prism: Forest:
CHURCH



MILITARY: POWER VIOLENCE: CONFLICT w/ Alchemists

FISHY
realness

WHAT IS HAPPENING

- GOBLIN MISCHEIF:
  - THEY ARE SCOUTING
    - REPORTING TO THEIR CHEIF
  - GAURDS KILLED THE QUARTERMASTER
    - LEDGER UNTOUCHED
    - BAG OF GRAIN RIPPED OPEN
- FIRE FALLOUT
  - CLEANUP
  - PUNISHMENT
    - A FEW SOLDIERS SENT HOME
    - INVESTIGATION LAUNCHED
-

WHAT HAPPENS IF THEY AREN'T FOUND

LOTS OF
~~$~~ EXPENSIVE
TEXTS

MARGIE

FOLLOWER
HAD SOMETHING
LOST

WHY SHE
HERE

STAYED
WITH
LADIES
OF LILAC

DEEPLY
PRAGMATIC

FREEDOM

Mom military
medicine

SHE DOESNT
WANT ANYONE
TO KNOW

SIRCHA — DESIRES
WEALTH

FOLANEL

Fishy

- Alchemists
- Perculiar man
- Cave mouth
- Slin n Slide

To Dos

- TRAVEL
  - SYSTEM
  - MOOD PIECES
- PLOT
  - WHO ARE THEY
  - WHAT ARE THEY HIDING
  - WHAT DID THEY STEAL
  - WHO DO THEY MEET
    - ALCHEMIST
- MECHANICS
  - ENEMY CHOICE
  -
  - Magic ITEMS
  - APROACH FIELD DRAWIN

10-12 IDEATION

ALCHEMISTS

OPPOSE XYLAAN
AND WHOEVER
WOULD SET IT FREE

UNDECIDED
ON THEIR
POSITION
WITH TELOR

BAYNAULT STEALS
PROTOTYPE GERM
FOR COL

RETURNS
ON DIPLOMATIC
BUSINESS

ACUSED.
RETUN
DEMANDED.
KILLED.

ALCHEMISTS
SHOW UP
DEMANDING
RETURN

"GERM
STOLEN"

YOU HAVE STOLEN
SOMETHING PRECIOUS
TO US

PLACES
STOLEN ITEM
IN VAULT

COL SOLIDERS
START FIRE
STEALS PROTOTYPE

AELON SENDS
PARTY ON A
QUEST TO SEEK
JUSTICE

FOLLANEL
LEARNS OF
STOLEN GERM

ASSIGNS
INFO GATHERING
TO TALL

LEARN HOW

ASSIGNS
THEIVING
JOB TO ROE

DELIVER GERM
TO FOLLANEL

WISTOPHER
THE TRAVELER

- COME TO SEE
  THIS GRAND
  LAND

- SLEEP
  WALK
  ENCOUNTE

Cult of the Library

Precepts

- Mortals, especialy humans, are naturally susceptible to the seduction of information and power
  - strict order and heavy adherance to a chain of command
  - Distrobution of organizational knowledge is highly regimented.
  - Inanimate objects, especialy those originating from the library are perfect vessels and should be worshipped as such. So long as the vessel cannot be read
  - Placidity, stoicism, discression, and clarity of mind are to be commended
- It is their duty to return the library's forbiden knowledge
  - Consolidate this knowledge into vessels capable of holding it
  - Hide this knowledge to protect the public from its power
- There will be a chosen people that search, find, enter the library once again. They will bring about a world worthy of the library's secrets
  - Requirer world order!!!
  - The promised lol

Hierarchy

- Humans < Warforged
  - Follow general military rank
  - Order of the shroud
  - Non military occupy servant status
  - Elders retire in communites throughout telor
    - Practice in secrecy
- Preceptor
  - chosen by {the artifact}
    - candidates chosen by preceptor
- Artifacts
  - Biggest stash
  - Act as information sponges

Influences

- African secret societies
- Catholosism
- Sky breamers

Important People

- General Yenora

History

THINGS TO PREP

- BATTLE
- LIST
- MAGIC ITEMS
- SPORE
- CONCEQUENCES
  - TAL IS CAUGHT
  - COL ESCAPE: TUNNEL ADVENTURE
  - THEY RETURN W/O ITEMS

2.5 hours

- DESIGN
  - TUNNEL ENCOUNTER (X2?)
  - ~~STEALTH ENCOUNTER~~
  - RETURNING HOME ENCOUNTER
- DETAILS
  - ~~WHAT IS ON THE LIST~~
  - ~~WHAT ARE THE STOLLEN MAGIC ITEMS~~
- DESCRIPTIONS
  - TUNNEL
  - NARATION OF TAL'S PREDICAMENT
- LOGISTICS
  - EDIT RECAP
  - FIND PLAYER NOTES
  - ADD IN ENEMY STAT BLOCKS
- CONCEPTS, CONCEQUENCES, RP
  - THEY RETURN EMPTY HANDED
  - TAL IS CAUGHT
  - POE DOES NOT GIVE THE SPORE TO SIRCHA

STEALTH ENCOUNTER

- 10 minutes EXPENDED
- CONCENTRATION
- ATTACKS OR CASTS a SPELL
- MAGI DISPELED
    - DISPEL MAGIC SCROLL IN CHEST

OBJECTIVE: ESCAPE

HITCHES:

ARMED TRAPS

DISPEL MAGIC SCROLL
- LOCATED IN STASH
- 1 TURN TO LOCATE, 1 TURN TO CAST

ATTACKING INVISIBLE CREAVRES
- ANY ATTACK MUST REQUIRE
    - THE TARGET TO BE IN MELEE RANGE
    - THE ATTACKER TO SUSPECT THE TARGETS PRESENCE IN MELEE RANGE
- UPON ENTERING THE MELEE RANGE THE ATACKER AND TARGET WILL MAKE PRECEPTION AND STEALTH ROLLS RESPECTIVELY
- IF THE DASH ACTION IS USED THE TARGET WILL AUTOMATICALLY FAIL THEIR STEALTH CHECK IF ENTERING AN ENEMIES MELEE RANGE
- OTHER FORMS OF DETECTION/USE OF INFORMATON TO LOCATE THE TARGET ARE PERMITED

- TAL MUST MAKE IT OUT OF THE CAVE
- HITCHES
  - DISPEL MAGIC SCROLL IN STASH
    - 1 TURN TO LOCATE
    - 1 TURN TO CAST
    - GIVES TALL 3 TURNS TO GET OUT OF DODGE

- TIMELINE
- STAYING SANE
- WHATS THE WORK

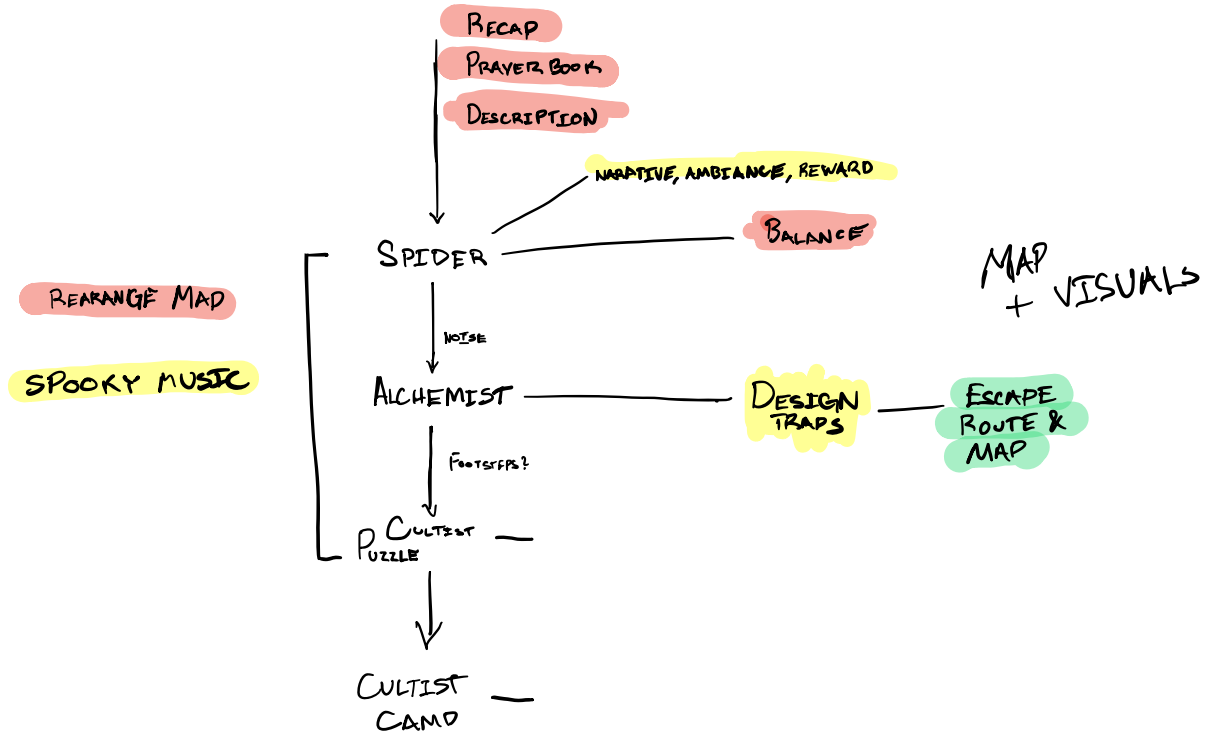
- DESIGN
  - ALCHEMIST ENCOUNTER
  - CAVERN LANDSCAPE
    - WHATS THE BATTLEMAP
    - WHAT LIVES THERE.
    - WHAT IS THERE TO COLECT
    - WHAT DOES IT SMELL LIKE

- DETAILS

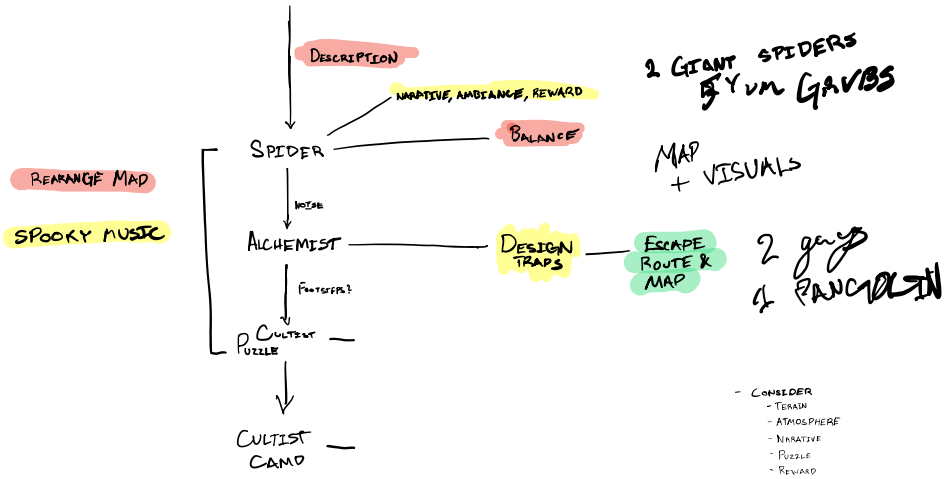
- DESCRIPTIONS

- LOGISTICS
  - SETUP NOTE LOG
  - IMPORT SPOOKY MUSIC

- CONCEPTS, CONCEQUENCES, RP
  - WHAT DO THE TUNNEL NETWORKS LOOK LIKE
  - WHAT ARE THEY FOR
  - HOW DOES COL USE THEM
  - HOW COMMUNICATE ALCHEMIST



LIST



- WHY ARE WE FIGHTING
  - OBJECTIVES
  - HOW DOES THIS MOVE THE STORY

- CONSIDER
  - TERAIN
  - ATMOSPHERE
  - NARRATIVE
  - PUZZLE
  - REWARD
  - STEAMS

Huge creatures or objects.

KINETIC CRUSH
2nd Order Telekinesis
Manifestation Time: 1 action
Range: 60 feet
Duration: 1 round

One creature you can see within range is held in your telekinetic grip, and must make a Strength saving throw. On a failed save, the target takes 2d8 force damage and their speed becomes 0 until the start of your next turn. On a success, the target takes half as much damage and their speed isn't reduced.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d8.

Additionally, you can increase this power's order by 1 or more to move the target if they fail the saving throw. For each increase of 1, you move the creature 10 feet in a direction of your choice, including up, but not beyond the range of this power. A creature moved up begins to fall as soon as that movement ends.

MINDSCAPE
2nd Order Resiapthy
Manifestation Time: 1 action
Range: 30 feet
Duration: 1 round

You attempt to make a creature you can see within range perceive their environment differently, then force them to move within that false environment. The target must make a Wisdom saving throw. On a success, the target takes 1d6 psychic damage. On a failure, the target takes the Dash action on their next turn, moving in a random direction rolled on the Mindscape Directions table. The target can't avoid hazards, but once they touch any obstacle, they can attempt to move around, over, or under it.

MINDSCAPE DIRECTIONS

d8	Direction	d8	Direction
1	North	5	South
2	Northeast	6	Southwest
3	East	7	West
4	Southeast	8	Northwest

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. Multiple creatures must be within 30 feet of each other when you target them. You roll a different random direction for each creature affected by the power.

RECAP

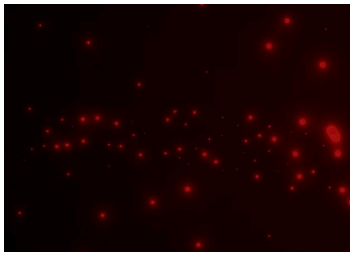
BALANCE SPIDERS

BALANCE ALCHEMISTS,
BALANCE FINAL BATTLE

PRAYER

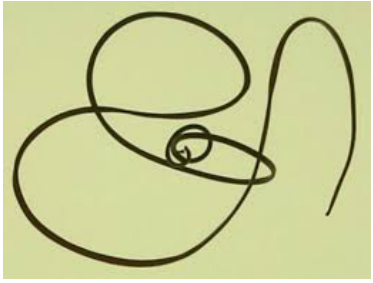
MOVE IN CLUMPS

FERNLIKE GROWTHS



LONG THIN NORMS

PRISMATIC WALL



TUNNEL SYSTEM

I HATE BEING IN A POSITION WHERE SHE LEAVES AND THERE IS TENSION

LIKE, YUCK

PANGOLIN BROOD

EGGS

LIGHTLY CARNIVORUS

THINGS USE IT FOR ENERGY

{ GERMLESS }

LIGHT SOURCE PUNING THROUGH THE SPACE